ALARM LOCK
345 Bayview Avenue
Amityville, New York 11701
For Sales and Repairs 1-800-ALA-LOCK
For Technical Service 1-800-645-9440
(Note: Technical Service is for security professionals only)
Publicly traded on NASDAQ Symbol: NSSC

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Trilogy
DL1200
Programming Instructions

OI310B 12/12

CONGRATULATIONS!

Your new DL1200 Alarm Lock Trilogy electronic digital lock is a manually programmable narrow stile entry trim for *Adams Rite*® 4710, 4730 and 4900 deadlatch locks, and 1850, 1950, 4070, MS1850S and MS1950S series deadbolts for narrow stile aluminum doors*. The DL1200 is a rugged entry lock of advanced design with several programmable features. Three security levels are provided: **Master** (can perform ALL functions), **Manager** (can perform MOST functions plus entry), and **Basic User** (entry only).



DL1200

The lock includes 100 User Codes (consisting of Managers and Basic Users), plus three "one-time entry" Service Codes. The Manager/Basic User Codes are organized similar to a grid--ten banks of ten Access Codes.

Take the time to read through this guide to familiarize yourself with the features and operations of the lock, and its quick and easy programming procedures.

Features

- 1 Master Code (all functions including entry)
- 10 Manager Codes (perform SOME programming functions plus entry)
- 90 Basic User Access Codes (Entry Only)
- 3 Service Codes ("One-Time Entry" Codes)
- Two User Disable Modes:
  - All User Codes Disabled Except Master Code
  - All User Codes in a Bank Disabled Except Manager Codes
- 30-Second Keypad Anti-Tamper Lockout:
  (Keypad Lockout After 3 Unsuccessful User Code Entries)

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*Adams Rite Manufacturing Co., Pomona, CA. www.adamsrite.com

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Wiring

Wiring:

See the Installation Instructions for more information.

Batteries:

Use only two '123' Type Lithium batteries (Duracell P/N CR17345).

Quick Start

First Time Start Up

1. Unpack the lock from its factory packaging.
2. Connect the battery pack.
3. Listen for 3 beeps. The lock is now ready to accept programming. **Note:** Failure to follow this exact procedure can result in erratic lock behavior.

   Important Note: When entering any key sequence below, *do not pause more than 5 seconds between any key presses*--otherwise you must start again. (**Note:** If you wish, this 5-second delay between key presses can be extended--see *Pass Time* on page 9 after completing this section).
   No other programming commands will be accepted until the Factory Master Code has been changed.

Change Factory Master Code

The Master Code is a "secret" code (entered at the keypad) that allows you to change ALL programming functions and options. Because all locks are manufactured identically (and leave the factory with the *same* Master Code), this "factory Master Code" is not very secret--and MUST be changed to your own personal Master Code to ensure security. A 5 digit Code is recommended.

1. Press the factory Master Code: 1 2 3 4 5. A beep will sound and the lock will open (if the lock does not unlock, refer to section "Erase All Programming" on page 11).
2. Within 5 seconds, press [key] 1 [key].
3. Within 5 seconds, enter a new Master Code. This new Master Code may consist of 3 to 5 digits*, however, the number selected determines the number required for all subsequent Manager and User Access Codes.
4. Press [key].
5. Re-enter the new Master Code again to validate. A 6-beep acknowledgement (with a red LED) will sound. Wait 5 seconds for lock to re-lock.
6. Test the new Master Code. Enter the new Master Code; a beep will sound and the lock will unlock. Now that the Master Code has been changed, there is no need to change it again (unless you want to).

   For example, if you want your new Master Code to be "44444", press:
   1 2 3 4 5 [key] 1 [key] 4 4 4 4 4 [key] 4 4 4 4 4.

   If you wish, write your new Master Code in the spaces provided:
   1 2 3 4 5 [key] 1 [key] ___ ___ ___ ___ ___ [key] ___ ___ ___ ___ ___
   (Write your new Master Code) **(Repeat)**

(Continued)

* Once the number of digits is selected, it cannot be changed unless all programming is erased and the Factory Default settings are re-loaded using the "Erase All Programming, *Alternative Method*" procedure found on page 11.

Quick Start (cont'd)

Enter a Manager Code

Manager Codes are located at locations 00, 10, 20, 30, 40, 50, 60, 70, 80, and 90 (see grid on page 4). **Note:** New Manager Codes MUST use the same number of digits as the (new) Master Code. Enter as follows.

1. Press the (new) Master Code.
2. Press [L] [press a Manager location i.e. 00, 10, 20, 30, 40, 50, 60, 70, 80, or 90] [L].
3. Press a new Manager Code *using the same number of digits as the (new) Master Code*. A 6-beep acknowledgement (with a red LED) will sound. Wait 5 seconds for lock to re-lock.
   For example, if you want to add a Manager Code of "33333" in location 00,
   [Press the (new) Master Code] [L] [0][0] [L] [3][3][3][3][3].
4. If lock remains open, repeat from step 2; otherwise restart from step 1 for each new Manager Code.

Enter Basic User Access Codes

See the grid on page 4 for more information regarding User locations. You can choose to enter your User Codes in many possible locations, and in any order you wish. User Codes do not have programming privileges (entry only). Duplicate User Codes are not allowed.

1. Press the (new) Master Code or associated Manager Code.
2. Press [L] [press a 2-digit location number] [L].
3. Press a new User Access Code *using the same number of digits as the (new) Master Code*. A six-beep acknowledgement (with a red LED) will sound. Wait 5 seconds for lock to re-lock. The new User Access Code is now entered in that location number.
   For example, if you want to add a User Access Code of "22222" in User Number 01, press:
   [(New) Master Code] [L] [0][1] [L] [2][2][2][2][2].
4. If lock remains open, repeat from step 2; otherwise restart from step 1 for each new User Access Code.

Delete a User Access Code

The Master Code cannot be deleted. Manager Codes can only be deleted with the Master Code. If the location (User Number) of the Code is unknown, use the Code Location Function (page 8).

1. Press the (new) Master Code or Manager Code.
2. Press [L] [press the 2-digit location number] [L] [*]. A six-beep acknowledgement (with a red LED) will sound. Wait 5 seconds for lock to re-lock. The User Access Code is now deleted.
   For example, if you want to delete a User Access Code located in location 47, press:
   [(New) Master/Manager Code] [L] [4][7] [L] [*].
3. If lock remains open, repeat from step 2; otherwise restart from step 1 for each User Access Code you want to delete.

Testing Codes

VALID CODE - The Green LED will flash (with 1 beep) after a valid code is entered. The lock will unlock immediately and remain unlocked for about 5 seconds (this "unlocked" time is the "Pass Time"). To make the Pass Time longer or shorter, use the Pass Time Function on page 9. **Note:** While the lever or knob may be rotated at any time, the latch will not be engaged to unlock the door unless a valid User Access Code is entered at the keypad.

INVALID CODE - The Red LED will flash 5 times (with 5 beeps) after an invalid code is entered. (To quickly clear an invalid User Access Code, press [L] and immediately re-enter the correct Code).

KEYPAD ANTI-TAMPER LOCKOUT - If 3 invalid User Access Codes are entered in succession, the lock will turn off for approximately 30 seconds to prevent tampering. The DL1200 will emit 2 beeps with a Red LED flash warning at the end of the anti-tamper period. The lock will exit Anti-Tamper mode in 30 seconds or upon activation of the Remote Switch Input (white wires). **Note:** The lock will go into Anti-Tamper after 3 unsuccessful Code entries *even if entered by different users and spaced apart in time*. Therefore, the lock may "appear" to go into Anti-Tamper Lockout *even after the entry of just one invalid User Access Code*.

Manager & User Location Worksheet

The DL1200 lock provides three "security levels": **Master** (can perform ALL functions), **Manager** (can perform SOME programming functions plus entry), and **Basic User** (entry only). In total, there are 104 "locations" inside the DL1200 lock: one Master Code, 10 Manager and 90 User Access Codes, and three "one-time entry" Service Codes. *Where the Access Code is located will determine its security level.* From the factory, all locations (except for the Master Code) are empty; each location can then be programmed to contain an Access Code, and these Access Codes enable Users to program and/or unlock the lock. As a visual aid, the 100 Manager/User Access Code locations are detailed in the grid below, with ten "Banks" (columns) of ten "Managers/Users" (rows). Each of the 100 squares in the grid is identified by a unique two-digit location (00) through (99). Notice that these two digits also specify its Bank (column) and Manager/User (row) location in the grid. Also notice that all Managers are in the top row, their locations all ending in a zero (locations 00, 10, 20, 30 and so on through 90). **Note:** Use the blank grid below as a **Programming Worksheet** for preparing all programming in advance. Store this worksheet in a safe place for future reference.

Each square represents a location inside the lock (excluding the Master Code and the 3 Service Codes). Each location can hold one "User Access Code" which can unlock the lock.

	BANK 0	BANK 1	BANK 2	BANK 3	BANK 4	BANK 5	BANK 6	BANK 7	BANK 8	BANK 9
MANAGERS →	MGR 00 _____	MGR 10 _____	MGR 20 _____	MGR 30 _____	MGR 40 _____	MGR 50 _____	MGR 60 _____	MGR 70 _____	MGR 80 _____	MGR 90 _____
USERS →	USER 01 _____	USER 11 _____	USER 21 _____	USER 31 _____	USER 41 _____	USER 51 _____	USER 61 _____	USER 71 _____	USER 81 _____	USER 91 _____
USERS →	USER 02 _____	USER 12 _____	USER 22 _____	USER 32 _____	USER 42 _____	USER 52 _____	USER 62 _____	USER 72 _____	USER 82 _____	USER 92 _____
USERS →	USER 03 _____	USER 13 _____	USER 23 _____	USER 33 _____	USER 43 _____	USER 53 _____	USER 63 _____	USER 73 _____	USER 83 _____	USER 93 _____
USERS →	USER 04 _____	USER 14 _____	USER 24 _____	USER 34 _____	USER 44 _____	USER 54 _____	USER 64 _____	USER 74 _____	USER 84 _____	USER 94 _____
USERS →	USER 05 _____	USER 15 _____	USER 25 _____	USER 35 _____	USER 45 _____	USER 55 _____	USER 65 _____	USER 75 _____	USER 85 _____	USER 95 _____
USERS →	USER 06 _____	USER 16 _____	USER 26 _____	USER 36 _____	USER 46 _____	USER 56 _____	USER 66 _____	USER 76 _____	USER 86 _____	USER 96 _____
USERS →	USER 07 _____	USER 17 _____	USER 27 _____	USER 37 _____	USER 47 _____	USER 57 _____	USER 67 _____	USER 77 _____	USER 87 _____	USER 97 _____
USERS →	USER 08 _____	USER 18 _____	USER 28 _____	USER 38 _____	USER 48 _____	USER 58 _____	USER 68 _____	USER 78 _____	USER 88 _____	USER 98 _____
USERS →	USER 09 _____	USER 19 _____	USER 29 _____	USER 39 _____	USER 49 _____	USER 59 _____	USER 69 _____	USER 79 _____	USER 89 _____	USER 99 _____

MASTER CODE

SERVICE CODE 1	SERVICE CODE 2	SERVICE CODE 3

LOCK DESCRIPTION

Manager & User Location Example

User Access Codes allow access only; *Manager Codes* allow more: Manager Codes have the ability to program and delete User Access Codes within that Manager's Bank (column). The DL1200 lock can hold up to 10 Manager Codes, one for each Bank (locations (00), (10), (20), (30), (40), (50), (60), (70), (80), (90)), and are all found at the top row of the grid below. **Note:** Only the Master Code can add or delete a Manager Code.

In addition, Managers not only possess programming abilities for User Access Codes residing in their own Bank, but also for *all higher Banks until the next programmed Manager Code appears*.

For example (see shaded grid below), if Manager Codes are programmed for locations (00) and (60), then the Manager in location (00) has control of the gray-shaded locations (00-09, 11-19, 21-29, 31-39, 41-49, and 51-59). The Manager in location (60) then has control over the black-shaded locations (61-69, 71-79, 81-89, and 91-99).

Note: If you wish to grant any Manager the ability to program any User, use the "Disable Groups" Function on page 9 (Enter the Master Code, then press [1] [2] [1] [1] [1]).

	Manager Code Programmed here						**Manager Code Programmed here**			
	(BANK 0)	**(BANK 1)**	**(BANK 2)**	**(BANK 3)**	**(BANK 4)**	**(BANK 5)**	**(BANK 6)**	**(BANK 7)**	**(BANK 8)**	**(BANK 9)**
MANAGERS →	MGR 00	MGR 10 (BLANK)	MGR 20 (BLANK)	MGR 30 (BLANK)	MGR 40 (BLANK)	MGR 50 (BLANK)	MGR 60	MGR 70 (BLANK)	MGR 80 (BLANK)	MGR 90 (BLANK)
USERS →	USER 01	USER 11	USER 21	USER 31	USER 41	USER 51	USER 61	USER 71	USER 81	USER 91
USERS →	USER 02	USER 12	USER 22	USER 32	USER 42	USER 52	USER 62	USER 72	USER 82	USER 92
USERS →	USER 03	USER 13	USER 23	USER 33	USER 43	USER 53	USER 63	USER 73	USER 83	USER 93
USERS →	USER 04	USER 14	USER 24	USER 34	USER 44	USER 54	USER 64	USER 74	USER 84	USER 94
USERS →	USER 05	USER 15	USER 25	USER 35	USER 45	USER 55	USER 65	USER 75	USER 85	USER 95
USERS →	USER 06	USER 16	USER 26	USER 36	USER 46	USER 56	USER 66	USER 76	USER 86	USER 96
USERS →	USER 07	USER 17	USER 27	USER 37	USER 47	USER 57	USER 67	USER 77	USER 87	USER 97
USERS →	USER 08	USER 18	USER 28	USER 38	USER 48	USER 58	USER 68	USER 78	USER 88	USER 98
USERS →	USER 09	USER 19	USER 29	USER 39	USER 49	USER 59	USER 69	USER 79	USER 89	USER 99

Manager Location Example

Programming Worksheet: Functions

Directions: The Factory Master Code (1-2-3-4-5) must first be reprogrammed as a new Master Code before any other programming can take place. All new Access Codes must have the same number of digits as the new Master Code. Choose new Access Codes and write them in spaces provided (in pencil) before programming the lock. 6 beeps will usually be heard after an acceptable entry.

FUNCTION	PRESS THESE BUTTONS ON KEYPAD
Change Existing Master Code	[Enter Factory or Existing Master Code] 1 [Enter New Master Code _ _ _ _ _] [Re-enter New Master Code _ _ _ _ _] [6 beeps = OK]
Add/Change Manager Codes (up to 10)	[Enter Master Code] [Enter 2-digit Manager Location _ _] [Enter new Manager Code _ _ _ _ _] [6 beeps = OK]
Add/Change User Codes (up to 90)	Press Master or Manager Code [Enter 2-digit Location _ _] [Enter new User Code _ _ _ _ _] [6 beeps = OK]
Deleting Manager & User Codes	Press Master or Manager Code [Enter Bank Number] [Enter User Number] *
Disable User Number	Press Master or Manager Code [Enter Bank Number] [Enter User Number]
Enable User Number	Press Master or Manager Code [Enter Bank Number] [Enter User Number]
Disable All	Press Master or Manager Code 9 5 5 (Reset with Function 944)
Enable All	Press Master or Manager Code 9 4 4
Disable Users Only	Press Master or Manager Code 9 5 0 (Reset with Function 944)
Code Location Function	Press Master or Manager Code 6 [Enter Code to be located]
Next Free Code--Address Locator	Press Master or Manager Code 7 [Responds with Bank # and User #]
Service Code 1	Press Master or Manager Code 3 0 1 [Enter new Service Code _ _ _ _ _]
Service Code 2	Press Master or Manager Code 3 0 2 [Enter new Service Code _ _ _ _ _]
Service Code 3	Press Master or Manager Code 3 0 3 [Enter new Service Code _ _ _ _ _]
Clear Service Codes	Press Master or Manager Code 3 0 0
Enable Passage Mode	Press Master or Manager Code 4
Disable Passage Mode	Press Master or Manager Code 5
Pass Time ("Door Unlock")	Press Master Code 4 [Enter "02" - "20" seconds]
Enable Groups	Press Master Code 2 1 0
Disable Groups	Press Master Code 2 1 1
Disable Users In Bank	Press Master or Manager Code 8 5 [Enter Bank Number (0-9)]
Enable Users in Bank	Press Master or Manager Code 8 4 [Enter Bank Number (0-9)]
High Freq KP Feedback + Led	Press Master Code 2 2 0
Low Freq KP Feedback + Led	Press Master Code 2 2 1
Click! KP Feedback + Led	Press Master Code 2 2 2
Led Only	Press Master Code 2 2 3
Erase All Programming	Press Master Code 0 0 0 [Listen for 6 beeps = OK]

Note: Managers *do not* have the ability to add/delete/enable/disable Users outside their Bank, unless Groups are disabled.

Programming Functions

Change Existing Master Code* [1]

For new locks, follow the "Quick Start" on page 2.

[_ _ _ _ _ _] [1] [_ _ _ _ _ _] [_ _ _ _ _ _]

Old (or "Factory") Master Code — New Master Code* — Confirm New Master Code*

Add/Change Manager Codes [ ] [_] [0]

Follow the "Quick Start" on page 3. **Note:** You can also add/change the Manager Code in location 00 by entering the Master Code, [2] then the new Manager Code.

[_ _ _ _ _ _] [ ] [_] [0] [_ _ _ _ _ _]

Master Code** — Manager Bank (Column) 0-9 — User (Row) Always zero for Managers — New Manager Code

Add/Change User Codes [ ] [_ _] [ ]

Follow the "Quick Start" on page 3.

[_ _ _ _ _ _] [ ] [_ _] [ ] [_ _ _ _ _ _]

Master Code or Manager Code** — Bank (Column) 0-9 — User (Row) 1-9 — New User Code

Deleting Manager & User Codes [ ] [_ _] [ ] [*]

Follow the "Quick Start" on page 3.

[_ _ _ _ _ _] [ ] [_ _] [ ] [*]

Master or Manager Code** — Manager Bank (Column) 0-9 — User (Row) Always zero for Managers 0-9

Disable/Enable Users

Enter the Master Code to disable/enable any Manager or User, or enter a Manager Code to disable any User within the Manager's Bank.

Disable User Number [_ _ _ _ _ _] [ ] [_ _] [ ] (Allow system to relock)

Master or Manager Code — Bank/User Number

Enable User Number [_ _ _ _ _ _] [ ] [_ _] [ ] (Allow system to relock)

Master or Manager Code — Bank/User Number

* Once the number of digits is selected, it cannot be changed unless all programming is erased and the Factory Default settings are re-loaded (power must be removed and re-applied as per the "Erase All Programming" procedure found on page 11.

** Required only if DL1200 is locked.

Programming Functions (cont'd)

Enable/Disable All

Disable All: If Master Code is used, disables all 100 User\Manager Codes and clears all 3 Service Codes. If a Manager Code is used, disables all Users (even across multiple Banks) under that Manager.

Disable Users Only: If Master Code is used, disables all 90 Users and clears all 3 Service Codes, while Managers remain active. If a Manager Code is used, disables all Users (even across multiple banks) under that Manager.

Enable All: If Master Code is used, re-enables all 100 User/Manager Codes (Service Codes must be re-programmed). If a Manager Code is used, re-enables all Users (even across multiple Banks) under that Manager. **Note:** Managers cannot disable themselves. Use Function 944 to restore Functions 955 and 950. In addition, if Codes are disabled using Function 955 or 950, and a new User Code is subsequently added (or an existing Code changed), the new (or changed) User Code will automatically become enabled.

Disable All [_ _ _ _ _] [ ] [9] [5] [5] [ ]
Master/Manager Code**

Disable Users Only [_ _ _ _ _] [ ] [9] [5] [0] [ ]
Master/Manager Code**

Enable All [_ _ _ _ _] [ ] [9] [4] [4] [ ]
Master/Manager Code**

Code Location Function [ ] [6] [ ]

Be sure to record all Code locations in the blank worksheet (page 4) for future reference. If the location of a Code is not known, use this function to find the Code. The lock will identify the BANK (0-9) and USER (0-9) by beeping and flashing the GREEN LED 0 to 9 times as detailed below.

[_ _ _ _ _] [ ] [6] [ ] [_ _ _ _ _]
Master/Manager Code** Code 2 - 5 digits

If the code entered is recognized, the following sequence will occur:

1. At the start of the Code Location sequence, the lock will Flash both the GREEN and RED LEDs and will emit a low tone.
2. The lock will identify the **Bank** number by flashing the GREEN LED and beeping the sounder from 0 -9 times.
3. To signify the end of the Bank number ID sequence, the lock will flash both the GREEN and RED LEDs and will emit a low tone.
4. The lock will identify the **User** number by flashing the GREEN LED and beeping the sounder from 0-9 times.
5. To signify the end of the Code Location function, the lock will flash both the GREEN and RED LEDs and will emit a low tone.
   Note: Should the Code not be recognized, the lock will sound 5 beeps with a RED LED. **When the Bank and/or slot numbers are zero, the GREEN LED will not flash and the sounder will not beep.**

Next Free Code Address Locator [ ] [7] [ ]

Using the same method of beeps and flashes used in the Code Location Function, and dependent on the Master or Managers Code entered, the lock will report the next available address for User Access Code programming.

[_ _ _ _ _] [ ] [7] [ ]
Master/Manager Code**

Report Sequence

1. At the start of the Next Free Code Location function, the lock will Flash both the GREEN and RED LEDs and will emit a low tone.
2. The lock will identify the **Bank** number by flashing the GREEN LED and beeping the sounder from 0 -9 times.
3. To signify the end of the Bank number ID sequence, the lock will flash both the GREEN and RED LEDs and will emit a low tone.
4. The lock will identify the **User** number by flashing the GREEN LED and beeping the sounder from 0-9 times.
5. To signify the end of the Code Location function, the lock will flash both the GREEN and RED LEDs and will emit a low tone. If no free address is found, then the lock will emit a programming error tone sequence. **No LED flashes/sounder beeps represent the number zero.**

** Required only if DL1200 is locked.

Programming Functions (cont'd)

Add/Delete Service Codes

Service Codes are one-time-only Codes; once entered into the keypad, it is deleted. Use the same Code up to 3 times by programming all three Service Codes with the same Code. **Note:** Service Codes are lost if power is removed. To delete a single Service Code, press [1], enter Service Code number (301, 302 or 303), then press [1] [*].

Service Code 1 [_ _ _ _ _ _] [1] [3] [0] [1] [1] [_ _ _ _ _ _]
Master/Manager Code** New Service Code

Service Code 2 [_ _ _ _ _ _] [1] [3] [0] [2] [1] [_ _ _ _ _ _]
Master/Manager Code** New Service Code

Service Code 3 [_ _ _ _ _ _] [1] [3] [0] [3] [1] [_ _ _ _ _ _]
Master/Manager Code** New Service Code

Delete All Service Codes [_ _ _ _ _ _] [1] [3] [0] [0] [1]
Master/Manager Code**

Enable/Disable Passage Mode

Allows passage <u>without</u> the need to enter a Code into the keypad.

Enable Passage Mode [_ _ _ _ _ _] [1] [4] [1] ("Unlocked")
Master or Manager Code**

Disable Passage Mode [_ _ _ _ _ _] [1] [5] [1] ("Normal Operation")
Master or Manager Code**

Pass Time ("Door Unlock")

The Pass Time is the time the lock stays unlocked after a valid Code entry. Use the function below to change the Pass Time from 02 to 20 seconds. The Pass Time factory default is 5 seconds. **NOTE:** The Pass Time will also determine the amount of time allowed between keypresses during programming.

Pass Time [_ _ _ _ _ _] [1] [4] [_ _] [1]
Master Code** Pass Time

Disable/Enable Groups

Disable Groups: All Managers can program all User Access Codes, regardless of Bank.
Enable Groups: (Factory default) Managers restricted to controlling only those User Access Codes within their own Bank (column), and all following Banks until another Manager appears. User Access Codes in Banks outside of that Manager's Bank cannot be programmed.

Disable Groups [_ _ _ _ _ _] [1] [2] [1] [1] [1]
Master Code**

Enable Groups [_ _ _ _ _ _] [1] [2] [1] [0] [1]
Master Code**

** Required only if DL1200 is locked.

Programming Functions (cont'd)

Disable/Enable Users in Bank

Enter Bank number (0-9) to Enable/Disable all Users in Bank. Entering a disabled Code will result in an accented five beep error tone (indicating the User Access Code is valid but disabled).

Disable Users in Bank [_ _ _ _ _ _] [*] [8] [5] [_] [*]
Master/Manager Code** Bank Number

Enable Users in Bank [_ _ _ _ _ _] [*] [8] [4] [_] [*]
Master/Manager Code** Bank Number

Keypress Sound Options

The DL1200 is capable of emitting 1 of 4 possible keypress sounds:

- High Frequency Keypad Feedback + Led
- Low Frequency Keypad Feedback + Led
- "Click!" Keypad Feedback + Led
- Led Only

High Freq KP Keypress Sound + Led (Default) [_ _ _ _ _ _] [*] [2] [2] [0] [*]
Master Code**

Low Freq KP Keypress Sound + Led [_ _ _ _ _ _] [*] [2] [2] [1] [*]
Master Code**

Click! KP Keypress Sound + Led [_ _ _ _ _ _] [*] [2] [2] [2] [*]
Master Code**

Led Only [_ _ _ _ _ _] [*] [2] [2] [3] [*]
Master Code**

Audible and LED Indications

When a key is pressed, a beep will sound and a Red LED will flash. Other indications are:

- **Access Granted**: 1 beep and a Green LED flash. (When Pass Time ends, the DL1200 locks with a beep and a Red LED flash).
- **Invalid Code Entered**: 5 beeps and 5 Red LED flashes.
- **Disabled Code Entered**: 5 beeps (with extended first beep) and 5 Red LED flashes.
- **New Access Code Accepted**: 6 beeps and 6 Red LED flashes.
- **Programming Error**: 2 sets of 5 beeps and 5 Red LED flashes.
- **Return from Anti Tamper Lockout**: 2 beeps with a Red LED flash.
- **Low Battery**: High/Low sounder with flashing Red LED for 5 seconds. (See below to replace batteries).

Note: Keypress tones may be disabled using the [*] [2] [2] [3] [*] command (see Keypress Sound Options, page 10).

** Required only if DL1200 is locked.

Battery Replacement

When a valid code is entered and the batteries are weak, the red & green LED's will light and the sounder will sound for 4 seconds. The DL1200 uses two '123' Type Lithium batteries (Duracell P/N CR17345). The lock will function with weak batteries; however be sure to replace them as soon as possible.

If the DL1200 is ever without power for less than 1 minute (such as when replacing batteries), the DL1200 will continue its operation undisturbed--programming remains unaffected due to power provided by capacitors inside the lock. If the DL1200 is without power for greater than one minute, you have two choices--you can (1) retain the lock programming or (2) erase all programming. If you choose to erase all programming, the DL1200 will revert to its original factory default configuration ("out of the box").

CAUTION: Do not press any keys while batteries are disconnected unless you intend to erase all programming.

1. **Insert key in cylinder** and turn counterclockwise to allow access to the battery compartment screw. With the supplied 5/64" Allen wrench, ***loosen the battery cover screw only until the battery cover is able to slide off***.
2. **Pull out the battery pack** and quickly replace both batteries - within 1 minute.
3. **If you *do not* hear** the 3 beeps when power is re-applied, all programming and settings have been retained, and the lock is ready for use. Go to step 5.
4. **If you *do* hear** 3 beeps when power is re-applied, **do not press any keys for 15 seconds**. After the 15 second period, the LED will flash red 6 times and 6 beeps will sound. Reset the clock using functions 38, 39 and 40.
5. **Slide the battery cover back** in place and tighten the screw.

If you accidentally press a key (or fail to replace the batteries within 1 minute), use the **Retain Lock Programming** procedure below:

Retain Lock Programming

1. Re-install battery pack.
2. **Do not press any keys for 10 seconds**.

If you do not hear any beeps or if you hear 3 beeps (one per second), the previous lock programming is retained and the lock is now ready for use. If you test the DL1200 and find the lock programming is lost, you may erase all programming and return the DL1200 to its original factory settings, as described below.

Erase All Programming

RESTORE FACTORY DEFAULT (original "out of box" settings that were set at the factory will be loaded).

1. **Enter** the current Master Code (if not known, proceed directly to **ALTERNATIVE METHOD**, below). Wait for the green light. The lock will unlock.
2. **Within** 5 seconds (or current Pass Time interval), press the function [L] [0] [0] [0] [L].
3. **Listen** for 6 beeps. The lock will re-lock. All settings and programming have been erased. Proceed directly to page 12, **Quick Start**, and follow the procedure "**Enter Program Mode and Change Factory Master Code**".

ALTERNATIVE METHOD

Note: This method requires the lock first be removed from the door.

1. **Insert key in cylinder** and turn counterclockwise to allow access to the battery compartment screw. With the supplied 5/64" Allen wrench, ***loosen the battery cover screw only until the battery cover is able to slide off***.
2. **Disconnect** the battery pack.
3. **Remove the back plate** by unscrewing the two Phillips head screws. **Note:** Some models have four Phillips head screws. Be careful not to damage the motor drive wires.
4. **Locate jumper header** JP1 near the top of the printed circuit board and install the jumper (provided) across pins 1 and 2 of JP1.
5. **Press and hold down** [L] for 10 seconds (to ensure all power is drained from the lock) and release.
6. **Connect** the batteries and--within 5 seconds--press and hold [L]. After hearing 6 additional beeps, release [L]. If you do not hear these 6 additional beeps, you must start over at step 2. Failure to follow this exact procedure can result in erratic lock behavior.
7. **Test** by pressing the default Master Code of [1] [2] [3] [4] [5] (a beep will sound and the lock will unlock).
8. **Remove the jumper** from JP1 pins 1 and 2 and place jumper on 1 pin for storage.
9. **Carefully reinstall the back plate** STRAIGHT onto the lock body. Be careful not to pinch or damage the motor drive wires. While inserting the back plate, be sure the rear pin of the tailpiece inserts into the spindle hole--check this alignment after installation by pushing on the spring-loaded tailpiece to verify that it smoothly moves up and down. Replace the two (or four) Phillips head screws to secure the back plate. **Note:** It may be necessary to tighten the battery screw previously loosened in step 1.
10. **Re-mount the lock on the door**. With the battery back inside its compartment, slide the battery cover back in place and tighten the screw.

    All settings and programming have been erased. Proceed directly to page 12, **Quick Start**, and follow the procedure "**Enter Program Mode and Change Factory Master Code**".

Alarm Lock Limited Warranty

ALARM LOCK SYSTEMS, INC. (ALARM LOCK) warrants its products to be free from manufacturing defects in materials and workmanship for 24 months following the date of manufacture. ALARM LOCK will, within said period, at its option, repair or replace any product failing to operate correctly without charge to the original purchaser or user.

This warranty shall not apply to any equipment, or any part thereof, which has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to acts of God, or on which any serial numbers have been altered, defaced or removed. Seller will not be responsible for any dismantling or reinstallation charges.

THERE ARE NO WARRANTIES, EXPRESS OR IMPLIED, WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. THERE IS NO EXPRESS OR IMPLIED WARRANTY OF MERCHANTABILITY OR A WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE. ADDITIONALLY, THIS WARRANTY IS IN LIEU OF ALL OTHER OBLIGATIONS OR LIABILITIES ON THE PART OF ALARM LOCK.

Any action for breach of warranty, including but not limited to any implied warranty of merchantability, must be brought within the six months following the end of the warranty period. IN NO CASE SHALL ALARM LOCK BE LIABLE TO ANYONE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY THE SELLER'S OWN NEGLIGENCE OR FAULT.

In case of defect, contact the security professional who installed and maintains your security system. In order to exercise the warranty, the product must be returned by the security professional, shipping costs prepaid and insured to ALARM LOCK. After repair or replacement, ALARM LOCK assumes the cost of returning products under warranty. ALARM LOCK shall have no obligation under this warranty, or otherwise, if the product has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to accident, nuisance, flood, fire or acts of God, or on which any serial numbers have been altered, defaced or removed. ALARM LOCK will not be responsible for any dismantling, reassembly or reinstallation charges.

This warranty contains the entire warranty. It is the sole warranty and any prior agreements or representations, whether oral or written, are either merged herein or are expressly cancelled. ALARM LOCK neither assumes, nor authorizes any other person purporting to act on its behalf to modify, to change, or to assume for it, any other warranty or liability concerning its products.

In no event shall ALARM LOCK be liable for an amount in excess of ALARM LOCK's original selling price of the product, for any loss or damage, whether direct, indirect, incidental, consequential, or otherwise arising out of any failure of the product. Seller's warranty, as hereinabove set forth, shall not be enlarged, diminished or affected by and no obligation or liability shall arise or grow out of Seller's rendering of technical advice or service in connection with Buyer's order of the goods furnished hereunder.

ALARM LOCK RECOMMENDS THAT THE ENTIRE SYSTEM BE COMPLETELY TESTED WEEKLY.

Warning: Despite frequent testing, and due to, but not limited to, any or all of the following; criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. ALARM LOCK does not represent that the product/ system may not be compromised or circumvented; or that the product or system will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; nor that the product or system will in all cases provide adequate warning or protection. A properly installed and maintained alarm may only reduce risk of burglary, robbery, fire or otherwise but it is not insurance or a guarantee that these events will not occur. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. Therefore, the installer should in turn advise the consumer to take any and all precautions for his or her safety including, but not limited to, fleeing the premises and calling police or fire department, in order to mitigate the possibilities of harm and/or damage.

ALARM LOCK is not an insurer of either the property or safety of the user's family or employees, and limits its liability for any loss or damage including incidental or consequential damages to ALARM LOCK's original selling price of the product regardless of the cause of such loss or damage.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, or differentiate in their treatment of limitations of liability for ordinary or gross negligence, so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.