

Electronic Locker Locks – 3090, 11190, 22290, 30090, 33390, 77790

Operation & Programming Instructions

The electronic locker lock is a cost-effective and easy-to-use lock providing keypad access without the need for keys. It is designed with simplicity in mind, including programming.

The lock has a simple five (5) button, dual action keypad (0-9) and a # button, which is used for programming. When the lock is locked (closed), the # button is covered by the lock handle.

Please read this entire document before use.

USER OPERATION

To open the lock, simply punch in a four (4) digit user code (e.g. 2244 is the factory default code) and turn the handle located just under the ten (10) digit keypad. A blue LED blinks once after each of the first three (3) digit entries and blinks blue again if all four (4) entries were correct. Otherwise, it blinks red after the fourth entry if one or more digits were incorrectly entered.

How to Read This Document

- means blue LED flashes one time.
- means blue LED flashes two times.
- means red LED flashes one time.
- means red LED flashes two times.
- means red LED flashes three times.
- # means press the red “#” button under the handle at the bottom of the lock front panel.

MasterCode means enter the master code number (8 digits).

SubMasterCode means enter the sub-master number (8 digits).

UserCode means enter the user code number (4 digits).

CODES – The Basics

The locker lock has three code levels available:

1. Master Code
2. Sub-Master Code
3. User Code

The locker lock is supplied with two factory set codes:

1. Master Code: 11 33 55 77
2. User Code: 22 44

When fitted, immediately change the Master Code and User Code.

All Master Codes and Sub-Master Codes are 8 digits long.

All User Codes are 4 digits long.

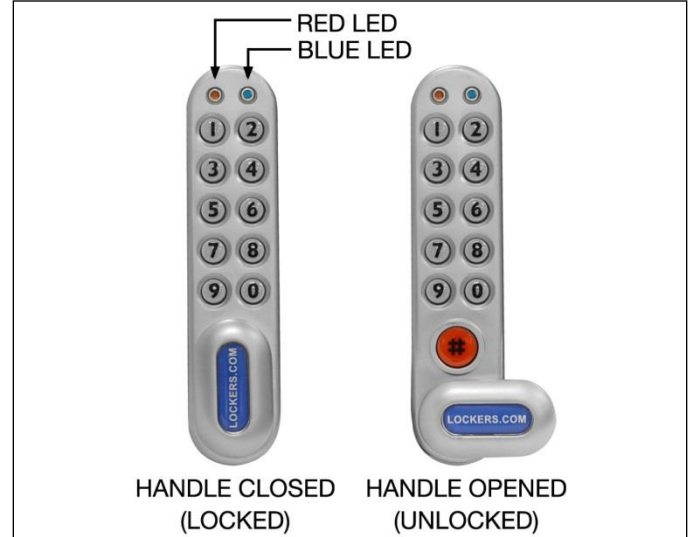
The lock “open” time is set at 4 seconds.

Functions

Before programming, select the most appropriate function for the application: REPEATED USE or SINGLE USE. For complete programming instructions, please see reverse side of this sheet.

A) REPEATED USE

Important Note: This is the default function and is already pre-programmed in new locks. This is the most common function and is used where the same code will be repeatedly used.



B) SINGLE USE

The User enters a single use code which will lock and then open the lock **once only** and then be erased. This function is used for short term, multi-occupancy applications (e.g. a locker in a leisure center).

To select B) SINGLE USE: # **MasterCode** •• 24 •••

The lock will now remain open until the next single use code is entered into the lock as follows:

Step 1 Enter 4 digit code •.

Close the locker which will now be locked.

Step 2 Enter same 4 digit code ••.

Lock will now open and remain open until the next 4 digit code is entered.

Example: Step 1 1234 •.

Close the locker, which will now be locked. **Note:** When locked in this mode, the red • LED will flash every 5 seconds to indicate locker is locked.

Step 2 1234 ••. Locker now open – remains open until next single use code is entered.

Note: To reset to default function A), use following key sequence:

MasterCode • 26 •••

Example: 11 33 55 77 • 26 •••

OPERATING INSTRUCTIONS

Note: The locker lock has a 10 button keypad and a # button. The # button is hidden beneath the handle when in the locked position.

The lock has the following code levels:

The **Master Code** can:

Open the lock.

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Change the Master Code.
Set / Change / Delete the Sub-Master and User Code.
Select between repeated use and single use codes.



The **Sub-Master** Code can:
Open the lock.
Change the Sub-Master.
Set / Change / Delete the User Code.

The **User Code** can:
Open the lock.
Change the User Code.

A code cannot be programmed into more than one level.

Lost Code Procedure

Note: The procedure requires the door to be open.

1. Remove the rear-fixing bolt and swing the lock over the edge of the door to reveal the battery compartment.
2. Remove one (1) battery.
3. Press and hold the 1 button, replace the battery, the blue LED will flash twice , release the 1 button. Within three (3) seconds, press the 1 button three (3) times. The blue LED will flash twice  and the lock will have reverted to the factory master code 11 33 55 77 and all other stored settings will be erased.



Penalty Time

Entering three (3) incorrect codes will cause the lock into shutdown for ten (10) seconds.

Battery Power

The locker lock should provide well in excess of 15,000 openings of 4 seconds each from two (2) AAA 1.5v cells.

Low Battery

When the battery power is low, the red LED will flash three (3) times  before the blue LED flashes  to signal acceptance of the code. Batteries should be changed as soon as this happens. The lock will operate for 100 times with a low battery.

Battery Failure Override






1. The locker lock has been designed so an external PP9 battery can be placed against the contact points surrounding the blue and red LEDs so the lock can be opened to replace the batteries if they fail.
2. The procedure is as follows:
3. Place the contact points of the PP9 battery against the contact points surrounding the blue and red LEDs.
4. The positive (+) terminal against the red LED contact point and the negative (-) terminal against the blue LED.
5. Enter the Master Code.
6. The motor will withdraw the locking pin allowing the lock to be opened.
7. Fit new batteries by removing the upper fixing bolt and swinging the lock down over the edge of the door. Refit the lock.






PROGRAMMING

To program: The lock must be in the open position with the # button visible. Every program command must commence by pressing the # button, followed by either the Master Code, the Sub-Master Code, or the User Code.

MASTER CODE COMMANDS

Change the Master Code:





MasterCode  01  new MasterCode  new MasterCode  .

Example: # 11335577  01  12345678  12345678  .

Result: The Master Code has been changed to 12345678.



Set or Change the User Code:




MasterCode  02  new UserCode  .

Example: # 11335577  02  9999  .

Result: The User Code has been set at 9999.






Delete the User Code:






MasterCode  03 .

Example: # 11335577  03  .

Result: The User Code has been deleted.

Set or Change the Sub-Master Code:

MasterCode  04  Sub-MasterCode  Sub-MasterCode  .

Example: # 11335577  04  87654321  87654321  .

Result: The Sub-Master Code has been set at 87654321.

Delete the Sub-Master Code:






MasterCode  05  05 .






Example: # 11335577  05  05  .

Result: The Sub-Master Code has been deleted.

SUB-MASTER CODE COMMANDS





Change the Sub-Master Code:





Sub-MasterCode  06  new Sub-MasterCode  new Sub-MasterCode  .

Example: # 87654321  06  10101010  10101010  .

Result: The Sub-Master Code has been changed to 10101010.

Set or Change the User Code:




Sub-MasterCode  07  new UserCode  .

Example: # 87654321  07  6666  .

Result: The User Code has been changed to 6666.

Delete the User Code:

Sub-MasterCode  08 .





Example: # 87654321  08  .

Result: The User Code has been deleted.

USER CODE COMMANDS

Change the User Code:

UserCode  new UserCode  new UserCode  .

Example: # 2244  6688  6688  .

Result: The User Code has been changed to from 2244 to 6688.

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