

The KL1000 G3 is the third generation KL1000 series cabinet lock introducing keyoverride, on-door battery change and updated finishes. Sharing the same fittings & fixings as the KL1000 Classic, this lock is ideal for upgrading older installations with increased flexibility and convenience for both guests and staff.

- 1. 20 User Codes
- 2. Auto-unlock after set period
- 3. Key-override
- 4. On-door battery change

# **Features**

## **Operating**

Finishes Black Chrome, Silver Chrome

**IP** Rating

IP55

Refer to fitting instructions. Gasket required.

Key Override Yes
Lock Type Cam\*
Operations 100,000

Orientations Vertical, Left and Right

Temperature Range  $0^{\circ}\text{C} - 55^{\circ}\text{C}$ 

**Power** 

Batteries 2x AAA

Battery Override Yes
On-door Battery Change Yes

<sup>\*</sup>Slam latch accessory available separately. The slam latch is fitted in-lieu of the cam.

## Management

#### **Master Code**

Management and administration of the lock. In Public Function, the Master Code will also clear an active User Code. The Master Code is 8 digits in length.

#### **Sub-Master Code**

Basic administration of the lock. The Sub-Master Code is 8 digits in length.

#### **Technician Code**

In Public Function, the Technician Code will open a lock but not clear an active User Code. The lock will automatically re-lock. The Technician Code is 6 digits in length.

## **Standard Features**

#### Re-Lock Delay

The number of seconds before the lock will re-lock in any Private Function.

#### **Restrict Operating Time**

Control the hours during which the lock will operate.

## **Private Function**

Once set, the User Code allows repeated unlocking of the lock. The lock will always re-lock automatically. This function is used for long term usage where a locker is typically allocated to an individual. User Codes are 4 digits in length.

#### **User Codes**

A default User Code of 2244 is set.

#### **Dual Authorisation**

Any two valid User Codes must be entered for access.

## **Public Function**

The user enters their own personal four-digit code to lock the lock. Entering the same code will open the lock and clear the code, ready for the next user. This function is used for short term, multi occupancy applications, e.g. a locker in a leisure centre. User Codes are 4 digits in length.

## **Single Entry**

Single entry of the chosen User Code will lock the lock.

## **Double Entry**

The chosen User Code must be repeated for locking.

#### **Set a Maximum Locked Period**

When set, the lock, if locked, will unlock automatically after a set number of hours.

#### Auto-unlock at a set time

When set, the lock, if locked, will unlock automatically at a set time.

# **Programming**

## **Master User**

The Master User is effectively the administrator of the lock. All programs are available to the Master User.

## **Change Master Code**

```
#Master Code • 01 • New Master Code • New Master Code • Example: #11335577 • 01 • 12345678 • 12345678 • Result: Master Code has been changed to 12345678
```

## **Standard User**

A standard user can use the lock within the configuration applied

## Set or Change a User Code

```
#(Sub)Master Code • 02 • User Position • User Code ••

Example: #11335577 • 02 • 01 • 1234 ••

Result: The User Code 1234 has been added to position 01

Note: A user can change their own code using the program below:

#User Code • New User Code • New User Code ••

Example: #1234 • 9876 • 9876 ••

Result: The user's code has now been set to 9876.
```

### **Delete a User Code**

#(Sub)Master Code • 03 • User Position ••

Example: #11335577 • 03 • 06 ••

**Result**: The User Code in position 06 has been deleted **Note**: Entering 00 as position will delete all User Codes

## Sub-Master User

The Sub-Master has access to the majority of the programs but cannot change or delete the Master User. The Sub-Master User is not required for operation.

## Set or Change Sub-Master Code

#(Sub)Master Code • 04 • New Sub-Master Code • Confirm New Sub-Master Code • ·

**Example**: #11335577 • 04 • 99775533 • 99775533 • **Result**: The Sub-Master Code 99775533 has been added

## **Delete the Sub-Master Code**

#Master Code • 05 • 05 • •

Example: #11335577 • 05 • 05 • •

Result: The Sub-Master Code has been deleted

## **Technician User**

The technician can open a lock. After opening, the lock will automatically re-lock after four seconds. In public function, the active user code will remain valid. In private function, the technician is essentially an additional standard user.

## Set or Change Technician Code

#(Sub)Master Code • 13 • New Technician Code • Confirm New Technician Code • •

Example: #11335577 • 13 • 555777 • 555777 • •

Result: The Technician Code 555777 has been added

## **Delete Technician Code**

#(Sub)Master Code • 13 • 000000 • 000000 • **Example**: #11335577 • 13 • 000000 • 000000 • Result: The Technician Code has been deleted

## **Operating Functions**

## **Public Use - Double Entry**

The default state of the lock is unlocked. To lock, the user must enter a 4 digit code of their choice and repeat for confirmation. After locking, on re-entering their code, the lock will unlock and remain unlocked

ready for the next user.

**Note**: Entering the Master or Sub-Master code when the lock is in Public Function will clear the active user code and put the lock into an unlocked state ready for a new user.

#Master Code • 22 ••

Example: #11335577 • 22 ••

Result: The lock will remain open until the next user enters a 4 digit code. The user

will be required

to confirm their code (double entry).

**Note**: On re-entry of the same 4-digit code, the lock will open.

## **Public Use - Single Entry**

The default state of the lock is unlocked. To lock, the user must enter a 4 digit code of their choice. The user does not need to confirm their code. After locking, on reentering their code, the lock will unlock and

remain unlocked ready for the next user.

#Master Code • 24 ••

Example: #11335577 • 24 ••

Result: The lock will remain open until the next user enters a 4 digit code. The user

will not be

required to confirm their code. Once entered, the lock will lock.

**Note**: On re-entry of the same 4-digit code, the lock will open.

#### **Private Use**

The default state of the lock is locked. A single default user is registered with a code of 2244. A total of 20 user codes can be added to the lock. Entering a valid user code will unlock the lock. The lock will

automatically re-lock after four seconds.

#Master Code • 26 ••

Example: #11335577 • 26 ••

Result: The lock will remain locked until a User, Technician, Sub-Master or Master

Code is entered.

# Configuration

## **Locked LED Indication**

When enabled (default), the red LED will flash every 5 seconds to indicate locked status.

#Master Code • 08 • Enable/Disable <00|01> ••

#### **Enable**

Example: #11335577 • 08 • 01 ••

Result: Enables locked LED indication.

#### **Disable**

**Example**: #11335577 • 08 • 00 ••

Result: Disables locked LED indication.

#### **Auto-Unlock after X Hours**

Unlocks the lock automatically after a pre-determined time of being locked.

#Master Code • 10 • Time <01-24> • • Example: #11335577 • 10 • 06 • •

Result: The lock will unlock 6 hours after locking.

#### Disable

#Master Code • 10 • 00 ••

## **Keypad Rotation**

The orientation of the keypad can be set to vertical, left or right. A new keymat/buttons may be required.

- 1. Disconnect power
- 2. Press and hold 8 button and reconnect power
- 3. Within 3 seconds, enter sequence: 1 2 3 4
- 4. Blue LED will flash twice to confirm

# **Engineering Functions**

## **Battery Level Check**

#Master Code • 87 ••

**Example**: #11335577 • 87 ••

<20%	20-50%	50-80%	>80%
••	•• ••	•• •• ••	•• •• ••

# **Factory Reset**

## Via Keypad

#Master Code • 99 • 99 ••

Example: #11335577 • 99 • 99 • •

Result: The motor will engage and both LEDs will flash to indicate the lock has

reverted to factory

settings.

## **Via Power Reset**

- 1. Disconnect power
- 2. Press & hold 1 button
- 3. Reconnect power whilst holding down 1 button
- 4. Release 1 button & within three seconds, press 1 three times