



USER MANUAL
CODE CHANGE GUIDE
CL5000 ELECTRONIC LOCK



CL5000 - PROGRAMMING AND OPERATING

CODES - THE BASICS

- The factory set Master Code is #1234. This should be changed immediately after installation (see Program 10).
- The Master Code and optional Sub-Master Code always start with the # prefix. This puts the lock into Programming Mode.
- When the Master or Sub-Master Code is entered 3 times consecutively without performing a programming function, a penalty time of 10 seconds is activated.
- The length of the Master Code determines the length of the User Codes and the Sub-Master Code.
- If the Master Code is changed to another of the same length then the Sub-Master and all User Codes will be retained.
- If the Master Code is changed to one of a different length then the Sub-Master and all User Codes will be deleted.
- Codes may be 4, 5 or 6 digits long. The lock memory will store 989 different User Codes, each identified by a User Code ID – 001-989.
- The lock memory can store 10 different One Time User Codes. Each One Time User Code is identified by a One Time User Code ID – 990 to 999.
- If Program 16 is activated, User Codes can be set individually or as a group using Program 17 to enable the lock to be opened only at specified times.
- When in Programming Mode a Program Code must be entered within 5 seconds, otherwise the Red LED will flash and BEEP and the lock will revert to normal.
- If a programming mistake is made wait 5 seconds, the Red LED will flash and BEEP and the lock will revert to normal.
- A new code will be rejected if it is already in the memory.

OPERATING INSTRUCTIONS

The CL5000 lock has a 12 button keypad including * and # buttons.

UNLOCK TIME

The factory pre-set UNLOCK time is 4 seconds. This may be changed – (see Program 06).

PENALTY TIME

Entering 3 incorrect codes will cause the lock to suspend activity for a penalty time of 10 seconds.

KEY OVERRIDE

Turn the key clockwise 90° and depress the lever handle to open the door.

CODE FREE MODE

Using the Master or the Sub-Master Code, programs 08 and 09 will put the lock into, and out of, Code Free Mode. In Code Free Mode battery power is not being used.

For the CL5000, is Master and Sub-Master Codes cannot be issued for this purpose it is possible to use the Key-in-Lever to put the lock into Code Free Mode. This requires that the cylinder tailpiece be changed according to the instruction on page 4.

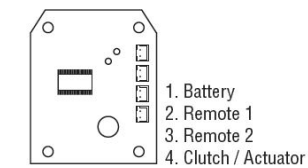
REVERTING TO FACTORY SETTINGS

If the Master Code is not known the lock memory can be cleared and made to revert to the factory Master Code as follows:

1. Remove one battery.
2. Press and hold the '0' button, replace the battery, the Blue LED will flash twice, beep will sound twice, then release the '0' button.
3. Within 3 seconds press the * button 3 times. The Blue LED will light continuously for 7 seconds and then 2 beeps will sound. The lock will have reverted to the factory set Master Code, #1234, and all other settings will be erased.

REMOTE RELEASE OPTION

The lock has 2 sets of terminals for remote release, labeled **REM 1** and **REM 2** on the printed circuit board in the front housing. Cables are provided with the lock for these connections.



REM 1 is intended for use when there is a need to allow a visitor to open the door after having been identified by intercom or by sight from within. **REM 1** would be connected to a push button on a reception desk, or to the appropriate button on an intercom. Pushing the button would cause the Blue LED to light and would release the lock for the normal set time.

REM 2 is intended for use when there is a need for the door to be released by an alarm system, such as a fire alarm. This enables emergency personnel to rapidly check that no one is trapped, overlooked in classrooms, wards, guest rooms, etc. during an emergency evacuation, or during a fire drill. When activated by an alarm **REM 2** will maintain the unlocked condition for 30 minutes. During this time the Red LED will flash once every second and BEEP to indicate the unlocked condition. The lock will automatically revert to normal after 30 minutes. If required Program 11 can be used to revert the lock to normal before the 30 minute period has finished.

LOCKED/UNLOCKED STATUS INDICATION

Using Program 15 the Blue and Red LEDs can be programmed to indicate locked and unlocked status.

BATTERY POWER

The CL5000 Electronic should provide in excess of 200,000 openings from the 4 x AA cells rated at 2,900 mAh.

LOW BATTERY

When the battery power is low the Red LED will flash 5 times before the Blue LED flashes to signal acceptance of the code. Batteries should be changed as soon as this happens.

BATTERY FAILURE OVERRIDE

The CL2000 series has been designed so that a PP3 battery can be used to open the lock should batteries fail. See image below.

THE PROCEDURE IS AS FOLLOWS:

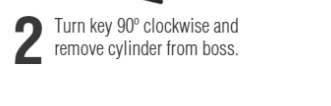
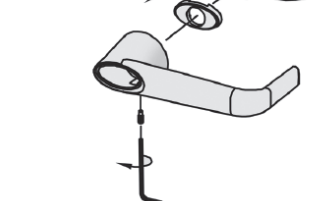
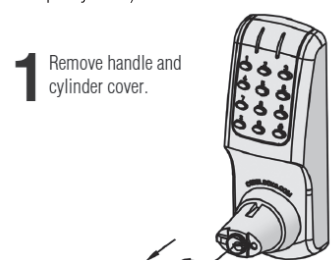
- Place the terminals of the PP3 battery against the contact points on the lock.
- The positive +PP3 terminal to the left hand contact.
- The Negative -PP3 terminal to the right hand contact.
- On secure maintained contact the lock will beep twice and the Blue light will flash twice.
- Maintaining contact enter the Master Code.
- The clutch will release allowing the lock to be opened.
- Fit the new batteries to the lock by removing the battery cover on the inside of the door.



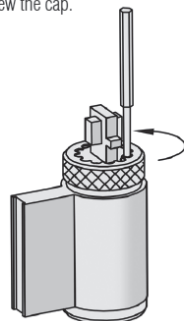
CL5000 LOCKS

Removal of front-load cylinders to change key bypass function to re-pin cylinders, or to replace with cylinders by a different manufacturer.

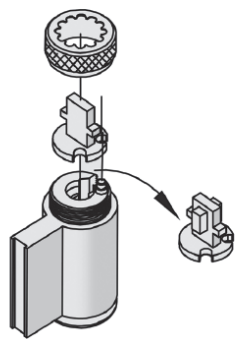
(If intending to use a cylinder by a different manufacturer it is advisable to confirm beforehand that the new cylinder will fit the boss. Note that the CL5000 uses a 6 pin screw-cap cylinder. The CL4000 use a 5 pin cylinder.)



3 Remove key from cylinder. Hold down the control pin in the end of the cylinder and unscrew the cap.

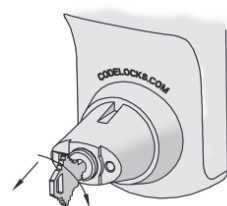


4 Replace the tailpiece, hold down the control pin and screw the cap fully on without tightening. Ensure control pin projects to lock the cap.



5 Test the key operation. If the key is difficult to insert or tight when turning, then the cap maybe too tight. Loosen the cap one notch at a time and try the key again. If the key inserts and turns OK, but is difficult to remove, then the cap may be too loose. Tighten up the cap one notch at a time. Adjust the cap until the key inserts, turns and removes easily.

6 With key turned 90° clockwise replace cylinder, cylinder cover and handle.

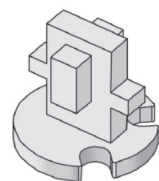


CAUTION!

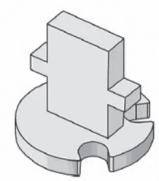
DO NOT INSERT THE KEY IN THE CYLINDER ONCE YOU HAVE REMOVED THE SCREW-CAP

CHANGING KEY BYPASS FUNCTIONS

Storeroom Function – Tailpiece allows key to turn 90° clockwise to enable handle to retract the latch – this is the factory fitted function.



Classroom Function – Tailpiece allows key to turn 90° clockwise and be removed leaving the handle engaged in Code Free Mode. Code Free Mode is canceled by turning key 90° anti-clockwise.



THESE TAILPIECES WILL FIT MOST SCREW-CAP CYLINDERS FROM OTHER MANUFACTURER

PROGRAMMING INSTRUCTION

First change the factory SET Master Code #1234 – see program 10. If the Master or Sub-Master Code is entered 3 times consecutively without performing a programming function, a penalty time of 10 seconds is activated.

Note: On the CL2000 and CL4000 locks the at the bottom of the keypad acts as the # button. The Master Code and Sub-Master Code MUST always start with #. Codes can only be the same length as the Master Code. A blue dot or red dot in the Key Sequence opposite indicates LED illumination.

IF ENTERED, A SUB-MASTER CODE CAN BE USED INSTEAD OF THE MASTER CODE FOR ALL PROGRAMS EXCEPT PROGRAMS 10 AND 12.

USER CODES

PROGRAM 01 – ENTER NEW USER CODE

#Master Code • 01 • User Code ID (e.g. 001) • New Code (e.g. 4321) • • •
Result: New code 4321 entered at User Code ID 001 (• when user enters code)

Note: ID positions 990 to 999 are reserved for One-Time User Codes.

PROGRAM 02 – SUSPEND USER CODE

#Master Code • 02 • User Code ID (e.g. 001) • • •
Result: User Code at ID 001 suspended. (• when user 001 enters code).

PROGRAM 03 – RESTORE USER CODE

#Master Code • 03 • User Code ID (e.g. 001) • • •
Result: User Code at ID 001 restored. (• when user 001 enters code).

PROGRAM 04 – SUSPEND ALL USER CODE

#Master Code • 04 • • •
Result: All User Codes suspended. (• when user enters code).

PROGRAM 05 – RESTORE ALL USER CODES

#Master Code v 05 • • •
Result: All User Codes restored. (• when all users enter code).

PROGRAM 06 – CHANGE UNLOCK TIME

#Master Code • 06 • enter open time (range 2 – 9 secs) • • •
Result: After code entry the lock will unlock for the set time. (Factory pre-set time is 4 seconds).

MASTER CODES

PROGRAM 07 – ONE-TIME USER CODE

#Master Code • 07 • One Time Code ID (e.g. 990) • One-Time Code (e.g. 5555) • • •
Result: Code 5555 in position 990 will work once and then be removed from memory. *Note: ID Positions 990 to 999 are reserved for this program function, allowing up to 10 One-Time User Codes to be entered.*

PROGRAM 08 – SET CODE FREE MODE

#Master Code • 08 • • •
Result: Lock will be continuously unlocked.

PROGRAM 09 – CANCEL CODE FREE MODE

#Master Code • 09 • • •
Result: Lock will revert to normal operation.

PROGRAM 10 – CHANGE MASTER CODE*

#Master Code • 10 • Enter length of Master Code followed by Master Code (e.g. 6, 123456) • confirm length of Master Code followed by new Master Code (e.g. 6, 123456) • • •
Result: Master Code now changed to #123456.
Note: If the length of the Master Code is changed then all previous User Codes will be deleted.

SUB-MASTER CODES

PROGRAM 11 – CANCEL EMERGENCY OPEN MODE

#Master Code • 11 • • •
Result: The emergency unlocked condition via REM 2 will be canceled and the lock will revert to normal operation.

PROGRAM 12 – DELETE ALL USER CODES

#Master Code • 12 • 12 • • • (7 secs)
Result: All User Codes will be cleared from the memory.

PROGRAM 13 – ADD/CHANGE SUB-MASTER CODE

#Master Code • 13 • Sub-Master Code (e.g. 2468) • • •
Result: A Sub-Master Code #2468 has been entered.

PROGRAM 14 – DELETE SUB-MASTER CODE

#Master Code • 14 • 14 • • •
Result: Sub-Master Code has been deleted.

PROGRAM 15 – LOCKED/UNLOCKED STATUS

1. #Master Code • 15 • 1 • • •
Result: Locked – No LED flashing (this is the default setting).

2. #Master Code • 15 • 2 • • •
Result: Locked – Red LED flashing.

3. #Master Code • 15 • 3 • • •
Result: Unlocked – Blue LED Flashing

Note: If activated, LEDs will flash continuously every 5 seconds. LEDs will not indicate unlocked mode by key.

PROGRAM 16 – SET DATE AND TIME, DAYLIGHT SAVING & DOOR ID

#Master Code • 16 • date, month, year • date, month, year • day • day • hour, minutes • hour, minutes • start daylight saving • start daylight saving • end daylight saving • end daylight saving • Door ID • Door ID • • •

Day* = Week day number
Mon = 1, Tue = 2, Wed = 3, Thur = 4, Fri = 5, Sat = 6, Sun = 7

Example: (Example only – you will need to change the values for your lock)

#	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0
1	1	9	0	8	1	3	1	1	1	1	5	1	7																	
2	5	1	7	3	1	0	3	3	1	0	3																			
3	2	7	1	0	2	7	1	0	0	0	1	0	0	1	0	0	1	0	0	1	0	0	1	0	0	1	0	0	1	0

Result: Lock internal timer set running on 19th August 2013, Monday, at 17 minutes past 3 in the afternoon. Daylight saving time set and door ID number is 001.

#	1	2	3	4	5	6	7	8	9	0
1					1	6				
2										
3										

DISABLE AUDIT TRAIL

#Master Code • 16 • 000000 • 000000 • • • Result: Lock internal timer and AT Function is disabled, programs 17, 18 and 19 will not work.

PROGRAM 17 – SET A VALID CODE ACTIVE PERIOD

#Master Code • 17 • User ID • days (Mon to Sun) • hours, minutes (from) • hour, minutes (to) • • •
#Master Code • 17 • 001 • 0100010 • 1330 • 1830 • • •

Result: User ID 001, will be able to open the lock on a Tuesday and Saturday from 1:30pm to 6:30pm only.

Note 1: Default is for all codes to work 24/7 unless programmed otherwise.

Note 2: The status of each day of the week should be indicated by 1 for active or 0 for inactive.

Note 3: Week begins on Monday. For example: to set the active period to Monday only, the days should be set to "1000000".

CANCEL SINGLE USER CODE ACTIVE PERIOD

#Master Code • 17 • 001 • 000000 • • •

Result: User ID 001, active period settings will be canceled.

SET ACTIVATION PERIOD FOR "ALL USERS"

#Master Code • 17 • 000 • 0100010 • 1330 • 1830 • • •

Result: All Users will be able to open the lock on a Tuesday and Saturday from 1:30pm to 6:30pm only. Overrides individual user settings.

CANCEL ACTIVE PERIOD FOR "ALL USERS"

#Master Code • 17 • 001 • 000000 • • •

Result: The active period set for all ALL User Codes (User ID ref: 000) will be canceled. Individual user settings are restored.

PROGRAM 18 – WEEKEND LOCK OUT

This is an on/off (toggle) command.

#Master Code • 18 • 18 • • •

Result: No User Codes will be able to open lock during weekend period.

Note: Repeating the sequence will remove the weekend lock out for all User Codes with previous weekend access.

#Master Code • 18 • 18 • • •

Result: All User Codes will be able to open lock during weekend period.

Note 1: Using this program will lock out ALL User Codes over a weekend (Saturday/Sunday).

Note 2: Using Program 17, an active User Code may be entered in this lockout period if desired.



PROGRAM 19 – DOWNLOAD AUDIT DATA & SETTINGS: LOCK TO USB STICK

#Master Code • 19 • 1 • • • followed by • (flash for 35 seconds). Audible BEEP will signify process completed. Result: Audit Trail and settings data will be downloaded to USB Stick from lock.

To view data, insert USB Stick into PC with Codelocks DMS installed.

UPLOAD OF NEW/CHANGED SETTINGS: USB Stick to Lock

Insert USB Stick into PC with Codelocks DMS installed. Follow on screen prompts and make required changes and save to USB Stick.

Remove USB Stick and insert into lock USB port.

#Master Code • 19 • 2 • • • followed by • (flash for 10 seconds) • (flash for 35 seconds). Audible BEEP will signify process completed.

Result: New/changed settings uploaded to lock and now active.

Note 1: Lock buttons should not be pressed through extended • and • LED flashing sequences during upload or download.

Note 2: USB Stick must not be removed during upload/download.