
EZ Series

Keypad EZ Lock Programming Guide



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Written and designed by Stanley Security Solutions, Inc, Indianapolis, Indiana.

T80911 Rev A 1880977 ER7991-12 Feb 2004

Information to the User

Note: This equipment has been tested and found to comply with limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with this instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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1

INTRODUCTION TO KEYPAD EZ

This manual is written primarily for the Administrator and Supervisors who will program Keypad EZ Locks.

GETTING ACCESS

Using the Keypad EZ Lock is easy, as its name implies. But a few additional features that are part of the Keypad EZ Lock are important to note. So this section will explain:

- basic access
- passage mode access
- remote access

Getting basic access

Getting access to a Keypad EZ Lock is simple. You should be able to enter your PIN (Personal Identification Number) that your Administrator or Supervisor gave you, at any time, 24 hours a day, 7 days a week.

Note: If you do not yet have a PIN, see your Administrator or Supervisor. If you are or will be an Administrator or Supervisor, see [page 2-1](#) for the quick setup guide to start setting up Keypad EZ locks right away.

However, there are four situations where you may not be able to gain access:

- When the mortise deadbolt is thrown. This is true unless you have deadbolt override access. For more information see, [page 3-6](#).
- When a group of PINs has been temporarily disabled. Occasions when this may happen include holidays and emergencies.

- When you or someone has tried unsuccessfully to get access three times in succession. When this happens, the lock temporarily shuts out ALL, even perfectly valid, access attempts.
- When the lock's batteries are very low. For more information, see [page 4-1](#).

See your Administrator or Supervisor if your PIN does not work, or if there is any delay or unusual tones while the lock grants access.

To unlock a Keypad EZ Lock:

| Step | Do this . . . | Example . . . |
|----------|---|---------------|
| 1 | On the keypad, enter your Personal Identification Number (PIN), and then press the # key. ^a Note: The green light blinks and the lock 'chirps' with every valid key press. | 1234 # |
| 2 | Turn the knob or lever handle and open the door. | |
| | a. See page 4-5 if you prefer to use the * key in place of the # key. | |

Passage mode access

Passage mode is a feature that lets you temporarily put the lock into an unlocked state. Then later, you or someone else with passage mode privilege, can return the lock to its normal locked state.

All Supervisor users and the Administrator automatically have this privilege, but all other users do not. If a user is to have this privilege, a Supervisor or the Administrator must add this privilege to a user's PIN by performing a special programming task. For more information on giving users passage mode privilege, see [page 3-6](#).

To start passage mode in a Keypad EZ Lock:

| Step | Do this . . . | Example . . . |
|----------|--|---------------|
| 1 | On the keypad, enter your Personal Identification Number (PIN), and then press the # key. Note: The green light blinks and the lock 'chirps' with every valid key press. | 1234 # |
| 2 | Before the lock relocks, enter * then #. Note: You can also enter your PIN a second time instead. | |
| 3 | Turn the knob or lever handle and open the door. The door remains unlocked. | |

To end passage mode in a Keypad EZ Lock:

| Step | Do this . . . | Example . . . |
|----------|--|---------------|
| 1 | On the keypad, enter your Personal Identification Number (PIN), and then press the # key. Note: The green light blinks and the lock ‘chirps’ with every valid key press. | 1234 # |
| 2 | Immediately enter * then #. | |
| 3 | The lock relocks. | |

Remote unlock access

The Keypad EZ remote unlock feature offers a convenient way to unlock a door for visitors, contractors, and others who either do not have a PIN or may have forgotten their PIN.

Example of common uses include:

- receptionist entries
- guard stations
- receiving and shipping docks

For more information on installing the remote unlock feature, see *Installation Instructions for Keypad EZ Remote Unlock* (T80922).

SUPPORT SERVICES

When you have a question or problem with any component of the Keypad EZ lock, your first resource for help are the *B.A.S.I.S. G & B.A.S.I.S. V Service Manuals*. If you can't find a satisfactory answer, contact your local BEST representative.

Telephone technical support

Before you call for technical support, try to be in the location where the problem exists and prepare to provide the following information:

- What you were doing when you encountered the problem and exactly what happened
- What you have done so far to correct the problem.

BEST Representatives provide telephone technical support for all Keypad EZ products. You may locate the representative nearest you by calling (317) 849-2250 Monday through Friday, between 7:00 a.m. and 4:00 p.m. eastern standard time; or visit us on the web at www.bestaccess.com.

OVERVIEW

Your Keypad EZ Lock looks simple enough, but actually it's masquerading as a one-door sophisticated access control system. So before you start programming, first stop and think about the system design decisions that you'll need to make. Use the following to help you think through some important decisions and then record your decisions by using the forms that start on [page 5-2](#).

First, think about the people in your enterprise

- Who can you trust with a PIN that can access the lock 24 hours a day, 7 days a week?
- Who can you trust to keep the door unlocked for an indefinite period of time? For more information see [page 3-5](#).
- Who will be named the Administrator of the Keypad EZ locks?
- Will you allow others beside the Administrator to program users? Keypad EZ allows up to five Supervisor Users, one Supervisor for each group. For more information see [page 3-3](#).
- Are there any people who might need more than three seconds to open the door? These people may include the elderly and people with physical disabilities. For more information see [page 3-4](#).
- Is it an advantage for you to group your people into two or more groups? Advantages include:
 - ▲ the ability to delegate the management of (adding, deleting) of PINs
 - ▲ the ability to disable whole groups of users at one time
 - ▲ the ability to quickly delete whole groups of users at one time.

If you have a small business, you may not need to program any Supervisors at all, but if you have a larger firm, or if you have several Keypad EZ locks, you may want to at least program one or two Supervisors. 

Second, think about the Keypad EZ lock or locks

- Are they mortise deadbolt locks? If so, who will you allow to override the deadbolt when it's thrown?
- How many digits do you want to use for the PIN (Personal Identification Number): 3, 4, 5, or 6? The lesser the number of digits, the easier the PIN is to remember, but the less secure it is too. The opposite is true for the longer PINs: they're easier to forget but are more secure. The Keypad EZ lock is factory preset to accept 4-digit PINs (for example, 1234).
- Do you need to let someone remotely unlock the door, such as a receptionist or security guard? If so, you'll want to take advantage of the remote unlock feature. For more information see [page 1-3](#).

Third, think about the PINs that will be your ‘keys’ to the Keypad EZ locks.

It’s important to think of these PINs as you would a key. Like keys they are important security devices that need to be kept safe from compromise.

- How will you create your PINs? Will you use a random number generator or will you simply use your own creativity?
- How will you record and keep track of the PINs? This guide includes a *Lock and User Record form* for your use (see [page 5-3](#)), but you may want to use an electronic spreadsheet program and keep them secure electronically.
- How will you pass out the PINs to people? This usually requires writing the PIN down for the user, but you can handwrite them, or you can create a form, or even an agreement that the user can sign that could specify any fees to charge if the PIN is forgotten or compromised. For more information see [page 3-7](#).
- What will you do when someone forgets his PIN? You or a Supervisor could simply check your records and remind him verbally. But you may want to reprint his PIN and charge him a small fee. It’s up to you to decide how strict or lenient you want to be, but whatever you decide, a clear policy is usually always better than an unclear one or no policy at all.
- What if you find that a user has shared her PIN with someone else? You may want to go as far as to terminate or remove the privileges of that individual and immediately delete the PIN. In the least you will want to change the PIN. Or you may want to charge a fee for such a violation.

SAMPLE APPLICATIONS

The following are two example applications to help you understand how Keypad EZ locks can be used in real-life applications. The first application is a small restaurant. Use this scenario if you have a small number of locks and users. 

Use the second scenario — a local department store — as a starting point, if you have at least three locks and at least two Supervisors.

Jim’s restaurant

Jim, the owner of Jim’s Restaurant — a small roadside diner — has five full-time and two part-time employees. Although he is the owner, he decides to ask Greg, his General Manager, to be the Administrator of the Keypad EZ locks. The Keypad EZ lock is installed on the storage room door. See [Figure 1.1](#) on [page 1-6](#).

Jim also decides that only full-time employees need a PIN because his part-time employees are never there unless a full-time employee is.

He also decides that, since there are only five employees who will need access, that only one group is necessary. Group 1 is therefore the group that is used. All users need to be programmed as part of group 1.

Jim also decides that only the Line Assistant — Frank Copland — will have Passage Mode privilege. This is the only employee who he wants to authorize to keep the storage door unlocked. See [Figure 1.2](#) on [page 1-6](#).

Here’s a sample of the completed Lock Group and User Record that Greg signs.

KEYPAD EZ LOCK GROUP AND USER RECORD
 Copy this page for additional groups in your system.
 Keep group records separate.

Group and doors

Name of business or division *Jim's Restaurant*

Group number & description^a *1 — All*

Supervisor Name^b *none*

Supervisor PIN *none*

a. Use group 1, 2, 3, 4, or 5, if used; group 1 is the default.
 b. For locks with only one group, a Supervisor is optional.

Doors accessible by users in this group
 For more doors copy this form.

| Door description | Unlock duration (in secs) | Remote unlock installation? check one | | Lock chassis type check one | |
|------------------|---------------------------|---------------------------------------|----------|-----------------------------|-------------------------------------|
| | | yes | no | cyl | mortise / exit |
| | | <i>Storage</i> | <i>3</i> | | <input checked="" type="checkbox"/> |
| | | | | | |
| | | | | | |

Figure 1.1 Page 1 of Jim’s Restaurant’s form

Users
 Record up to 25 users that you want to give access to this group.
 For more than 25 users copy this form.

| User No | User Name | | PIN | Privileges ^a | | Date deleted |
|----------|----------------|---------------|-------------|-------------------------|-------------------------------------|--------------|
| | Last | First | | D-bolt | Passg | |
| <i>1</i> | <i>Copland</i> | <i>Frank</i> | <i>7396</i> | | <input checked="" type="checkbox"/> | |
| <i>2</i> | <i>Haydn</i> | <i>John</i> | <i>1433</i> | | | |
| <i>3</i> | <i>Baker</i> | <i>Anna</i> | <i>6692</i> | | | |
| <i>4</i> | <i>Beech</i> | <i>Fred</i> | <i>1349</i> | | | |
| <i>5</i> | <i>Herin</i> | <i>Andrew</i> | <i>2299</i> | | | |
| <i>6</i> | | | | | | |

Figure 1.2 Page 2 of Jim’s Restaurant’s form

Department store Dave, the General Manager of Henderson's Dept Store #12, has received three Keypad EZ locks. He has requested them for the following doors:

- Administration office
- Stock room
- Rear door

Of the 18 employees that will need access to these doors, Dave has decided to divide them along departmental lines and designate the Supervisor for each department as the Keypad EZ Group Supervisor. Dave also decides to be the Administrator. His groups look like this:

Groups

| Sales | Administration | Stock |
|------------------------------|------------------------------|--------------------------------|
| Bob Smith, Supervisor | Sue Jones, Supervisor | Gale Seares, Supervisor |
| David Parson | Angela Bourke | Don Coyle |
| Frank Helme | Melissa Church | Chen Hsieh |
| Mary Wittenstein | Jim Flanders | Kevin Laseau |
| Karl Brown | Brandi Hancock | Stacey O'Hara |
| Ann Fulton | Sarah Russell | |
| Kate Stevens | | |

Then using the Groups and Doors table as shown on [page 5-2](#), he organizes his three groups and decides which of the three locks that the groups will have access to. His groupings look like this:

Doors by group

| Groups and doors | | |
|---|-------------------|------------------|
| Use this section to determine and record the doors that will be available to users in a particular group. | | |
| Group number | Group description | Door description |
| 1 | Sales | Admin office |
| | | Rear door |
| 2 | Administration | Admin office |
| | | Rear door |
| | | Stock room |
| 3 | Stock | Stock room |
| | | Rear door |
| | | |

Figure 1.3 Group list using Doors by group form

Dave further decides that only the Supervisors and a few others will have deadbolt override and passage mode privileges. But since Supervisors have these privileges by default, he does not need to do anything extra with them.

Once these decisions have been made, Dave completes three forms, one for each group. Here are the three forms:

KEYPAD EZ LOCK GROUP AND USER RECORD
 Copy this page for additional groups in your system.
 Keep group records separate.

Group and doors

Name of business or division *Henderson's Dept Store #12*

Group number & description^a *1 — Sales*

Supervisor Name^b *Bob Smith*

Supervisor PIN *1243*

a. Use group 1, 2, 3, 4, or 5, if used; group 1 is the default.
 b. For locks with only one group, a Supervisor is optional.

Doors accessible by users in this group
 For more doors copy this form.

| Door description | Unlock duration (in secs) | Remote unlock installation? | | Lock chassis type | |
|---------------------|---------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| | | check one | | check one | |
| | | yes | no | cyl | mortise / exit |
| <i>Admin office</i> | <i>3</i> | | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | |
| <i>Rear door</i> | <i>3</i> | <input checked="" type="checkbox"/> | | | <input checked="" type="checkbox"/> |

Figure 1.4 Sales dept group 1 door list

Users
 Record up to 25 users that you want to give access to this group.
 For more than 25 users copy this form.

| User No | User Name Last | First | PIN | Privileges ^a | | Date deleted |
|----------|--------------------|--------------|-------------|-------------------------------------|-------------------------------------|--------------|
| | | | | Dbolt | Passg | |
| <i>1</i> | <i>Parson</i> | <i>David</i> | <i>7723</i> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | |
| <i>2</i> | <i>Helme</i> | <i>Frank</i> | <i>1369</i> | | | |
| <i>3</i> | <i>Wittenstein</i> | <i>Mary</i> | <i>9732</i> | | | |
| <i>4</i> | <i>Brown</i> | <i>Karl</i> | <i>5655</i> | | | |
| <i>5</i> | <i>Fulton</i> | <i>Ann</i> | <i>1372</i> | | | |
| <i>6</i> | <i>Stevens</i> | <i>Kate</i> | <i>4419</i> | | <input checked="" type="checkbox"/> | |
| <i>7</i> | | | | | | |

Figure 1.5 Sales dept group 1 user list

KEYPAD EZ LOCK GROUP AND USER RECORD
 Copy this page for additional groups in your system
 Keep group records separate.

Group and doors

Name of business or division Henderson's Dept Store #12

Group number & description^a 2 — Administration

Supervisor Name^b Sue Jones

Supervisor PIN 9872

a. Use group 1, 2, 3, 4, or 5, if used; group 1 is the default.
 b. For locks with only one group, a Supervisor is optional.

Doors accessible by users in this group
 For more doors copy this form.

| Door description | Unlock duration (in secs) | Remote unlock installation? | | Lock chassis type | |
|------------------|---------------------------|-----------------------------|----|-------------------|----------------|
| | | check one | | check one | |
| | | yes | no | cyl | mortise / exit |
| Admin office | 3 | | ✓ | ✓ | |
| Rear door | 3 | ✓ | | | ✓ |
| | | | | | |

Figure 1.6 Administration dept group 2 door list

Users
 Record up to 25 users that you want to give access to this group.
 For more than 25 users copy this form.

| User No | Name Last | First | PIN | Privileges ^a | | Date deleted |
|---------|-----------|---------|------|-------------------------|-------|--------------|
| | | | | D-bolt | Passg | |
| 1 | Bourke | Angela | 5332 | | | |
| 2 | Church | Melissa | 9655 | ✓ | ✓ | |
| 3 | Flanders | Jim | 2663 | | | |
| 4 | Hancock | Brandi | 3298 | | | |
| 5 | Russell | Sarah | 6611 | | | |
| | | | | | | |

Figure 1.7 Administration dept group 2 user list

KEYPAD EZ LOCK GROUP AND USER RECORD
 Copy this page for additional groups in your system.
 Keep group records separate.

Group and doors

Name of business or division Henderson's Dept Store #12

Group number & description^a 3 — Stock

Supervisor Name^b Gale Seares

Supervisor PIN 3221

a. Use group 1, 2, 3, 4, or 5, if used; group 1 is the default.
 b. For locks with only one group, a Supervisor is optional.

Doors accessible by users in this group
 For more doors copy this form.

| Door description | Unlock duration (in secs) | Remote unlock installation? check one | | Lock chassis type check one | |
|------------------|---------------------------|---------------------------------------|----|-----------------------------|----------------|
| | | yes | no | cyl | mortise / exit |
| | | <i>Admin office</i> | 3 | | ✓ |
| <i>Rear door</i> | 3 | ✓ | | | ✓ |

Figure 1.8 Stock dept group 3 door list

Users
 Record up to 25 users that you want to give access to this group.
 For more than 25 users copy this form.

| User No | Name Last | First | PIN | Privileges ^a | | Date deleted |
|---------|-----------|--------|------|-------------------------|-------|--------------|
| | | | | D-bolt | Passg | |
| 1 | Coyle | Don | 7227 | ✓ | ✓ | |
| 2 | Hsieh | Chen | 8193 | ✓ | ✓ | |
| 3 | Laseau | Kevin | 5632 | | | |
| 4 | O'Hara | Stacey | 9972 | | | |
| 5 | | | | | | |
| 6 | | | | | | |
| 7 | | | | | | |

Figure 1.9 Stock dept group 3 user list

Dave also completes the Administrator/Supervisor Pin Record as shown on page 5-2, and uses this to program the three Supervisors into all three locks. Then, once the Supervisors are programmed into the locks, he gives the forms to the Supervisors, one form for each. Then each Supervisor programs the users into their group's locks.

2

QUICK SETUP GUIDE

This section will get you up and running fast. By using the lock default values, you can quickly program yourself as the Administrator and add up to 50 users. The default values are:

| Feature | Default value |
|---------------------------------|-------------------------------------|
| PIN length | 4 digits |
| Unlock duration | 3 seconds |
| Deadbolt override access | no — applies only on mortise access |
| Passage mode access | no |
| Group number | 1 |

Using default values

Defaults are factory preset values. For example, the default value for the unlock duration is three seconds. This means that, without changing the unlock duration default value, when someone enters a valid PIN, the lock will unlock and then, after three seconds, automatically relock. This gives a person three seconds to open the door.

All of the default values were carefully chosen to work in most Keypad EZ installations. In most cases, you shouldn't have to change the default settings. But make sure that you think about your users and their convenience and security before using the default values. See [page 1-4](#) for system overview and design decisions that need to be made.

PIN length The Personal Identification Number (PIN) length can be set to 3, 4, 5, or 6 digits. Keep in mind that the shorter number PINs, although more easily remembered, are usually less secure. Conversely, the longer number PINs are more secure, but are more easily forgotten. To change the default PIN length see [page 3-2](#).

Deadbolt override access This feature lets users unlock the door with a PIN, even when the deadbolt is thrown. This feature only applies for locks with deadbolts. If a lock does not have a deadbolt, this feature is not used. By default, the user is programmed without deadbolt override access, but to allow this access, see [page 3-5](#).

Passage mode access This feature lets users temporarily put the lock into an unlocked state (like a passage set). Then later the same user — or any user with passage mode access — can return the lock to its normal locked state. By default, the user is programmed without passage mode access, but to allow this access, after programming users, see [page 3-5](#).

Unlock duration This feature lets you adjust the time that the lock momentarily unlocks during access. By default, the lock will unlock and then, after three seconds, will relock. If some of your users need more time to get through the door, you may want to increase the duration. The unlock duration can be set anywhere between 1 and 60 seconds. To change the unlock duration, see [page 3-4](#).

Group number This feature lets you set up as many as five groups of users, each with a Supervisor. User groups add another layer of security and allow the Administrator to share the responsibilities of administrating the adding, changing, deleting, disabling and enabling of PINs. Usually this feature is only needed when at least two area or shift supervisors need to be held accountable for their users' access. By default, the user is programmed as belonging to group one.

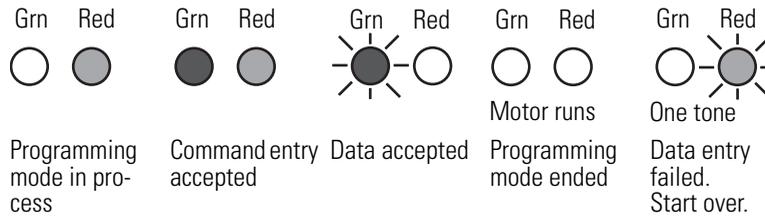
Setting up a lock using factory-default values

Tip Temporarily record the codes as you enter them so that you can permanently record them later using the *Lock Group and User Record* form on [page 5-3](#).

| Step | To . . . | You enter . . . | Example . . . |
|----------|---|---|------------------------|
| 1 | Begin programming mode | 00# 9998#^a | |
| 2 | Change Administrator PIN | 20# [any 4 numbers]# [same 4 numbers]# | 20# 3197# 3197# |
| 3 | Add PINs | 10# [any 4 numbers]# # | 10# 4994# # |
| | | Note: Repeat this sequence, changing the four numbers each time, up to 50 times. | |
| 4 | End programming mode | 99# | |
| 5 | Use the <i>Lock Group and User Record</i> on page 5-3 to record the PINs that you added. Record the Administration code in a separate place, and then secure both logs. | | |

a. See [page 4-5](#) if you prefer to use the * key in place of the # key.

Lights and Sound Key





3

COMPLETE SETUP GUIDE

Use this section if you want to do any or all of the following:

- set PIN length
- set group Supervisor PINs
- set the unlock duration
- set privileges: passage mode & deadbolt override
- delete PINs
- delete groups of PINs
- disable or enable groups of PINs

This section takes you step by step and lets you take full advantage of all the Keypad EZ features and functions.

The tasks are ordered so that, if you were to need different PIN length, groups, a different unlock duration, or need to program privileges for some or all users, you could go through task by task. Optional tasks are marked.

LOCK SETUP AND MANAGEMENT

Use these tasks to set up and manage your Keypad EZ locks. Follow the sequence and skip those tasks that do not apply to you.

TASK 1: BEGIN A PROGRAMMING SESSION

Use this task to be able to do any other task on the following pages.

| Step | You enter . . . |
|----------|------------------------------|
| 1 | 00# 9998#^a |

- a. See [page 4-5](#) if you prefer to use the * key in place of the # key.

TASK 2 OPTIONAL: SET PIN LENGTH

Only follow these steps if you want to change from the factory-preset four-digit PINs, to three-, five-, or six-digit PINs.

| Step | You enter . . . | Example . . . |
|----------|---|---------------|
| 1 | 30# | |
| 2 | 3# for three-digit PINs, OR 5# for five-digit PINs, OR 6# for six-digit PINs | 3# |

This task will reset the Administration PIN to the factory-preset code. See the table below:

| New PIN length | New Administration PIN |
|----------------|------------------------|
| 3 digits | 998 |
| 5 digits | 99998 |
| 6 digits | 999998 |

Performing this task will also remove any other programming that you may have done, such as any user PINs, Supervisor PINs, or unlock duration.

You may continue with this programming session, even though your original Administration PIN had a different amount of PIN digits. In other words, this programming will not take effect until the programming session ends.

TASK 3 CHANGE THE ADMINISTRATION PIN

You need to perform this task if:

- you have not changed the factory-preset Administration PIN yet, or
- you changed the PIN length from its default four digits to three, five, or six digits, or
- you changed the PIN length back to its original four-digit length, or
- you reset the lock using the reset programming command.

To change the Administration PIN:

| Step | You enter . . . | Example . . . |
|----------|--|------------------------|
| 1 | 20# [any 3, 4, 5, or 6 numbers]# [same 3, 4, 5, or 6 numbers]# | 20# 3197# 3197# |

TASK 4 OPTIONAL: SET SUPERVISOR PINS

If you are the Administrator, there are two reasons you may want to divide users into groups:

- to be able to delegate most programming tasks to one or more people,
- to be able (for example, in an emergency), to disable or delete whole groups of users at a time, without deleting or disabling other users.

You need to perform this task if either of these are true:

- you have decided to give more than one group of users access to a lock
- you have decided to assign a Supervisor to the users even though they are all part of one group.

To set a Supervisor PIN:

| Step | For group . . . | You enter . . . | Example . . . |
|----------|-----------------|---------------------------------|--------------------|
| 1 | 1 | 21# | |
| | 2 | 22# | |
| | 3 | 23# | |
| | 4 | 24# | |
| | 5 | 25# | |
| 2 | | [New PIN]# [repeat new PIN]# | 4070# 4070# |

Note 1: If you are a Supervisor and are performing this task, to change your PIN, you will only be able to do it for the group to which you are associated.

Note 2: Also, if you are a Supervisor and are changing your PIN, you may need to inform the Administrator with the new PIN. Please see the Administrator for any policy that may exist.

TASK 5 OPTIONAL: SET THE UNLOCK DURATION

You may want to perform this task if a user may need more than three seconds to open the door. Situations may include:

- those with physical disabilities, the elderly, or the weak
- where the door opens to an area where dollies, carts, or supplies are carried in and out,
- any situation where extra time is regularly needed to open the door.

To set the unlock duration longer or shorter than three seconds:

| Step | You enter . . . | Example . . . |
|-------------|----------------------------|--------------------------|
| 1 | 32# | |
| 2 | [number of seconds, 1-60]# | 5# [five seconds] |

TASK 6 ADD USER PINS

Before adding user PINs it's important to complete the form or forms from [page 5-3](#) so that they can assist you during programming. This will let you avoid the interruption of having to record a user's name and PIN after you enter it. It will also reduce or eliminate errors in entering or recording.

Users must be assigned to a group even if you have chosen not to have more than one group. In that case, all users should be assigned to group 1. 

To add a user PIN:

| Step | You enter . . . | Example . . . |
|----------|-----------------|---------------|
| 1 | 10# | |
| 2 | [PIN number]# | 2233# |
| 3 | [group number]# | 2# |

Note: If you are assigning users to group 1, you can omit the number and simply enter the # key. This will enter the default value of group 1.

4 Repeat steps 1-3 for each PIN.

TASK 7 OPTIONAL: SET USER PRIVILEGES

There are two user privileges:

- **Deadbolt override** — feature that lets users unlock the door with a PIN, even when the deadbolt is thrown. This feature only applies for Keypad EZ mortise locks with deadbolts.
- **Passage mode** — feature that lets users temporarily put the lock into an unlocked state (like a passage set). Then later the same user — or any user with passage mode access — can return the lock to its normal locked state. All Keypad EZ Locks have this feature.

You may want to perform this task for a user if:

- the user needs to be able to unlock the door even when the deadbolt is thrown.
- the user can be trusted to unlock a door for an indefinite period.

Sample applications where passage mode would make sense:

- conference rooms
- storage rooms/closets
- canteens
- on any door that needs to remain closed but unlocked.

Tip: Proper use of this feature may allow you to avoid giving out PINs unnecessarily. For example, if you have only one Keypad EZ lock on a storage room door, the simplest solution may be to give two of your ten employees a PIN

and give both users passage mode privilege, enabling them to keep the door unlocked during the day. Either of them could then relock it at the end of the day.

Note: By default, when a user PIN is programmed the PIN does not have either passage mode or deadbolt override privileges. These privileges must be given using a separate programming step.

Use the table below to determine the privilege code that corresponds to the privileges that you want to give to a user. By default all users initially have privilege code 0, no privileges.

User privilege code quick reference

| Privilege code | Passage mode | Deadbolt override |
|----------------|--------------|-------------------|
| 0 | no | no |
| 1 | yes | no |
| 2 | no | yes |
| 3 | yes | yes |

To assign or remove privileges:

| Step | You enter . . . | Example . . . |
|----------|--|---------------|
| 1 | 12# | |
| 2 | [User's PIN number]# | 2233# |
| 3 | 1# for passage mode only, OR 2# for deadbolt override only, OR 3# for both, OR 0# for no privileges | |
| 4 | Repeat steps 1-3 for each PIN that you want to assign or remove privileges. | |

TASK 8 END THE PROGRAMMING SESSION

After all programming functions have been completed for a particular Keypad EZ lock, use the task to end the programming session.

Step You enter . . .

1 99#

To program other Keypad EZ locks, return to [page 3-2](#) and repeat the series of tasks.

TASK 9 RECORD, SECURE, AND DISTRIBUTE PINs

Once all Keypad EZ locks have been programmed you need to ensure that all PINs are properly recorded and secured. If you have not already done so, use the forms that begin on [page 5-3](#) to record all User, Supervisor and Administration PINs.

After safely recording all User, Supervisor, and Administration PINs, you need to inform the users of their new PINs and let them know what locks they have access to and what privileges they may have. If they have passage mode access, you need to instruct them on how to start and end passage mode.

Here's a sample of what a user PIN notice might need to include:

User PIN notice and instructions

Name Angela Bourke

PIN 5332

Doors Admin office

Rear door

Stock door

| | |
|---|---|
| <p>To unlock a Keypad Lock:</p> <ol style="list-style-type: none"> 1 Enter your PIN, then press #. 2 Turn the knob or lever handle. | <p>To start passage mode access:</p> <ol style="list-style-type: none"> 1 Enter your PIN, then press #. 2 Within 3 seconds, press * then #. <i>The lock stays unlocked.</i> |
| <p>Privileges you have</p> <p><input type="checkbox"/> Passage mode access see instructions →</p> <p><input type="checkbox"/> Deadbolt override access</p> | <p>To end passage mode access:</p> <p><input checked="" type="checkbox"/> Repeat the steps above. <i>The lock relocks.</i></p> |

Caution: Memorize and destroy this PIN notice!
Losing this notice is equal to losing a key.

Figure 3.1 Sample user PIN notice

USER MAINTENANCE

Deleting a PIN To delete a PIN, perform the following task in all locks where the user has access:

To delete a user's PIN:

| Step | You enter . . . | Example . . . |
|----------|--|---------------|
| 1 | 11# | |
| 2 | [PIN to be deleted]# | 2233# |
| 3 | Repeat steps 1-2 for each PIN that you want to delete. | |

Deleting a group of PINs To delete a whole group of PINs at one time, perform the following task in all locks where the group of users have access.

Note: If you're trying to reset the lock to its original factory presets (which also deletes all users), see [page 4-4](#) instead.

To delete a group of PINs

| Step | You enter . . . | Example . . . |
|----------|--|---------------------|
| 1 | 00# | |
| 2 | [Administrator or Supervisor PIN]# | 3197# |
| 3 | 13# | |
| 4 | Administrator only: [Group number]# | 1# [Group 1] |
| 5 | Administrator only: Repeat steps 3-4 for each group to be deleted. | |
| 6 | 99# | |

Note: Supervisors only have rights to delete the group that they are associated with.

Disabling and enabling groups of PINs

There are times when you may want to temporarily disable, and then later re-enable a group of users' PINs. Example occasions when this may be necessary:

- strikes
- holidays
- severe weather
- national emergencies

To disable or re-enable a group:

| Step | You enter . . . | Example . . . |
|----------|--|---------------|
| 1 | 00# | |
| 2 | [Administrator or Supervisor PIN]# | 3197# |
| 3 | To disable: 15# OR To re-enable: 14# | |
| 4 | Administrator only: [Group number to be disabled or re-enabled]# | 1# |
| 5 | Administrator only: Repeat steps 3-4 for each group to be disabled. | |
| 6 | 99# | |

Note: Supervisors only have rights to disable or re-enable the group that they are associated with.



4

MAINTENANCE

For complete service and maintenance information for the Keypad EZ Lock, consult the *B.A.S.I.S. G* or *B.A.S.I.S. V Service Manuals* or the *Technical Publications Library* on CD-ROM. These publications have complete parts lists and maintenance instructions.

BATTERY MAINTENANCE

Battery life Genuine factory battery packs are designed for maximum service life. Depending on the type of chassis you have, the average life of a battery pack is as follows:

| Chassis type | Estimated number of cycles | |
|---------------|--------------------------------|--------------------------------|
| | Standard (4-cell) battery pack | Extended (8-cell) battery pack |
| cylindrical | 65,000 ^a | 130,000 ^b |
| mortise | 130,000 ^c | 240,000 ^d |
| exit hardware | 130,000 | 240,000 |

- a. Typical life is 2-5 years.
- b. Typical life is 4-5 years.
- c. Typical life is 3-5 years.
- d. Typical life is 4-5 years.

Replacing batteries

The Keypad EZ Lock has a warning system to let you know when the battery pack is getting low. At the first sign of warning, although you have some time to replace the batteries before they fail, you need to replace the battery pack as soon as possible. To order replacement battery packs, see your factory representative or authorized dealer.

Replacement part number:

- A60726 — standard, four-cell battery pack

There are three battery levels. Depending on the level that the lock happens to be in, the lock access varies. The battery levels are:

- normal — battery level is good.
- warning — battery level is low
- alarm— battery level is very low.

Use the following table to determine a Keypad EZ Lock's level when a valid PIN is entered:

| Battery Level | LEDs | Sounder | Access |
|----------------------|---------------------|----------------|---------------------|
| normal | Green flashes | | granted |
| warning | Green flashes | 3 long tones | granted after delay |
| alarm | Red & green flashes | 3 short tones | denied ^a |

a. But Supervisor users and the Administrator are granted access during the alarm battery level, until the battery is replaced.

To replace the battery pack:

1. Use a T15 Torx bit driver or standard driver to remove the security screw from the battery door. See [Figure 4.1](#).

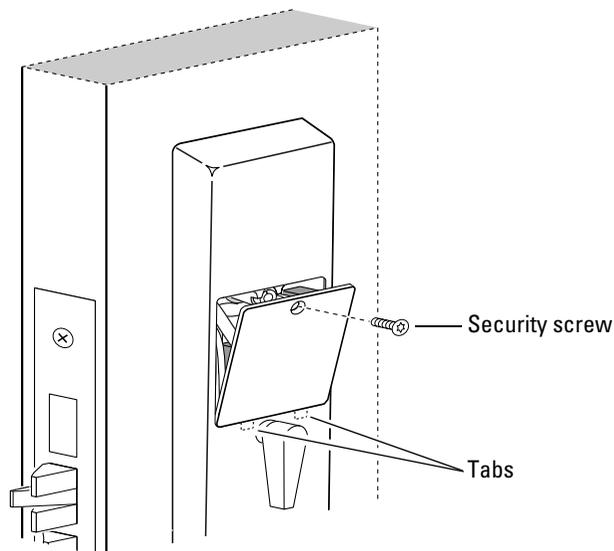


Figure 4.1 Removing the battery door

2. Open the battery door and remove it from the escutcheon.
3. Remove the old battery pack from the battery compartment.
4. Disconnect the battery pack from the battery connector on the wire harness.
5. Connect the new battery pack to the battery connector on the wire harness inside the battery compartment.

Caution: *When connecting the battery pack, make sure that there are no loose wire connections where the wires are inserted into the connectors and that the connectors are firmly mated.*

6. Place the battery pack inside the battery compartment.

Note: For the four-cell battery pack, position the battery so that the foam will face the battery door.

Caution: *When routing the battery wires, make sure that the wires are not routed across any sharp edges or over any surface that could damage their sleeving or wire insulation.*

**Resetting a
lock to factory
preset
condition**

7. Making sure that the battery door does not pinch any wires, insert the tabs of the battery door into its mating slots and swing the door closed.
8. Use a T15 Torx bit driver or standard driver to secure the battery door with the security screw. Tighten firmly.

You may at some point need to reset or restore a lock to its original factory default or preset condition. This will erase all programming that you have done.

You may need to do this if:

- a lock needs to be moved to a new location
- you have lost PIN control or lock and user records.

Caution: *This programming task will delete ALL PINs in all groups and cannot be undone. To delete only a group of users, see [page 3-8](#).*

This task will also reset the # key as the enter key if the # key was substituted for the * key.

To reset a lock to factory preset condition:

| Step | You enter . . . | Example . . . |
|----------|----------------------|---------------|
| 1 | 00# | |
| 2 | [Administrator PIN]# | 3197# |
| 3 | 33# | |
| 4 | 33# | |
| 5 | 99# | |

Reversing the function of the # and * keys

Although the factory default for completing a programming command is to use the # key, the * key may be substituted if you prefer this. Some Administrators may prefer or expect to use the * key to activate a command since this key was used in the BEST V Series product.

To substitute the * key for the # key:

| Step | You enter . . . | Example . . . |
|----------|-----------------------------|---------------|
| 1 | 00# | |
| 2 | [Administrator PIN]# | 3197# |
| 3 | 36# | |
| 4 | 99# | |

After following these steps you must use the * key wherever you see the # key. Alternately, you must use the # key wherever you see the * key.

To substitute the # key for the * key, that is, to reset the # key to its default function:

| Step | You enter . . . | Example . . . |
|----------|-----------------------------|---------------|
| 1 | 00* | |
| 2 | [Administrator PIN]* | 3197* |
| 3 | 36* | |
| 4 | 99* | |



5

LOCK & USER FORMS

Use the forms on the following pages to guide you through the process of setting up locks and adding user PINs.

Programming commands reference

Use this reference to look up the task you need to perform.

| Command | Description | Supervisor can program | For instructions, see page . . . |
|---------|----------------------------|---------------------------|--|
| 00 | Begin programming session | ■ | 3-2 |
| 10 | Add PIN | ■ | 3-4 |
| 11 | Delete PIN | ■ | 3-8 |
| 12 | Set privileges | ■ | 3-5 |
| 13 | Delete group | ■ | 3-8 |
| 14 | Enable group | ■ | 3-9 |
| 15 | Disable group | ■ | 3-9 |
| 20 | Set Administrator PIN | | 3-3 |
| 21 | Set Supervisor PIN Group 1 | ■ | 3-3 |
| 22 | Set Supervisor PIN Group 2 | ■ | 3-3 |
| 23 | Set Supervisor PIN Group 3 | ■ | 3-3 |
| 24 | Set Supervisor PIN Group 4 | ■ | 3-3 |
| 25 | Set Supervisor PIN Group 5 | ■ | 3-3 |
| 30 | Set PIN length | | 3-2 |
| 32 | Set unlock duration | | 3-4 |
| 33 | Reset all | | 4-4 |
| 36 | Switch # and * keys | | 4-5 |
| 99 | End programming session | ■ | 3-7 |

KEYPAD EZ LOCK GROUP AND USER RECORD

Copy this page for additional groups in your system.

Keep group records separate.

Group and doors

Name of business or division _____

Group number & description^a _____

Supervisor Name^b _____

Supervisor PIN _____

a. Use group 1, 2, 3, 4, or 5, if used; group 1 is the default.

b. For locks with only one group, a Supervisor is optional.

Doors accessible by users in this group

For more doors copy this form.

| Door description | Unlock duration (in secs) | Remote unlock installation? check one | | Lock chassis type check one | |
|------------------|------------------------------|--|----|--------------------------------|----------------|
| | | yes | no | cyl | mortise / exit |
| | | | | | |
| | | | | | |
| | | | | | |

Quick setup guide

| Step | To ... | You enter ... | Example |
|------|---|--|----------------------------|
| 1 | Begin programming | 00# 9998#^a | |
| 2 | Change Administrator PIN | 20#, [any 4 numbers] #, [same 4 numbers] # | 20# 3197# 3197# |
| 3 | Add PINs | 10#, [any 4 numbers] # [group number] #^b | 10# 4994# 1# |
| 4 | End programming | 99# | |
| 5 | Use the table to the right to record the PINs that you add. Record the Administration PIN and keep it separate. Secure all records. | | |

a. The code 9998 is the factory preset Administrator PIN. This PIN does not have long-term security; change it as soon as possible!

b. Repeat this sequence as necessary, changing the four numbers each time, up to 50 times.

Lights and Sound Key



Programming in process.



Data entry started.



Data accepted.



Programming mode ended.



Data entry failed. Start over.

Users

Record 25 users that you want to give access to this group.
 For more than 25 users copy this form.

| User No | Name | | PIN | Privileges ^a | | Date deleted |
|---------|------|-------|-----|-------------------------|-------|--------------|
| | Last | First | | D-bolt | Passg | |
| 1 | | | | | | |
| 2 | | | | | | |
| 3 | | | | | | |
| 4 | | | | | | |
| 5 | | | | | | |
| 6 | | | | | | |
| 7 | | | | | | |
| 8 | | | | | | |
| 9 | | | | | | |
| 10 | | | | | | |
| 11 | | | | | | |
| 12 | | | | | | |
| 13 | | | | | | |
| 14 | | | | | | |
| 15 | | | | | | |
| 16 | | | | | | |
| 17 | | | | | | |
| 18 | | | | | | |
| 19 | | | | | | |
| 20 | | | | | | |
| 21 | | | | | | |
| 22 | | | | | | |
| 23 | | | | | | |
| 24 | | | | | | |
| 25 | | | | | | |

a. See [page 3-5](#) for instructions on programming deadbolt override and passage mode privileges.

