

# PROGRAMMING INSTRUCTIONS

Digilock TB

## Initial Set-Up

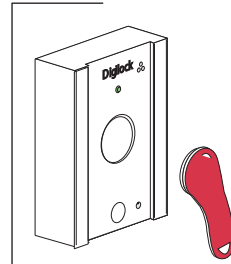
You must have a Programming Button Key for registering operating Button Key(s) to the locks. The Programming Button Keys are unique. Each Programming Button Key carries an embedded serial number that is read and recognized by the lock. Once a Programming Button Key has been used to register operating Button Keys(s) to a lock, that lock, will not accept any other Programming Button Key for registering operating Button Key(s). If the lock you are attempting to program already has existing registered operating Button Key(s), you must use the same Programming Button Key previously used. User Button Keys and Manager Button Keys must be registered separately for each lock.

# PROGRAMMING INSTRUCTIONS

## Digilock TB

### To Register a User Button Key to a Lock.

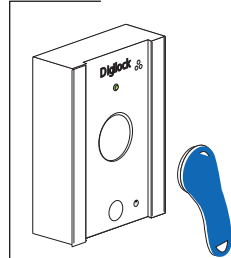
Touch the Programmer Button Key to the lock.



The LED will emit a solid red light.



Touch the User Button Key to the lock.



A triple beep indicates the registration of the User Button Key to the lock. The light turns off terminating the programming sequence.



If you do not touch a new User Button Key to the lock after touching the Programming Button Key, the programming sequence will expire in fifteen seconds and the existing registered User Button Key will still operate the lock.

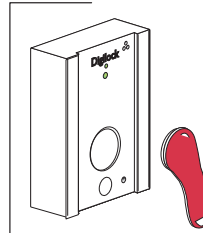
If a lock's User Button Key is lost or stolen, repeat the procedure above to register a new User Button Key. Once a new User Button Key is registered to the lock, the old one will no longer be valid. You may register the same User Button Key to multiple locks (keyed alike) for providing access to more than one locker for a particular user. You may not register more than one User Button Key to a single lock.

# PROGRAMMING INSTRUCTIONS

## Digilock TB

### To Register a Manager Button Key(s) to a Lock.

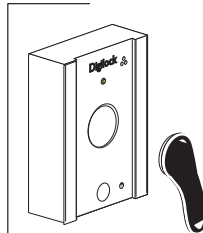
Touch the Programmer Button Key to the lock.



The LED will emit a solid red light.



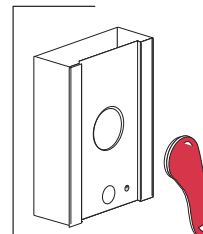
Touch the Manager Button Key(s) to the lock.  
You may program up to five Manager Button Keys  
to operate the lock.



A single flash of the light and a single beep indicates that the  
Manager Button Key to be registered has been properly  
touched to the lock.



If you are registering less than five Manager Button Keys,  
touch the Programmer Button Key to the lock to terminate  
the programming sequence.



A triple beep indicates the registration of the  
Manager Button Key(s) to the lock.



If the lock has been registered with five Manager Keys,  
the programming sequence automatically terminates.

If the programming sequence is not terminated properly, the new Manager Button Key(s) will not be registered to the lock. The lock will keep (if any) existing registered Manager Button Key(s). During the programming sequence, if you touch the same Manager Button Key it will register that key only once. If you are unsure, start over and repeat the procedure. If you do not touch a new Manager Button Key to the lock after touching the Programming Button Key, the programming sequence will expire in fifteen seconds and the existing registered key(s) will still operate the lock.

Repeat the procedure above using the same Manager Button Key(s) to register them to all the locks in the system.

Note: If a Manager Button Key is lost or stolen, gather all registered Manager Button Keys and register them again to each lock in the system.

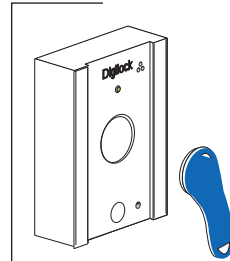
For example: If one out of four Manager Button Keys was lost or stolen, a replacement Manager Button Key along with the remaining three Button Keys must be registered again into all the locks in the system.

# OPERATING INSTRUCTIONS

## Digilock TB

### To Lock with a User Button Key

Touch a registered User Button Key to the lock



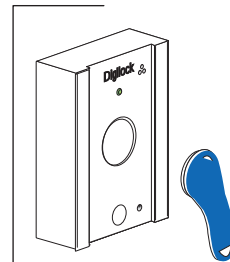
The red LED will flash once when locked



Note: The buzzer will emit single beep

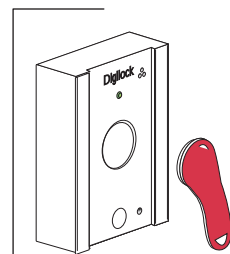
### To Unlock with a User Button Key

Touch the same User Button Key to the lock



### To Unlock with a Manager Button Key

Touch



Touch the same User Button Key to the lock

