

# **KPL2000 Digital Lock Operating Instructions**

**American Security Products Co.  
11925 Pacific Avenue  
Fontana, CA. 92335  
909-685-9680**

# KPL2000 DIGITAL LOCK OPERATING INSTRUCTIONS

## 1. Your Digital Combination Lock has been Factory set to C - 1 - 2 - 3 - 4 - 5 - 6 - #

CAUTION: After dialing incorrect combination(s) four (4) times, the electronics "LOCK OUT" and will not accept any input for FIFTEEN MINUTES. During the Lock Out, Any Keystroke Restarts the Fifteen Minute Delay. To indicate a Lock Out, there will not be a tone when pressing the "C" Key.

## 2. To Open the Lock;

- a. Be sure the Handle on the Door is in the Fully Locked Position. The lock will not open if there is pressure on it from the locking mechanism.
- b. Press the "C" Key, then your combination, and finish with "#".
- c. Rotate the Handle Fully to retract the locking mechanism. You have three (3) seconds to do this after pressing the "#" Key.

## 3. To Change the Combination, Single User Mode;

- a. Remove the Plug covering the hole labeled CHANGE BUTTON on the Electronics Enclosure mounted on the inside of the Safe Door.
- b. Press the Button in the hole with a small, non-metallic object. The Red LED Lamp next to the Keyboard will be lit.
- c. Dial your New Combination (6 to 8 Digits) and end with "#". A two second tone will sound.
- d. TEST YOUR NEW COMBINATION SEVERAL TIMES before closing the safe door. Record the New Combination in a safe place and replace the Change Button hole Plug.

## 4. Batteries;

- a. The batteries are low and will not have enough power to open the lock when the Red Lamp next to the Keyboard is Dim when pressing the "C" Key.
- b. To replace the batteries, use the supplied 3/32" Allen Wrench to loosen the two screws holding the Keyboard Enclosure on the Door of the Safe. Carefully lift the Enclosure off the mount plate, then remove and replace the 4 AA batteries. Reposition the Enclosure on the mount plate, tighten the 2 screws while holding the Enclosure tightly against the door face. The Combination will not be lost while changing the batteries.

# AMSEC KPL2000 - Time Delay Operating Instructions

## 1. Your Digital Combination Lock has been Factory set to C - 1 - 2 - 3 - 4 - 5 - 6 - #

The lock will not open upon first keying the combination. This lock has a Time Delay feature which forces the user to WAIT for access. The lock has been set for a \_\_\_\_\_ minute Delay.

CAUTION: After dialing incorrect combination(s) four (4) times, the electronics "LOCK OUT" and will not accept any input for FIFTEEN MINUTES. During the Lock Out, Any Keystroke Restarts the Fifteen Minute Delay. To indicate a Lock Out, there will not be a tone when pressing the "C" Key.

## 2. To Open the Lock;

- a. Be sure the Handle on the Door is in the Fully Locked Position. The lock will not open if there is pressure on it from the locking mechanism.
- b. Press the "C" Key, then your combination, and finish with "#". The Red LED Lamp next to the keypad will begin flashing, this indicates the Delay Period has been initiated.
- c. At the end of the Delay Period, Four enunciator tones will be sounded and then a pattern of four (4) Beeps with the LED Lamp Flashing will begin. This indicates the lock is now in the Open Period. This Open Period will continue for five (5) minutes or until the lock is opened.
- d. Press the "C" Key, then your combination, and finish with "#".
- e. Rotate the Handle Fully to retract the locking mechanism. You have three (3) seconds to do this after pressing the "#" Key.

If you miss the Open Period, you must start over at step a.

## 3. To cancel the Time Delay;

During the Delay Period press the "C" key and any Number Key. This will reset all timing functions, stop the LED Lamp flashing and return the lock to a resting condition.

## 4. To Change the Combination, Single User Mode;

- a. Remove the Plug covering the hole labeled CHANGE BUTTON on the Electronics Enclosure mounted on the inside of the Safe Door.
- b. Press the Button in the hole with a small, non-metallic object. The Red LED Lamp next to the Keyboard will be lit.
- c. Dial your New Combination (6 to 8 Digits) and end with "#". A two second tone will sound.
- d. TEST YOUR NEW COMBINATION SEVERAL TIMES before closing the safe door. Record the New Combination in a safe place and replace the Change Button hole Plug.

## 5. Batteries;

- a. The batteries are low and will not have enough power to open the lock when the Red Lamp next to the Keyboard is Dim when pressing the "C" Key.
- b. To replace the batteries, use the supplied 3/32" Allen Wrench to loosen the two screws holding the Keyboard Enclosure on the Door of the Safe. Carefully lift the Enclosure off the mount plate, then remove and replace the 4 AA batteries. Reposition the Enclosure on the mount plate, tighten the 2 screws while holding the Enclosure tightly against the door face. The Combination will not be lost while changing the batteries.

## KPL2000 - Time Delay Setting

The AMSEC KPL100 is equipped with an optional Time Delay Function on every Lock Set. The Time Delay function is intended to provide an added level of security to prevent armed robbery. Statistically, a safe that is provided with a Time Delayed Lock will discourage the Armed Bandit from waiting for access to the safe's contents for fear of being caught.

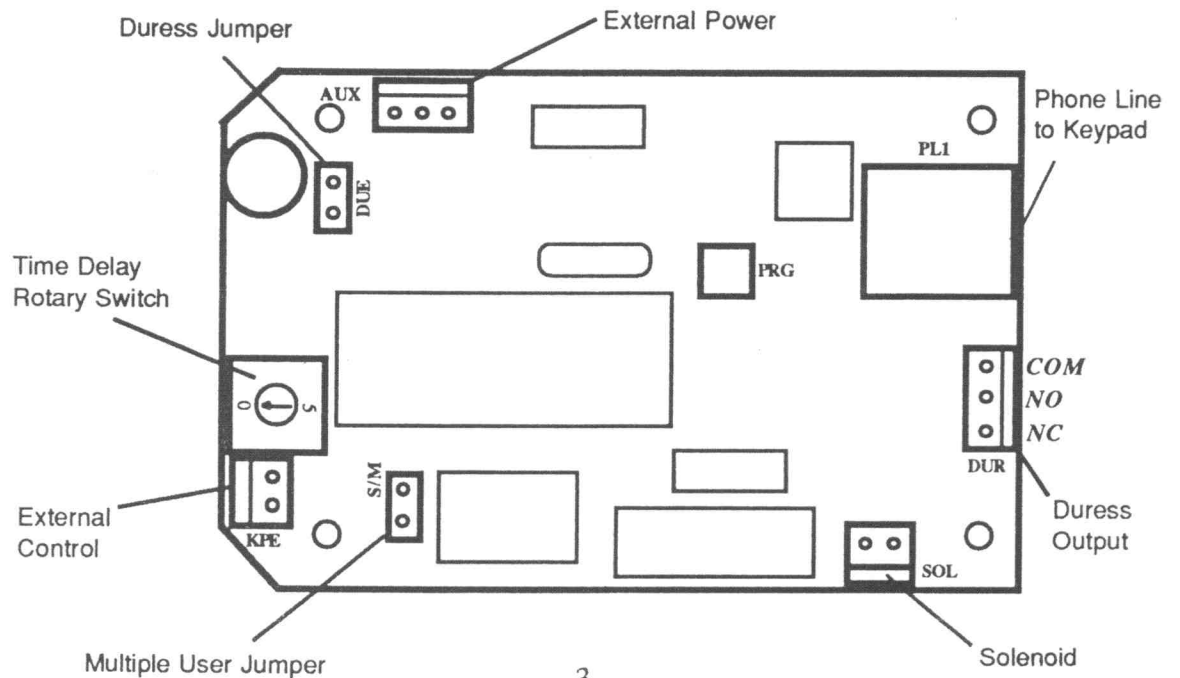
- Place the Label: Provided in the kit is a Label "WARNING ... TIME DELAY LOCK". If you intend to use this lock with the Time Delay function armed, place this adhesive backed label just under the keyboard on the Input Module mounted on the front of the safe.
- Set the Desired Delay Period: Looking inside the Electronics Housing mounted inside the safe, you will see a 10 position rotary switch. The position of this switch determines the Delay Period of the Lock as well as disarming the Delay function. The "0" (zero) position indicates NO delay, the lock will operate immediately upon keying a proper combination. The switch settings represent various delay settings as follows:

0 = No Delay	5 = 15 Minutes
1 = 1 Minute	6 = 20 Minutes
2 = 2 Minutes	7 = 30 Minutes
3 = 5 Minutes	8 = 45 Minutes
4 = 10 Minutes	9 = 60 Minutes

Determine your desired delay period. With a small screw driver, rotate the switch arrow to the proper position. You will notice that the switch clicks to each position to insure a solid setting.

- Test the Lock: Before closing and locking the safe, test the lock per the Operating Instructions provided. It is always a good idea to lock the safe door in the open condition while working on any locking system to prevent an expensive opening.

Note : The Open Period is fixed at 5 minutes and can not be altered. Also, keep in mind that although the KPL100 has outstanding battery life, a long delay period setting may reduce the lifespan of the batteries to some degree. Check your battery condition occasionally to insure proper operation.



## Multiple User Mode

The KPL2000 can be optionally operated in a mode which provides Ten (10) Combinations to Operate the Safe it is installed on. This mode allows a Manager or Supervisor, referred to as the "Master User", to control access to the safe by one or more subordinate "Users". The Master User can add and delete Users at will as circumstances require.

If there is a Jumper placed on the pair of pins on the Controller Board of the KPL2000 labeled **S/M**, the lock will be configured for Multiple User Operation. When this Jumper is placed on the S/M Jumper, the primary combination that was working in Single User Mode becomes the Master User Combination. The Master User is User 0 under Multiple User Mode.

## Operation - Multiple User Mode

The KPL2000 operates in the exact same fashion as in Single User Mode. The Multiple User function just simply recognizes more valid combinations to open the Solenoid or start the Time Delay (if activated).

## Combination Changes - Multiple User Mode

- a. Only the Master User (User 0) can authorize combination changes. A combination change can only occur after the Master User Opens the Lock, thus authorizing a change if necessary. If a Subordinate User Opens the Lock and presses the Change Button, a Bad Combo Tone is sounded.
- b. A User can be deleted by setting the combination for that User Number to 0-0-0-0-0-0, which is regarded as an invalid combination.
- c. Great care must be taken to insure that the Users do not choose simple, easy to guess combinations such as a repeat combination like 1-1-1-1-1-1 or a sequence like 1-2-3-4-5-6.
- d. Combinations can be 6 to 8 numbers long. Any combination entry attempt with fewer than 6 or more than 8 digits will be rejected and the Combination Change Sequence will be terminated.
- e. It is recommended that the Master User not know the User Combination, but this is up to Company Policy. If the Master User chooses to set up and assign combinations, he/she has control over the setting of simple combinations. On the other hand, if the Master User is released and knows the User combinations, it will be necessary to assign new combinations to all the Users to guard against the old Master User from opening the safe in a burglary attempt.
- f. The Master User is strongly urged to maintain an accurate record of which Users are active and who was assigned to a particular User Number. A User Log is provided herein to aid in this record keeping. Make a copy of this sheet for each User Number that is active. It is advised that the User sign to show he/she has accepted the responsibility of having access to the safe.
- g. During the Change Sequence, the KPL2000 will go to sleep if no keys are pressed for more than 10 Seconds. Therefore, be sure the User that is about to key in a new combination has it in mind so that the Change Sequence doesn't terminate before they begin keying their combination. In the event that the unit does go to sleep during a change sequence, all combinations remain unchanged and in tact.
- h. The Combination Change Sequence is different from Single User Mode. In Multiple User Mode, the procedure requires the new Combination to be entered twice exactly the same. This insures it was keyed properly.
- i. The Master User can change his/her combination by identifying the User as 0.
- j. The "C" key can be thought of as a Clear key. During keying in the Change Sequence if you make a mistake, pressing the "C" key clears the combination being entered so that it can be keyed again.
- k. The "#" key can be thought of as an Enter key. At the end of each dialing input, a "#" will enter the input for test and recognition.



## Duress (Holdup) Alarm Mode

The KPL2000 can be optionally operated in a mode which provides a Silent Signal Alarm output. This feature allows an individual to alert an Alarm Service or Police Department that a holdup is in progress without the Armed Robber knowing it has happened. This is particularly effective if used in conjunction with Time Delay since the signal can be sent when the time delay is started and if the Robber chooses to wait, he/she will likely be caught.

### Rules of Operation:

- a. To operate the Duress Output, the individual simply has to key the FIRST digit of their combination ONE NUMBER HIGH to activate the output. This is referred to the Duress Code. If the first digit of the normal combination is 9, then 0 will be used as the first digit to establish the Duress Code.
- b. The Duress Output "fires" for One (1) second thus simulating the pressing of a "Panic Button".
- c. When keying the Duress Code the lock still opens (if no Time Delay is armed) or Starts the Time Delay (if the Time Delay is armed).
- d. The Duress signal will be sent if the Time Delay was started without keying the Duress Code and the Duress Code is keyed to open the lock during the Open Period.
- e. The Duress Alarm is activated by placing a Jumper on the pair of Pins marked DUE on the KPL2000 Controller Board.
- f. Once the jumper is in place, the Output Terminals marked DUR are to be used to interface with the Alarm System of the Store. The output has dry contacts with Common (COM), Normally Open (NO) and Normally Closed (NC) connections on the KPL2000 Controller Board (see illustration, page 3).
- g. If the KPL2000 is in Multiple User Mode, any valid combination can be altered (add 1 to the first digit) to operate the Duress Output.

### Example Operation - Duress Alarm

Let's say Sally is working the counter and an Armed Robber approaches her and insists that she open the Safe. Her Combination is 1-7-4-5-9-0. The lock is not set for Time Delay.

Sally mentally adds 1 to the first digit of her combination and dials C-2-7-4-5-9-0-#. The Lock opens and she opens the safe. The Duress Output fires when the Lock Opens, thereby alerting the Alarm Service of the Holdup. She provides the Robber with what he wants and he departs, likely followed by a patrol car.