

Contents

- General 2
- Lock does not open 2
 - No input possible, a rejection is given even as the first key is pressed 2
 - Rejection after code input 2
 - Positive acknowledgement after code input, lock does not open..... 2
- FAQ's / Problems with menu functions 3
 - New user cannot be created 3
 - User cannot be deleted 3
 - The user code cannot be changed 4
 - Dualcode / two pairs of eyes principle cannot be switched off 4
 - Changeover to UART / serial interface not possible..... 5
- Possible causes of errors / correction strategy 6
 - Invalid code 6
 - External blockade active 6
 - User already created 7
 - Dualcode / two pairs of eyes principle active 7
 - Delay time function active 7

General

From time to time the questions asked by users, for example, to the telephone support, are repeated. The following listing is intended to help the user find solutions or

possible procedures in response to his own questions so that he can solve the problem by himself.

Lock does not open

No input possible, a rejection is given even as the first key is pressed

Possible cause of the error:

- The [external blockade](#) is active
- Penalty time is running after 4 or repeated incorrect inputs (LED flashes briefly every 10 seconds)

Rejection after code input

Possible cause of the error:

- Code is incorrect
- Blockade (menu 2) active, only applies to user codes

Positive acknowledgement after code input, lock does not open

Possible cause of the error:











- Battery is flat. The remaining charge is sufficient for operation of the evaluation electronics but not to drive the opening mechanism
- Blockade (menu 2) active, only applies to user codes
- Delay time is running
- A delay time has been configured and an attempt is made to open user 9 but the delay time was not started
- The same code was input twice when Dualcode / "two pairs of eyes" principle is active

FAQ's / Problems with menu functions








Many problems can be tracked down by looking at the time at which a menu sequence was quit or there was a rejection.

For that reason the tracking down of problems in menu functions is oriented towards the relevant menu sequence.

New user cannot be created

   Menu Create user	Symptom	Possible cause of the error
Input the master code 	Rejection when going to the menu	External blockade active
Number of the user to be created 	Rejection after last code digit	Wrong master code
Input user code, e.g. 	Rejection signal when attempting to create user 9	Dualcode / two pairs of eyes principle active
Number of the user to be created 	Item acknowledgement, but the menu sequence is quit (LED off)	User already created
Input user code, e.g. 	Rejection signal when attempting to create user 9	Active Delay time function
Confirm the user code 	Rejection signal after last code digit	Invalid code , try another sequence of digits
Confirm the user code 	Rejection signal after last code digit	First and second code input differ

User cannot be deleted

   Menu Delete user	Symptom	Possible cause of the error
Input the master code 	Rejection when going to the menu	External blockade active
Number of the user to be deleted 	Rejection after last code digit	Wrong master code
	Rejection signal after input of the digits	Dualcode / two pairs of eyes principle active
	Rejection signal when attempting to delete user 9	Active Delay time function

The user code cannot be changed




e.g. change 1234560 to 1111111



Menu Change code

Symptom

Possible cause of the error

	Rejection when going to the menu	External blockade active
Input code, e.g. 	Rejection after last code digit	Incorrect code
Input the new code 	Rejection signal after last code digit	Invalid code , try another sequence of digits
Confirm the new code 	Rejection signal after last code digit	Code repetition incorrect


Dualcode / two pairs of eyes principle cannot be switched off



Menu System setup

Symptom

Possible cause of the error

	Rejection when going to the menu	External blockade active
Input the master code 	Rejection after last code digit	Wrong master code
		Dualcode / two pairs of eyes principle active + no previous user code input

Submenu Dualcode



activate=1, deactivate=0



Changeover to UART / serial interface not possible

The activation of the UART / serial interface is vitally important for the audit function, for example. The prerequisite is that all the IO






functions, namely "silent alarm" and "external blockade", had been deactivated beforehand.



Menu System setup

Symptom

Possible cause of the error

	Symptom	Possible cause of the error
Input the master code 	Rejection when going to the menu	External blockade active
Submenu Mode change 	Rejection after last code digit	Dualcode / two pairs of eyes principle active
Mode analog + UART 	Rejection when going to a submenu	IO function still active
Input the master code 	Rejection after last code digit	Wrong master code
Mode analog + UART 	Rejection after inputting digits	Incorrect digit when repeating

Possible causes of errors / correction strategy

Invalid code

When attempting to create users or to change a code, a certain code cannot be set for the one or the other, even though you are certain that it had not already been

assigned to another user. This is not a malfunction, but is based on the way in which the code is stored in the internal memory.

Memory setup

You can think of the memory as a cupboard with 10 drawers.

There is a drawer for each user (master + 9 users). Whether a user is regarded as created, active, deleted or deactivated is defined by the caption field of the drawer. A change in these individual states still does not change the contents of the drawer.

This means that the stored code prevents the use of this code for another user, even in the case of users who had been deleted. At this point, this stored code must first be overwritten by a new one.

If a new user is created, all the drawers are opened, regardless of the state, and the stored codes are checked to ensure that they differ in at least two places from the new code that is being created.

The constant checking of all codes is a function of the fact that user identification is done solely through the code and without an ID / PIN. The difference in two places is a basic precondition for the provision of alarm codes for the silent alarm.

External blockade active

The lock can be blocked by a signal when using additional connection peripherals such as Primor Signal. This is done as a rule in connection with hazard alarms or alarm units to avoid false alarms due to the opening of the safe when the system is live. The blocking function takes effect after

being set up via the corresponding menu function. (See the operator manual 6-3)
If the blockade had been configured to signal logic low, this must be actively removed by applying current to the input. A cable breakage can be the cause for the blockade if blocking is suddenly imposed without any action from the alarm unit.

User already created

The occupancy by users can be queried by means of menu function 7 (see the operator manual). Determine a free user number in

this way and then repeat the creation sequence.

Dualcode / two pairs of eyes principle active

Dualcode mode or the "two pairs of eyes" principle includes all the menu functions and the master as the active user. This means that if you wish to execute a menu function by means of the master code, a valid opening code must have been input by a user before going to the menu item in question.

Furthermore, the lock electronics always monitor whether a second user has already been created in addition to the master so as to preserve the "two pairs of eyes" principle. It is not possible to delete the last user when Dualcode mode is active.

Delay time function active

All functions that could lead to the bypassing or shortening of a set waiting time can only be executed within the release time. This includes a reducing of the release time and the creation of user 9. This special user has the right to open without waiting for the delay time to end.

This means that the delay time must be started by a valid code before executing a menu function and it is necessary to wait until the delay time has expired. Execution is only possible within the release time window.