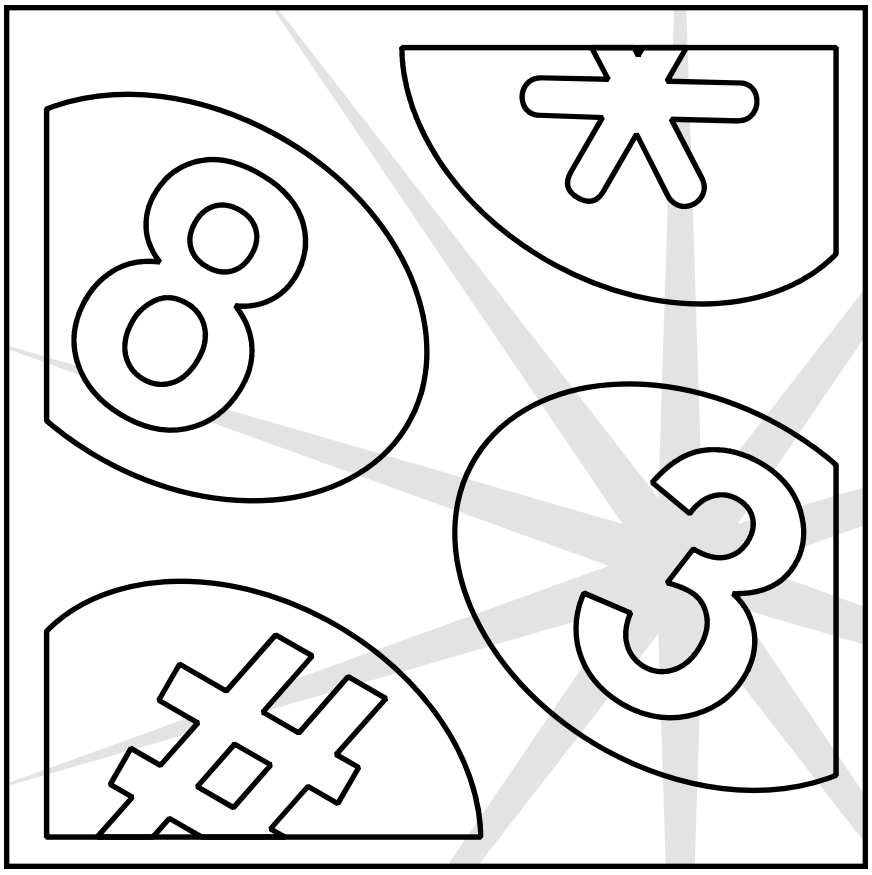
SCHLAGE

KING COBRA-2
12-BUTTON WITH BEEPER

PROGRAMMING GUIDE



Ingersoll Rand
Security Technologies

FORM 67050 2/07

Code/iButton Functions:

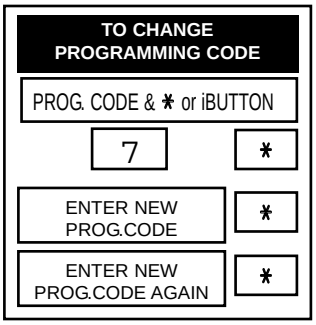
The twelve-button King Cobra-2 family of locks is manually or computer programmable to have up to 1000 codes and accepts programming from a PDA or SNAP based on data created in SMS, Locklink, or the SNAP PC Application. The codes can have different functions as described below. Several types of functions have factory default values which are operational as soon as the lock is installed. It is highly recommended that the *Programming Code* be changed (this will delete all factory default codes) and new codes be added. In addition, it is recommended that at least one *Freeze/Lockout Code* be added - in case the batteries get completely drained. (See "Battery Information" on page 3.) All codes can be 3-6 digits in length (except the Programming code which must be 5-6 digits.) Keep a log of all issued codes. A sheet is provided for this purpose at the end of this manual. It can be duplicated as required.

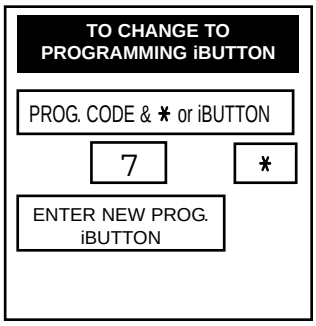
The office function provides a 'lock' and an 'unlock' button on the inside escutcheon of the lock. This allows a person to lock or unlock the lock from the inside of the door. If a 'freeze/lockout' code/iButton is entered, the buttons will be disabled and the lock 'frozen' in its current condition until a 'freeze/lockout' code/iButton is entered again.

The beeper provides additional audible feedback and can be turned on or off during various events if desired (see page 7 for additional information).

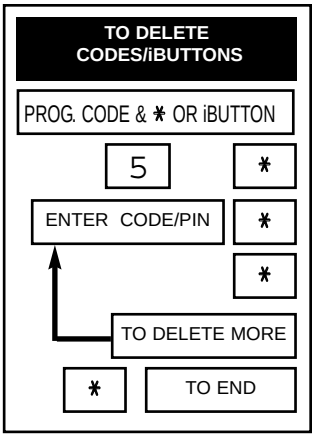
FUNCTION:	FACTORY DEFAULT:	DESCRIPTION:
PROGRAMMING	97531	The programming code (or iButton) puts the lock into a programming mode. It will not unlock the lock. When a Programming code plus "*****" is entered the LEDs alternately flash several times indicating the lock is in a programming mode. If more than 30 seconds pass in between programming entries, the lock returns to a normal operational state.
NORMAL	13579	Normal codes/iButtons unlock the lock for the relock time delay. While the lock is unlocked the green LED will flash. The LED will stop flashing and the lock will relock.
TOGGLE	NONE	Toggle code/iButtons unlock the lock indefinitely. When the same (or another) toggle code/iButton is entered, the lock will immediately relock. When a toggle code is entered, the green LED will flash once. (When a lock is toggled unlocked, both LEDs will light each time a button is pressed.)
FREEZE/LOCKOUT	NONE	Freeze/Lockout codes prevent other codes from working. The lock can be locked or unlocked when one is entered. If it is locked, a Pass Thru code will unlock it but all other codes will not. Only another Lockout code will reverse the effect.
ONE USE	NONE	One Use codes unlock the lock for the relock time delay. They will only work once and then are deleted from memory. They can be used again if they are programmed (added) into memory again.
SUPERVISED	NONE	Supervised codes require that two different supervised codes be entered in order to unlock the lock for the relock time delay.
PASS THRU	NONE	Pass Thru codes will unlock the door for the relock time delay even if the door is in the lockout mode.

It is highly recommended that the programming code be changed for maximum security. It can be changed to a different 5-6 digit code or to an iButton, if desired.

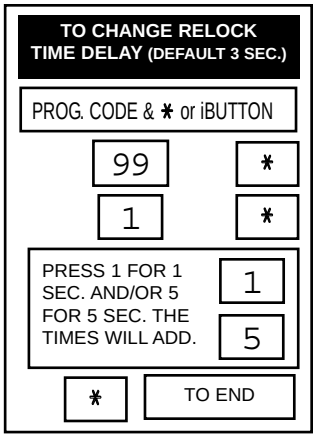




Codes and iButtons can be deleted using these steps. It is required that the PIN be used to delete an iButton, therefore it is necessary to keep a record of the PINs associated with each iButton.



To change relock time follow these step. Relock time can be adjusted from 1 to 240 seconds.



BATTERY INFORMATION:

The KC5100-2/KC5500-2 uses four, standard AA *ALKALINE* batteries.The KC9000-2 uses four AAA *ALKALINE* batteries. The batteries should provide enough life for approximately 80,000 lock/unlock cycles (40,000 for the KC9000-2). When the battery voltage gets down to approximately 4.4VDC, the lock provides low battery indication as follows: when a code/iButton is entered, the red LED will flash twelve times before the lock executes the command. This is an indication that it is time to replace the batteries. The lock will continue to operate for approximately 500 cycles in this condition. When the battery voltage gets down to approximately 4.3VDC, the lock will go into “Low Battery Lockout” mode. A Freeze/Lockout code must be entered to gain access. If the batteries are not changed, the lock will eventually cease to function and the mechanical key override must be used.

BATTERY VOLTAGE DISPLAY:

You can find out how much voltage is left in your batteries by doing the following:

1. Enter Programming Code, press *
2. Enter 11 **
   > The LEDs will blink indicating battery voltage:
   - Red LED indicates unit volts (left of decimal point).
   - Green LED indicates tenths of a volt.

*(Example: If the red LED blinks **5** times and then the green LED blinks **3** times, this indicates that the battery voltage is approximately **5.3**VDC.)*

The pattern of blinking LEDs repeats 3 times.

CLEARING MEMORY:

Clearing memory will delete all programmed codes and iButtons and restore factory default codes. The programming code or iButton will also be deleted and the default programming code will be restored. The factory default relock time delay will also be restored. If the memory ever needs to be erased follow the steps below:

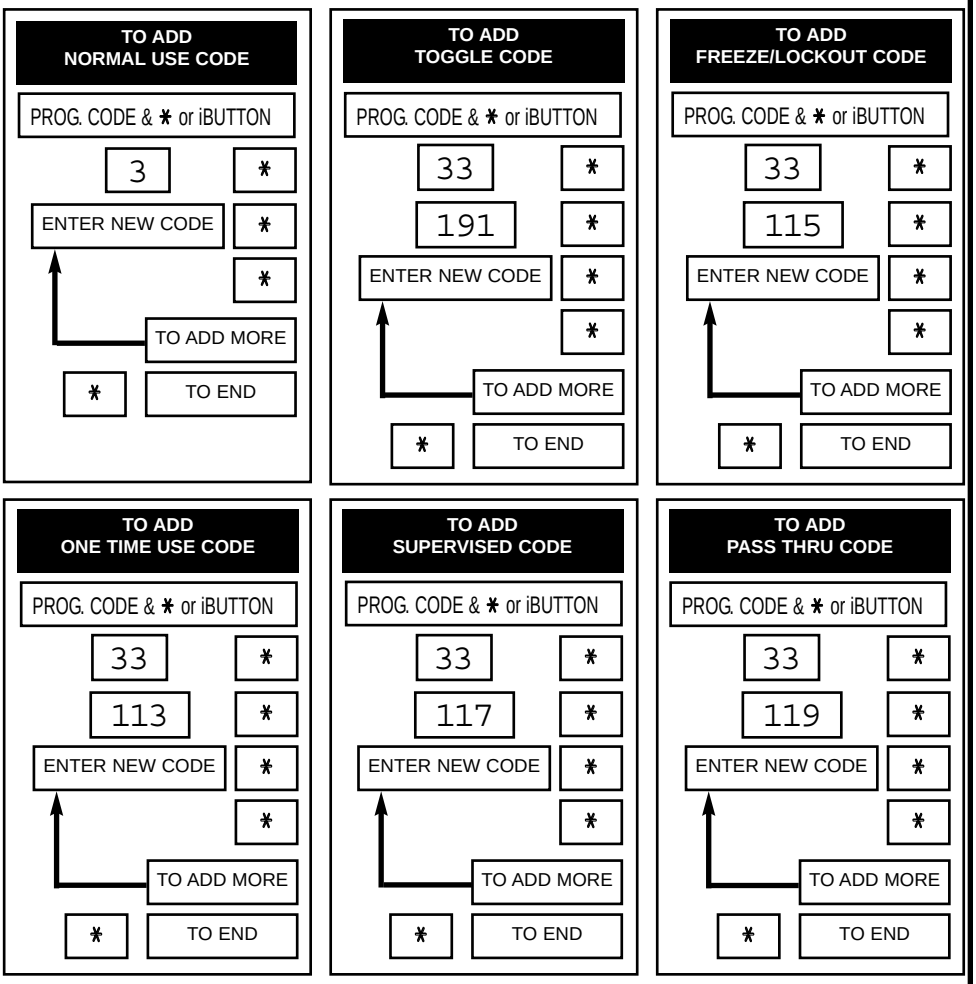
1. Remove the inside escutcheon.
2. Remove one battery.
3. Press and hold the * key.
4. Reinstall the battery.
   > Red LED flashes 2 times.
   > Green LED illuminates and beeper sounds.
4. Release the * key.
5. Reinstall the inside escutcheon.

ERROR CODE DESCRIPTION
(Note: the beeper does not sound during error code indication.)

2	**Code too long 6 digits max.**
3	**Memory full, must delete some codes.**
4	**Can not delete Programming code - use Change steps.**
5	**Second entry did not match first (Programming Code).**
6	**Invalid entry, start over. (Verify that any codes entered prior to this error do not operate the lock.)**
7	**Code to be deleted does not exist.**
8	**Code too short - 3 digits minimum (or 5 digit for Programming Code).**
9	**Duplicate code, code already exists.**
10	**Manual Programming is disabled.**
12	**Lockout mode**

PROGRAMMING STEPS - *HOW TO ENTER CODES:*

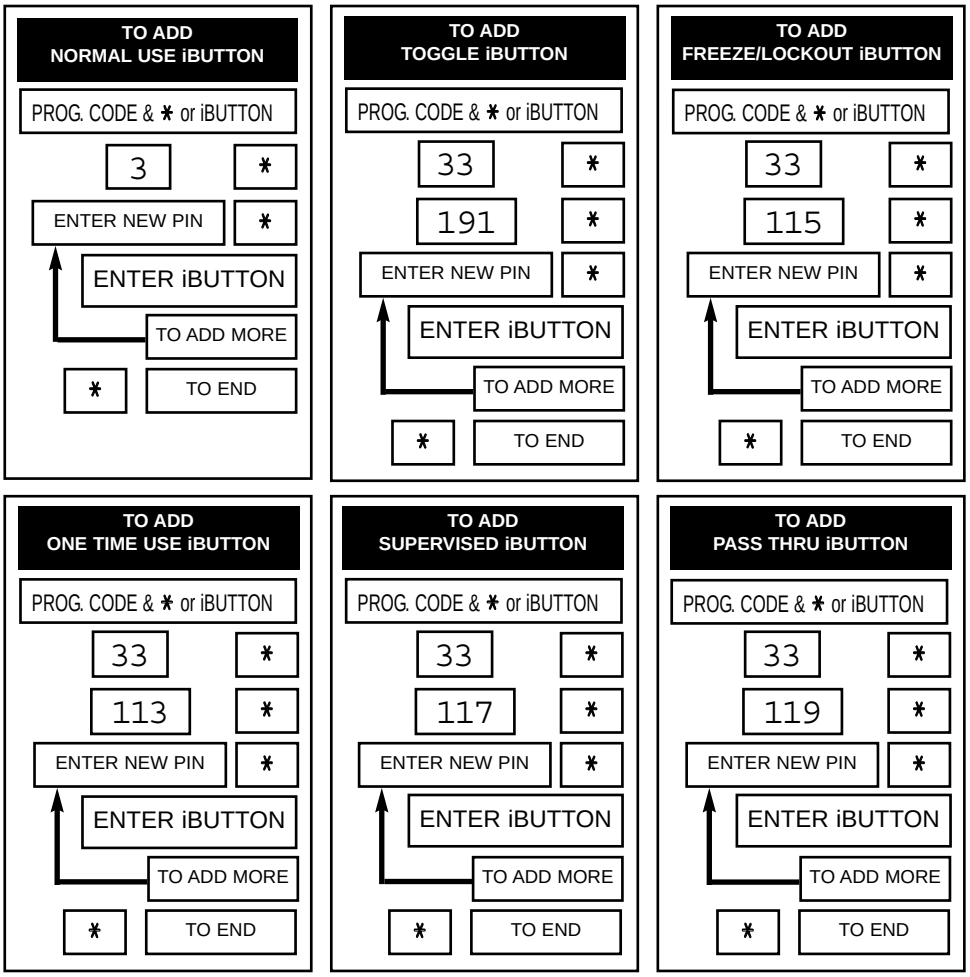
Use the steps on this page to program codes into the lock. This must be a unique, 3-6 digit code. The "*" key is used like the <**ENTER**> key on a computer. After pressing the "*" key, wait for the red and green LEDs to stop flashing before proceeding to the next step. An error has occurred if the red LED stays on while the green LED flashes. The flashing message will repeat three times. Count the number of flashes and consult the error code chart on page 3.



PROGRAMMING STEPS - *HOW TO ENTER iBUTTONS:*

Use the steps on this page to program iButtons into the lock. Note that each iButton must have a PIN associated with it. This must be a unique, 3-6 digit code. It will not open the door and it can not be used as an access code. It is important to record the PINs so that the iButton can be deleted if it is lost.

If at any time the red LED stays on while the green LED flashes an error has occurred. The flashing message will repeat three times. Count the number of flashes and consult the error code chart on page 3.

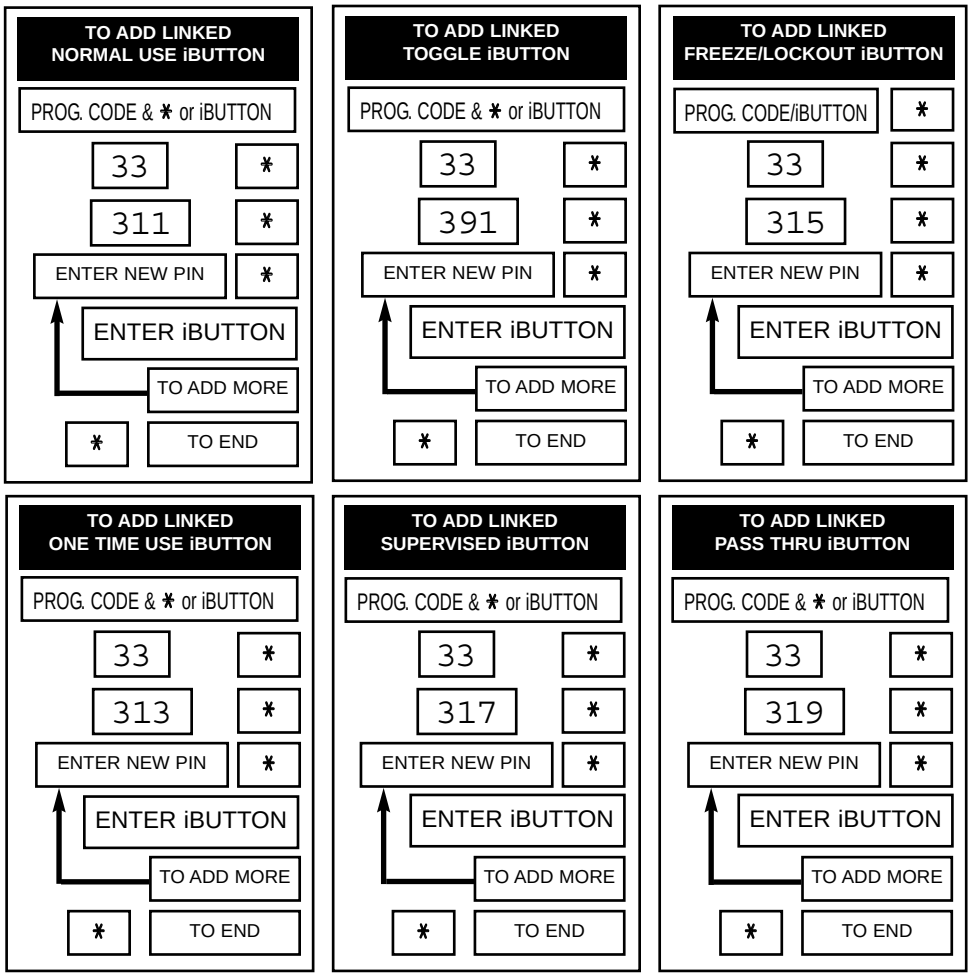


PROGRAMMING STEPS - *HOW TO ENTER LINKED ACCESS iBUTTONS:*

Use the steps on this page to program iButtons with Linked Access. Linked Access adds a higher level of security in case an iButton gets lost or stolen.

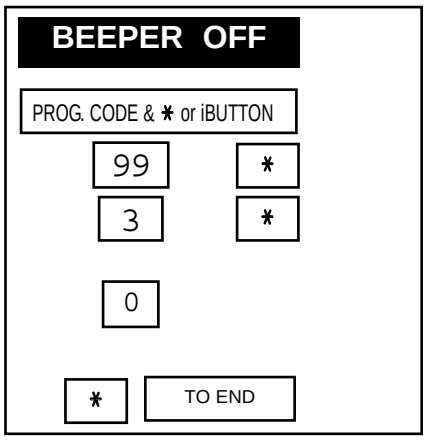
To use a Linked Access iButton, enter the iButton into the lock and then enter the PIN associated with it.

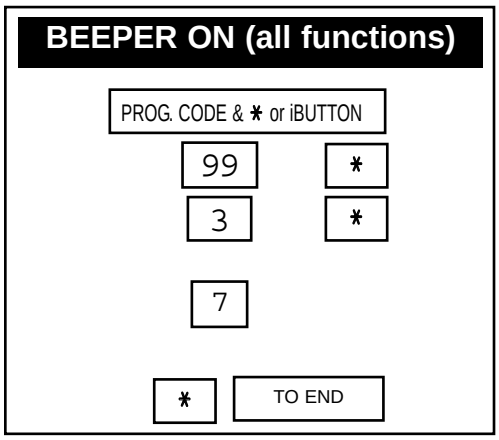
If at any time the red LED stays on while the green LED flashes an error has occurred. The flashing message will repeat three times. Count the number of flashes and consult the error code chart on page 3.



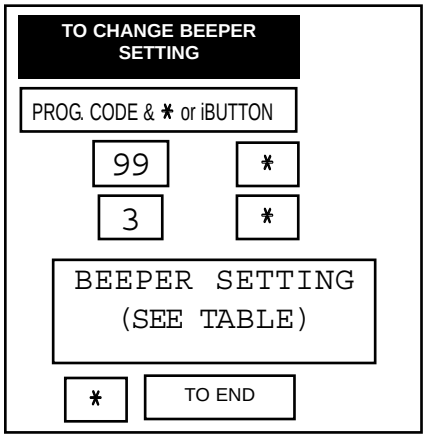
CHANGING THE BEEPER SETTING:

The lock comes with the beeper set to beeper setting number 7 which is ON for all functions. It can be turned off or on using the following steps:





It is possible to choose to have the beeper on for some functions and off for others. If you want to change the setting (see table for available settings) follow these steps. Note that in general you will either choose setting 0 (for off) or 7 (for on).



	BEEPER SETTING	Beeper sounds for key press in User Mode	Beeper sounds for key press in Programming Mode	Beeper sounds for motor running for lock or unlock.
BEEPER OFF →	0	No	No	No
	1	Yes	No	No
	2	No	Yes	No
	3	Yes	Yes	No
	4	No	No	Yes
	5	Yes	No	Yes
	6	No	Yes	Yes
BEEPER ON →	7	Yes	Yes	Yes

Note that the beeper does not sound during error code flashing no matter what the beeper setting is.

MANUALLY PROGRAMMED ACCESS CREDENTIAL RECORDING SHEET

Building:_____ **Lock Type:**_____

Door/Room Number:_____ **Manager:**_____

	TYPE OF ACCESS (NORMAL/TOGGLE, ETC.):	CODE/PIN:	iBUTTON (Y/N):