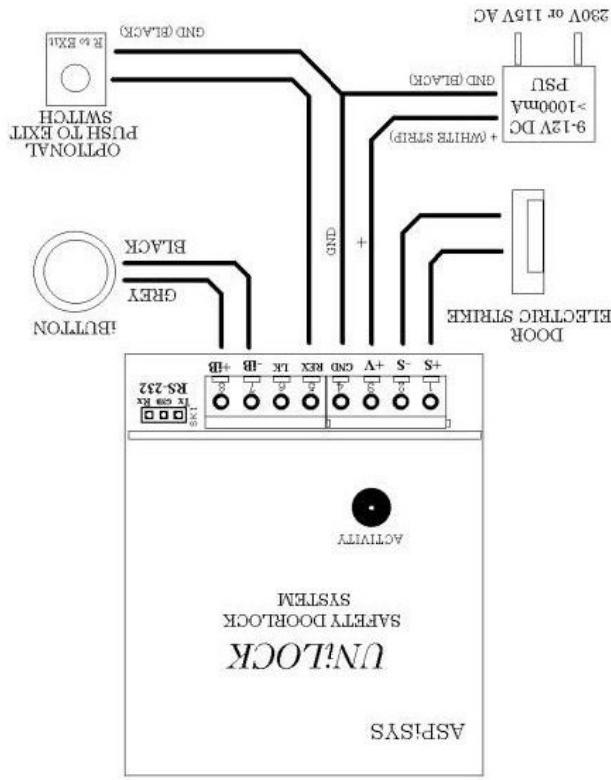


**W** – Write (save) configuration. Use to make permanent any changes to the various settings. This command is NOT required after A (*Add User*) and D (*Delete User*) commands. All commands are effective immediately, but a power cycling of the unit will revert to the previously saved settings.

~ (tilde) – Pulse Width Modulation (PWM) %. Use to define the shape of the pulse used for driving the door strike. A 0% turns off all strike activity. A 100% creates a straight 'pulse' (DC equivalent), while values in between produce pulses of both high and low components (AC-like), according to the percentage entered here. The default value is good for most door strikes. Other applications, however, may need different settings.

**&** (ampersand) – Change Password. Use to (re-)define a **case-sensitive password** that is active immediately. A password is made of any 8-bit ASCII characters above SPACE (ASCII 32) inclusive. You must perform a 'complete erasure' to undefine a forgotten password, but this will also delete all keys currently entered in the unit. A password is entered in secret (a \* displays in place of each character you type). *Have the keyboard set in the correct language, and the Caps Lock to be in a known state because case matters (e.g., 'Secret' and 'SECRET' are two different passwords).*

**GETTING EXTRA OR REPLACEMENT KEY:** Contact the place of purchase, or ASPiSYS Ltd..



UNiLOCK CONNECTION DIAGRAM

To install UNiLOCK, no specialized technician is required.

**Warranty:** This device is covered by a two-year warranty for good operation. This warranty covers normal usage and is void if the device is either opened by any unauthorized person, or subjected to physical abuse.

Thank you for choosing our product.



# UNiLOCK

## SAFETY DOOR LOCK SYSTEM

### INSTALLATION & USAGE INSTRUCTIONS

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## Description

UNILOCK gives you absolute security by utilizing highly durable world-unique non-copiable electronic keys.

The UNILOCK system consists of:

1. A controller unit, the plastic box.
2. A key reader, the metal round button with the gray and black wires. (An extra reader, to be connected in parallel with the first, can be ordered separately, if access from the inside is also to be controlled.)
3. Two world-unique electronic keys with key ring holders. The keys do NOT require batteries. To complete the installation, you will also need to provide the following:

- Any power pack 9 to 12 VDC, at least 1000mA (REQUIRED).
- A door strike 6-12 V (REQUIRED).
- A 9V **rechargeable** battery (OPTIONAL). The battery will allow operation of the unit for a few door strikes even during power outages.
- A 'REX' push button for striking from the inside (OPTIONAL).

## Installation

Select a secure spot inside the protected area to place the unit (plastic box). With the device's label facing you, remove the two lower screws, and pull out the connector cover. The screw terminals (from left to right) are:

1. +S – Electric Strike +
  2. –S – Electric Strike –
  3. +V – Power supply 9-12VDC
  4. –V – Common GND
5. REX – Request to Exit push button (optional)
6. LK – Reserved
7. iButton – (black reader cable)
8. iButton + (gray reader cable)

A smaller 3-pin connector is for optional RS-232 communications. The pinout (from left to right) is:

1. TX
2. GND
3. RX

**IMPORTANT:** The RS-232 pins **cannot** be connected directly to a PC because they need to have appropriate level conversion from 3V. A specially made cable or adapter is required. Do NOT connect directly to a PC, or you may damage the unit. Replace the cover and screw it in place.

To install the optional 9V **rechargeably only** battery, slide out the top cover towards the front. Connect the battery to the plug, and place inside the compartment. Replace the cover.

## Programming

Inside the battery compartment, there is one small push-button with dual function. A short press of the button adds a new key, while a longer press (about 5 seconds) erases all keys and password – complete erasure.

**Complete Erase:** Press the internal push button and keep it pressed until the LED on the front of the unit blinks three times (after about 5 seconds). Now, the unit is completely empty of keys and without password. Make sure forgetting to program your key(s) doesn't lock you out.

**Add Key:** First touch the key firmly on the key reader. The LED will blink once indicating the key was successfully read. Remove the key from the reader. The last key read will be remembered until another key is read. This allows the reader to be installed several meters away from the unit, and still have a single unassisted person add keys, one at a time. Next, press the button inside the battery compartment. If the key isn't already registered, the LED will blink twice, otherwise the LED will remain as is (the door will strike, instead). If registering a key more than the unit can hold (i.e., the 16<sup>th</sup> key for a 160-key capable unit), the LED will blink rapidly ten times, indicating a 'memory full' condition. As you register each key, please simulate a use to be certain it was added indeed.

## Using

Once a key is registered inside the unit, simply touch the key inside the reader, slightly pressed against the rim. You'll find that even a near-miss will be enough in many cases to recognize the key. The LED will light up briefly. About a second after the key is successfully read, the door strike will activate for the predefined time (1½ second, by default).

## CONFIGURING THRU AN RS-232 TERMINAL (OPTIONAL ADAPTER REQUIRED)

If you have the RS-232 adapter kit, you can configure UNILOCK for customized uses, and/or add/delete users one at a time. First, connect the RS-232 cable from your PC to the unit using the optional adapter kit. Use a terminal program (such as HyperTerm that comes with Win-based PCs), and set it for **9600 bps 8-N-1 (8 data bits, No parity, 1 stop bit)**, and no flow control using an appropriate COM port for your PC. Although not required, you'll get better 'paste' responsiveness, if in *Properties/Settings/ASCII Settings* (for HyperTerm, see your terminal emulator's manual for other programs) you set a 20 mSec delay after each character, and 0 delay after each line. Press [ENTER] for a short help screen of the various commands that are available. Your terminal must be using English characters (ASCII codes below 128) for commands to be accepted. Names, however, can be entered using your local language keyboard (ASCII codes 32 to 255).

### Available Commands:

**A** – Add User. Press [ENTER] instead of entering an ID or user name to cancel. An ID is the 16-digit code found engraved on your key. The number is made of digits zero thru nine and letters A thru F. If you have trouble reading the ID number you can use the M (Monitor) command to grab the key's ID, and then use cut and paste commands to enter it to this command. As soon as the ID is entered, press [ENTER]. Next, enter a name with up to 8 characters, and press [ENTER] again. The name can be anything you like, such as a license plate number (e.g., garage use), telephone number, etc. If you do not wish to use any name, just type a space character, then press [ENTER]

You can maintain a list of IDs and names on your computer, so that you can easily edit it, and reload it to your unit. You can create this list (e.g., using any ASCII editor on your PC) in the following format:

```
aID1[ENTER]
Name1[ENTER]
aID2[ENTER]
Name2[ENTER]
...
```

*Each ID must be preceded by the letter A (for the 'Add User' command) on the same line as the ID and followed by the corresponding user name on the next line. The ID is exactly 16-characters long. Names can be any length but only the first 8 characters are honored. Using copy-paste operation, copy the whole list (e.g., using CTRL-A, CTRL-C editor commands), then paste into your terminal, using Edit/Paste menu command.*

**B** – Button Disable/Enable toggle. Use to disable/re-enable the Add Key function of the push-button.

**D** – Delete User. To cancel this command simply press ENTER instead of entering the requested ID.

**I** – Idle Level. Use to adjust the idle level of the door strike as either high or low. The active level is always opposite the idle level. *A few older units shipped may use the letter L instead.*

**L** – Log. Shows the eight most recent accesses in true sequence; consecutive same IDs are recorded as a single access. *Note: This command is only available in the 128-user version.*

**M** – Monitor Toggle. Use to read iButton IDs on your terminal screen, with minimum effort.

**O** – On/Off Toggle. Turns UNILOCK into a 'secure switch'. Each registered iButton read toggles the 'strike' output level from high to low and back. With proper connections (relay), it controls the on / off status of any electric device.

**P** – Password. Optionally, the unit's settings can be password protected. Once a password is defined (using the & command, see below), the unit will be locked if the prompt is '>' and unlocked if the prompt is '#'. Pressing P while in unlocked '# mode will enter the locked '>' mode. Pressing P while in locked mode '>' will ask for the password, and if a valid password is entered, it will enter the unlocked '# mode.

**S** – Settings. Use to view the current settings.

**T** – Time On. Use to define the duration (in 10<sup>th</sup> second increments) the strike will be activated. You may change this value from 1 to 255 (representing 1/10<sup>th</sup> second to 25½ seconds, respectively). A zero acts as 25.6 seconds (the maximum possible), not zero. To completely disable the strike (without disconnecting the unit), you can set the PWM to 0% (see the ~ command below).

**U** – Users. Use to view all registered IDs along with their assigned user name (if any). An ID registered thru the push-button will have an automatically assigned user name of '?????????' (eight question marks).