

PROGRAMMING

Self programmable systems

Key types

The following key types are available for the SALTO contactless self programmable system (sold separately).

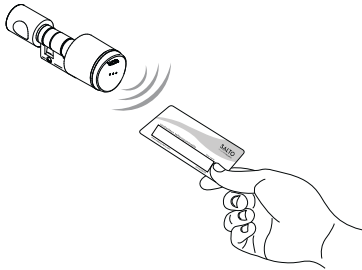
- **PROGRAM KEY**
(Program card and its SHADOW card).

- **USER KEY**
(User card or fob and its SHADOW card).

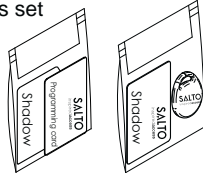
- **PASSAGE MODE SETTING KEY**
(Passage mode setting card).

To use the SALTO contactless self programmable system you will at least need to have one PROGRAM KEY and one USER KEY.

PROGRAM KEYS and USER KEYS are always supplied with a SHADOW CARD. **The SHADOW CARDS are to be kept in a safe place as they are only to be used for deleting lost keys.** The PASSAGE MODE SETTING KEY has no shadow key.



User keys set



Programming keys set



Passage mode setting key



Key functions

THE PROGRAMMING KEY is the key that will be in control of programming the lock or the cylinder (or locks as one PROGRAMMING KEY could of course be set up as the PROGRAMMING KEY for a SALTO System of multiple doors).

The USER KEYS are for system users, some of which can be assigned to set free passage mode.

The PASSAGE MODE SETTING KEY is for setting locks into Free Passage Mode and for assigning users that are allowed to use the Passage function of the lock



User card



Passage mode card



Passage mode card

Electronic cylinder functions

General Note – When the electronic cylinder is first taken out of the packaging it has NO KEYS PROGRAMMED in its memory. It is important therefore that after fitting the cylinder to the door, that the first key entered into its memory is a Programming Key. See “ASSIGNING THE PROGRAMMING KEY” below.

This should be done before closing the door!

STANDARD MODE – The cylinder is in this mode as from the moment the PROGRAMMING KEY is assigned, where the cylinder is locked and are released by presenting a key to the reader. The cylinder always relocks either; on return or after a 5 second time out.

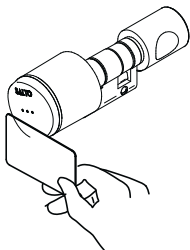
PASSAGE ALLOWED MODE – The cylinder can be set into this mode by the PASSAGE MODE SETTING KEY. In this mode the cylinder will operate in the same way as standard mode above, but will be able to be set into Passage at any time by a user key that has been programmed with this ability. See “ASSIGNING THE PASSAGE MODE SETTING KEY”, and “ASSIGNING USERS WITH THE PASSAGE FUNCTION”. When PASSAGE MODE is activated, the cylinder will be free to operate at all times. The passage setting can be deactivated and activated at any time and the cylinder will switch between locked and free outside handle. See “Activating and Deactivating PASSAGE MODE” below.s)

In all cases the inside handle is always operational to allow emergency egress.

Note: The electronic cylinder can not be programmed on PASSAGE MODE.

Assigning Programming key

To assing keys just present THE PROGRAMMING KEY to the reader. From now on, the SALTO GEO electronic cylinder will recognise this PROGRAMMING KEY as the unique PROGRAMMING KEY.

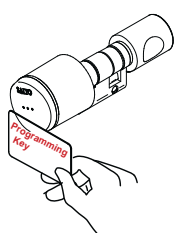


IMPORTANT NOTE: At this point the cylinder will go into the locked position so it is important that you have the PROGRAMMING KEY with you and at least one USER KEY to program in.

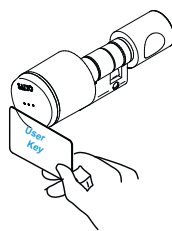
Assigning the USER KEYS.

Present the PROGRAMMING KEY once on the reader followed by the USER KEYS that you want to work this lock.

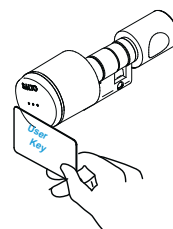
You can close the programming procedure by presenting the PROGRAMMING KEY again at the end, or wait 5 seconds for the lock to close the programming mode itself (a single beep will be heard).



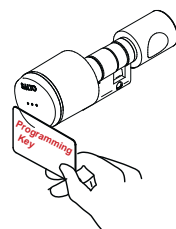
Present the Programming Key



Present the User Key



Present Another User Key

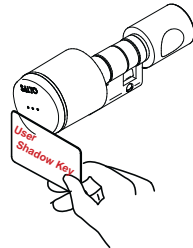


Present the Programming Key to close the programming mode

Deleting keys

Deleting a LOST USER KEY

If a USER KEY is lost then it can be deleted from a lock or the cylinder just by presenting the shadow card of this user key to the reader. The user key related to the shadow key used is deleted.

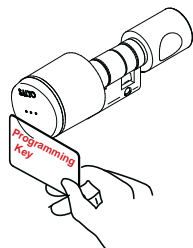


Present the
User Shadow card

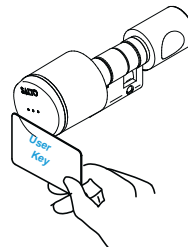
Note: It is important to file all SHADOW keys with some form of identification written on them so that in the event of a LOST USER KEY the correct SHADOW KEY is used to delete it!

Deleting an EXISTING USER KEY.

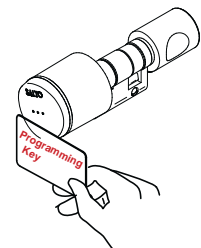
If we want to delete a USER KEY, which is still in our possession, we simply present the PROGRAMMING KEY followed by the USER KEY (or keys) we want to delete. The process is closed by presenting the PROGRAMMING KEY again, or by time out.



Present the
Programming Key



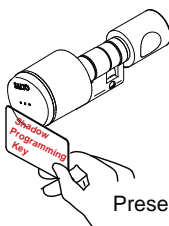
Present the
User Key we want to delete



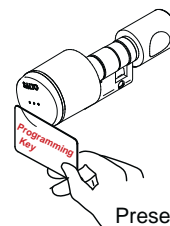
Present the
Programming Key to
close the programming
mode

Deleting all keys from a lock.

If a cylinder is to be completely re set present the PROGRAMMING KEY SHADOW CARD, and present again the PROGRAMMING CARD to remove from the cylinder memory the information. Then the system will be fully reset and you will need to re assign the list of user who will have access to the cylinder.



Present the
Shadow Programming Key



Present the
Programming Key

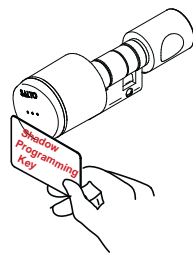
Deleting keys

Deleting a LOST PROGRAMMING KEY.

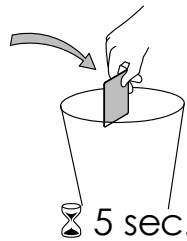
The PROGRAMMING KEY also has a SHADOW KEY. If we have lost the original PROGRAMMING KEY then a replacement PROGRAMMING KEY set will be needed.

The LOST PROGRAMMING KEY is deleted by presenting the original SHADOW KEY of the LOST PROGRAMMING KEY. The LOST PROGRAMMING key will be disabled, but the system will still work.

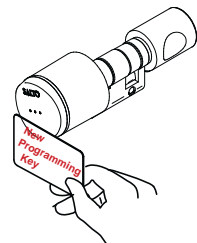
To assign a new PROGRAMMING KEY, you just need to present the original SHADOW KEY of the LOST PROGRAMMING KEY and present the new PROGRAMMING KEY. Only if the new PROGRAMMING KEY is presented within 5 seconds will the NEW PROGRAMMING KEY be accepted. If the process is completed, then the new PROGRAMMING KEY is assigned (along with its corresponding shadow key).



Present the
Shadow Programming Key



5 sec.



Present the
New Programming Key

Note: All keys that were programmed in the lock will still work under the control of the new PROGRAMMING KEY.

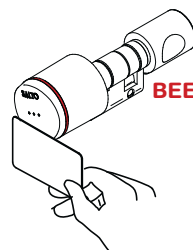


WARNING: When the PROGRAMMING KEY is lost and the SHADOW PROGRAMMING KEY is also lost, the only way of re-setting the lock is by returning it to SALTO Systems.

BATTERIES

Low battery status.

The low battery status can be recognised by 4 slow and low pitched warning tones. If these warnings are ignored then the batteries will fail.



BEEEEP BEEEEP BEEEEP BEEEEP

Battery failure.

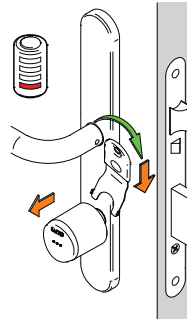
In the case of complete battery failure the product fails both safe and secure, i.e. the outside handle fails "locked" to avoid intrusions, the inside handle fails "open" to permit emergency openings. Note that once the cylinder is powered again with new batteries all the keys that were programmed into the cylinder will still work as before, because the memory is retentive.

BATTERIES

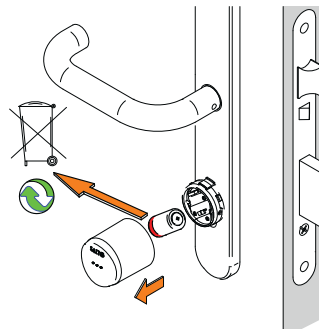
Change the batteries

The new SALTO Geo Cylinder, permits to change the batteries without needing to open the door, so in case of a battery failure you will be able to change the batteries using the **SP220764** tool.

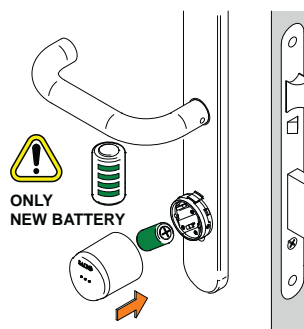
1 - Remove the knob



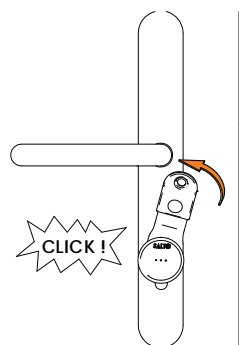
2 - Remove the battery



3 - Replace a new battery



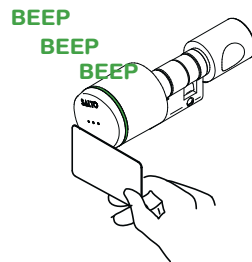
4 - Mount the knob



SALTO GEO SIGNALS

Access granted

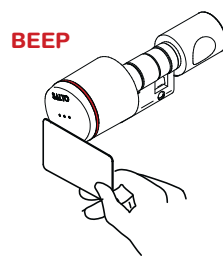
Present a valid user key and get the access granted.



	Acoustic signal	Optical display
	3 short high pitched beeps	3 short green lights

Card rejection

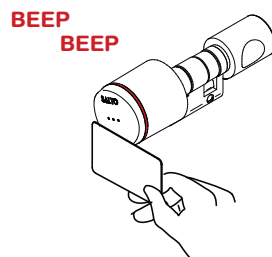
Present a user key that has no access to the door.



	Acoustic signal	Optical display
	1 short high pitched beeps	1 long red light

Access time out

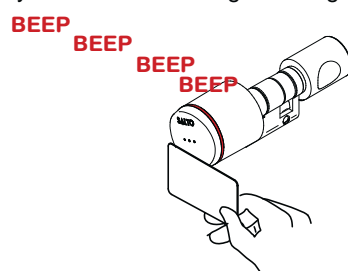
After presenting a valid user card that has access to the door and open the door, the cylinder will remain engaged for a few second. the end of the time out will be then activated.



	Acoustic signal	Optical display
	2 short low pitched beeps	2 short red light

Low battery status

After presenting a valid user card that has access to the door and opening the door, the cylinder will show 4 light red signal and then grant the access.

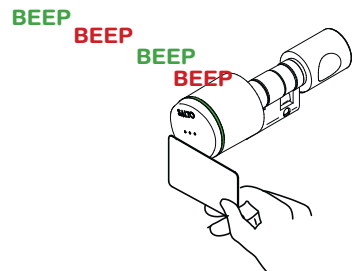


	Acoustic signal	Optical display
	4 short low pitched beeps	4 short red light

SALTO GEO SIGNALS

Programming mode (Selfprogrammable mode)

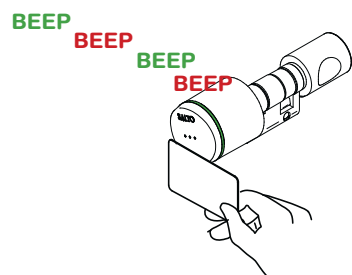
After presenting the Programming key the programming mode will start with a light “music” sound and a combination of green and red lights.



	Acoustic signal	Optical display
	Light “music”	Combination of green and red lights

End programming mode (Selfprogrammable mode)

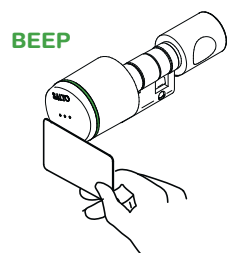
After having enrolled the users card, and presenting again the Programming key to close the programming mode, this will be displayed just by a light “music” sound, with no light signal.



	Acoustic signal	Optical display
	Light “music”	No lights

User enrollement (Selfprogrammable mode)

When the SALTO GEO cylinder is in Programming mode, and you present a user key in order to give it access, the cylinder will show by a green signal that the card has been correctly enrolled.

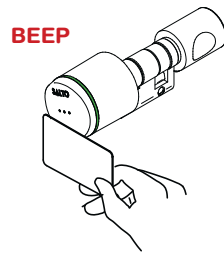


	Acoustic signal	Optical display
	1 long high pitched beep	1 long green light

SALTO GEO SIGNALS

User removed (Selfprogrammable mode)

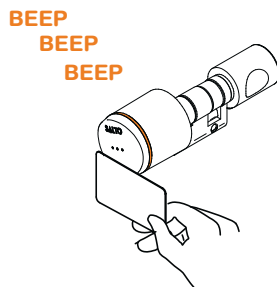
When the SALTO GEO cylinder is in Programming mode, and you present a user key that has been already enrolled, the user card will be removed from the cylinder memory and the cylinder will show by a red signal to show that the card has been correctly removed.



	Acoustic signal	Optical display
	10 short high pitched beeps	1 long red light

Battery changed (reset of the electronics)

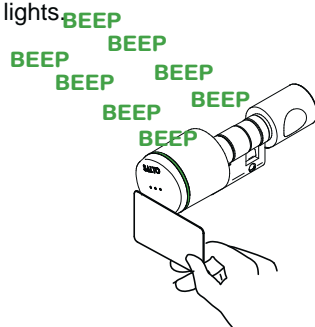
Each time you change the batteries, the electronic will do a reset of the electronic. The cylinder memory will not be erased. To show this reset the cylinder will show an orange light with a lite sound.



	Acoustic signal	Optical display
	3 short high pitched beeps	3 orange light

Access granted + Toogle (ROM or RW systems)

After presenting a valid user card with Toogle credentials, the SALTO GEO cylinder will start the Toogle mode. This will be shown by a mix of high and low pitched beeps and 4 green lights

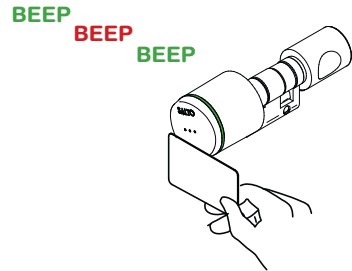


	Acoustic signal	Optical display
	1 low pitched 1 high pitched 1 low pitched 1 high pitched beeps	4 green light

SALTO GEO SIGNALS

End Toogle (ROM or RW systems)

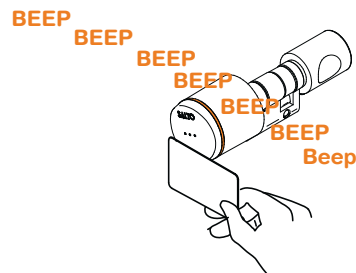
When Toogle mode is activated and you presenting a valid user card with Toogle credentials, the SALTO GEO cylinder will end the Toogle mode. This will be shown by a green light followed by a red light.



	Acoustic signal	Optical display
	1 high pitched beep and 1 low pitched beep	1 short green and one long red light

Gear error

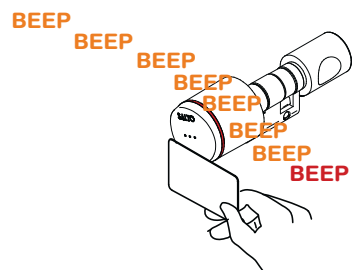
After presenting a valid user card that has access to the door, the cylinder shows a continuous orange blinking plus a combination of acute and high pitched beeps with a final long orange light, that mean that the cylinder gear is broken.



	Acoustic signal	Optical display
	high pitched beeps + low pitched beep	continuous orange lights + long orange light

Security error

When the cylinder shows continuous blinking light finished and a combination of high pitched beeps with a final long red light it means that the knob and the cylinder are not paired and they can not be mounted together. please the correct knob with the correct cylinder.



	Acoustic signal	Optical display
	high pitched beeps + low pitched beep	continuous orange lights + long red light