

TB Controls RF Office & Home Lock



Satin brass (SB)



Satin stainless steel (SS)

- **Installation requirements:** To be installed on a door, with a thickness of between 32mm and 55mm. If the door's surface is decorated, the distance between the decorative edge and the edge of the door must be over 120mm.
- **Power supply:** 4 standard 1.5v AA alkaline batteries.
- **Battery life:** Approximately 10 months with normal use.
- **Emergency Mechanical key:** A separate mechanical key allows the door to be unlocked in an emergency situation.
- **Cards (MIFARE 1K or TEMIC):** There are three card types, Learn card, Lock card and Deadbolt override card. The Learn card is used to create Lock and Deadbolt cards. The Deadbolt override card opens the lock even when it is bolted from the inside; the standard Lock card does not. All locks can share the same cards.
- **Creating a Learn Card:** Connect power to the lock and then press and hold the button marked 'SW' on the PCB. Whilst holding the button swipe the Card that you want to become the Learn card near the reader; a short 'beep' indicates the card is now recognized as a Learn card. Each lock can only have one Learn card, programming a new Learn card will erase the previous one. After 8 seconds (15 flashes) the LED will stop flashing. Pressing and holding the button for more than 5 seconds starts a 12 beep count after the last long beep all cards are erased and the next card swiped will become the Learn card.

- **Creating Lock Cards (the capacity is 125 for each lock)**

1. **Creating a standard Lock Card (capacity 110 for each lock):** Make sure the deadbolt is in and swipe the Learn card, the sounder will 'beep' and the LED will flash orange. Now swipe the Lock card, a 'beep' from the sounder and green LED indicates success. (You can continue to swipe more Cards before the LED stops flashing. After 8 seconds the LED will stop flashing)

2. **Creating a Deadbolt override Card (capacity 15 for each lock):** This time turn out the deadbolt and swipe the Learn card, the sounder will 'beep' and the LED will flash orange. Now swipe the card that you want to become a Deadbolt override card, a 'beep' from the sounder and green LED indicates success. (You can continue to swipe other Cards before the LED stops flashing. After 8 seconds the LED will stop flashing)

3. **Deleting Lock Cards**

- **Delete one Lock Card:** Swipe the Learn card, the LED will flash orange, and then swipe the card that you want to delete from the lock. One long 'beep' from the sounder indicates success.
- **Delete all Lock Cards:** Swipe the Learn card three times; on the third swipe the sounder will sound one long 'beep' to indicate success. All Lock and Deadbolt override cards are deleted.

- **Opening a door:** Swipe any valid card near the lock reader, the sounder 'beeps' and the LED flashes green. Turn the handle and then the door will open. After a while the lock locks automatically. If you want the lock to remain unlocked, turn down the handle inside the room, and then swipe the card. Swipe the card again to lock the door. Note: if the lock is deadbolted, standard Lock cards are invalid. The LED will flash green and red in turn to indicate this.

- **Failed operation:** The LED flashes red and there are three short 'beeps' from the sounder.

- **Low battery warning:** If the battery voltage is low when a card is swiped there will be two long 'beeps' from the sounder.