

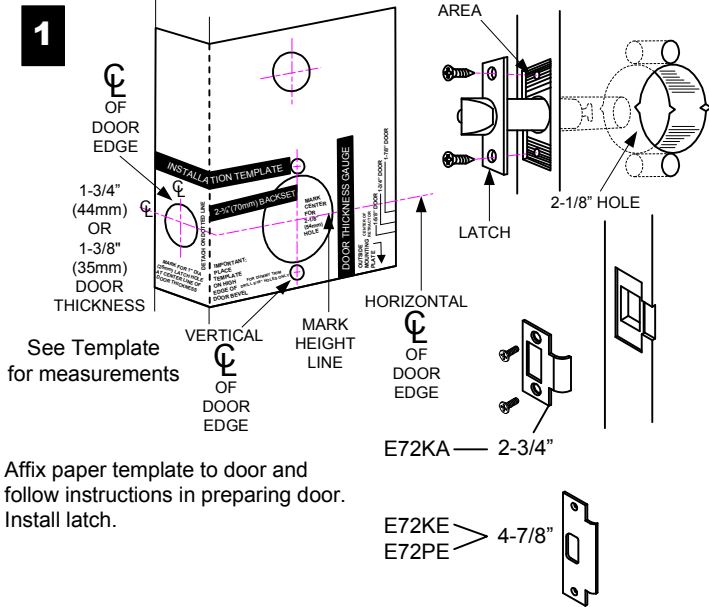


SECURITY DOOR CONTROLS

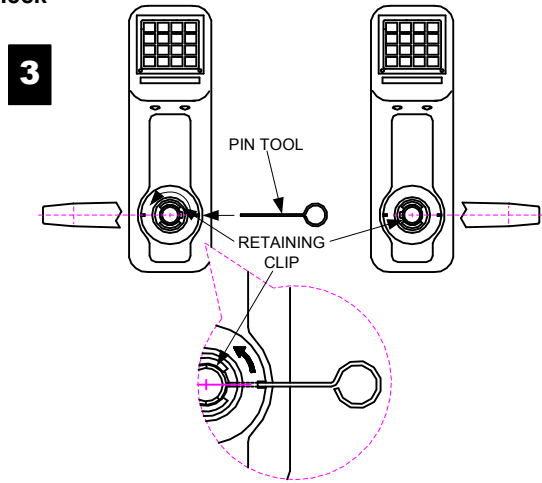
3580 Willow Lane, Westlake Village, CA 91361-4921 • (805) 494-0622 • Fax: (805) 494-8861
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INSTALLATION INSTRUCTIONS

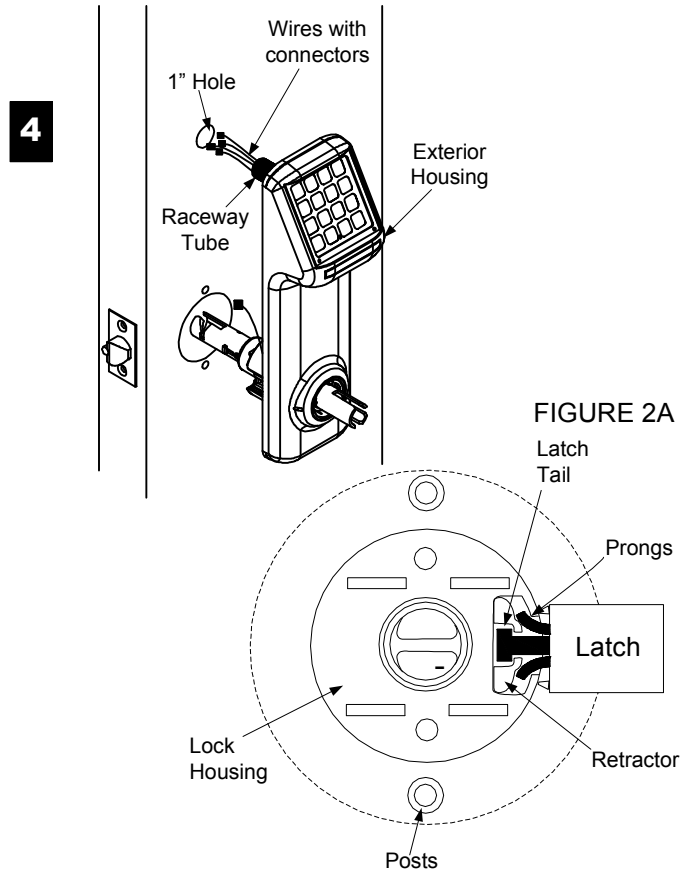
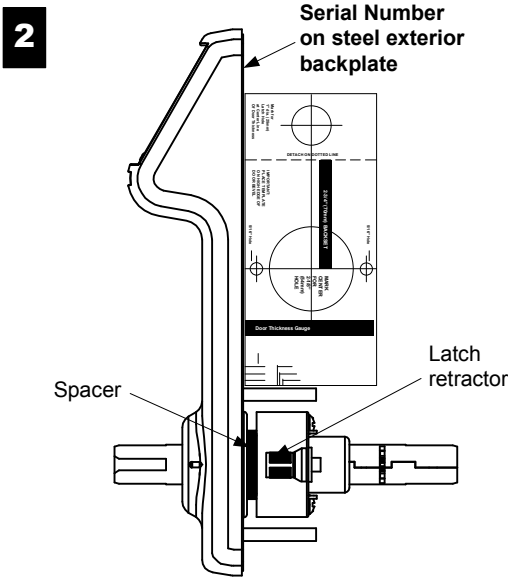
E72 EntryCheck™



Affix paper template to door and follow instructions in preparing door. Install latch.



To position latch retractor for proper handing of door opening, line up retaining clip located on lever handle with the slot in the escutcheon. Depress retaining clip with pin tool provided. While depressing, rotate chassis 180 deg to desired position.

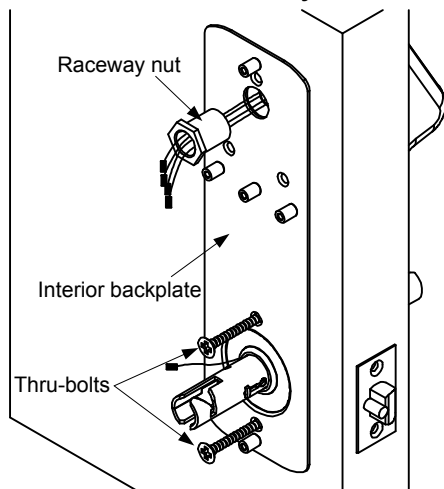


Pass the cable assembly with connectors through the 1.00" hole, then mount the exterior housing through door preparation. Make sure that the lock chassis and latch are properly engaged as shown (see figure 2A).

1. Locks are factory assembled with a spacer for 1-3/4" door thickness, (when lock chassis is firmly against ring).
2. Locks can be adjusted for 1-5/8" to 1-7/8" door thickness. Before installation, use **Door Thickness Gauge** on **Template** as shown, to check lock chassis position. Center of latch retractor should align with mark on gauge for appropriate door thickness.
3. If chassis is not on center, screw chassis in or out to align with mark. If adjusting doors thinner than 1-3/4" thickness, split spacer must be removed. **Check that lever engages lever catch before installation.**
4. **Make sure to adjust for correct door thickness.**

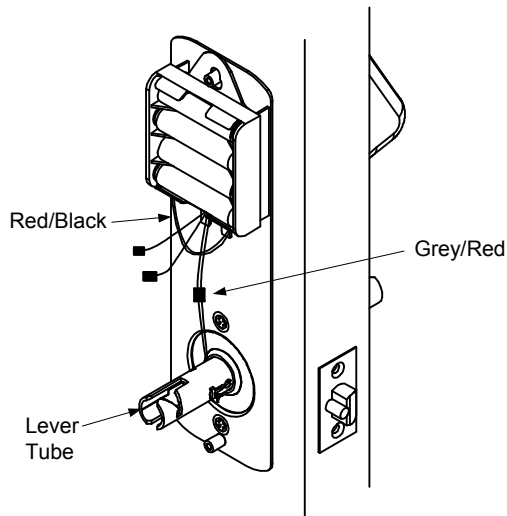
Any suggestions or comments to this instruction or product are welcome. Please contact us through our website or email engineer@sdsecurity.com

5 Remove screw from Battery Cover to access backplate.



Feed the cable assembly with connectors through the backplate and raceway nut. While holding the interior backplate in position, loosely install the two thru-bolts. Tighten the raceway nut on the raceway tube that passes through the door using a crescent or 7/8" socket wrench. When this connection is tight, secure the thru-bolts. Tear cable wrap to separate wires.

6



NOTE: USE ONLY ALKALINE BATTERIES, DUE TO PREDETERMINED POWER SETTINGS IN THE LOCK

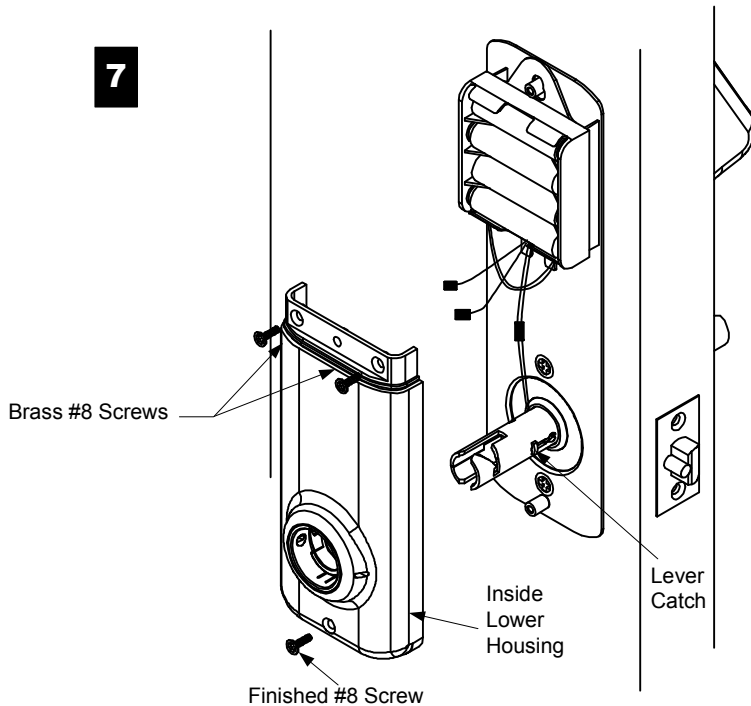
Insert 4 AA batteries into battery holder (note polarity).

Note: All wire pairs are color coded to connect with like colored pairs.

Connect the Grey/Red wires from the raceway to the Grey/Red wires from the lever tube. The remaining pairs are for the options as well as the "reset lock" function. (**See the programming guide**). Connect the Red/Black wires from the raceway to the Red/Black wires from the battery pack. Place the battery holder over the grooved stud.

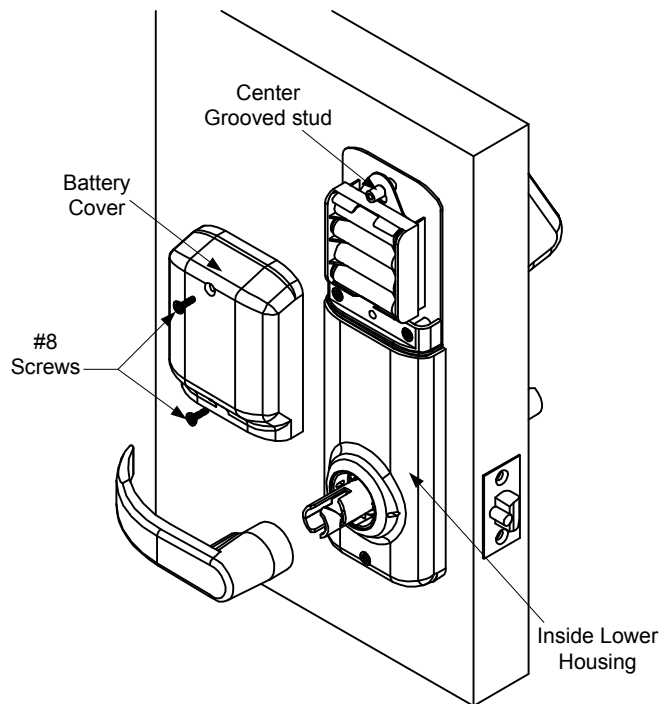
When properly aligned, push down on the battery holder assembly, engaging the upper part of the hole into the groove of the center stud.

7



1. Slide the inside lower housing over the lever tube until it has passed over the lever catch (**be sure wires are not pinched**).
2. Fasten with two brass #8 screws. Once secure, fasten the finished #8 screw at the bottom.

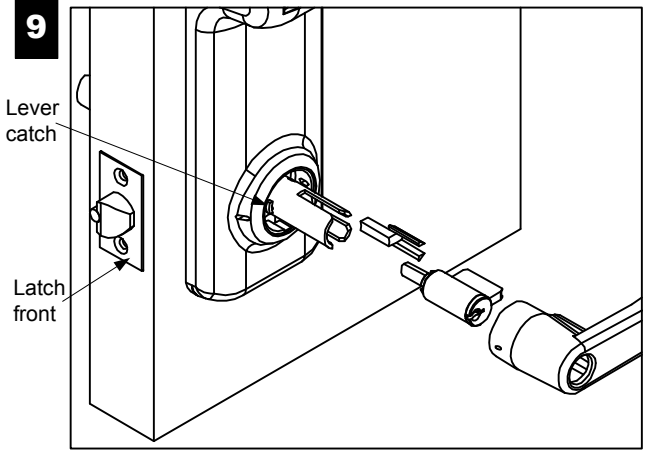
8



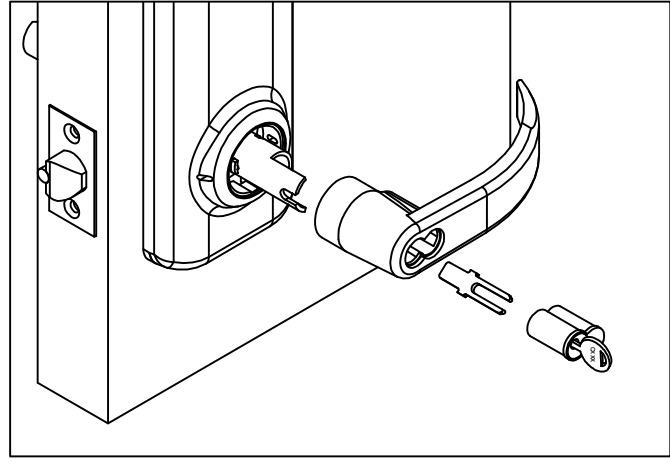
PUSH ALL EXCESS WIRE LENGTHS DOWN THROUGH THE OPENING AT THE TOP OF THE INSIDE LOWER HOUSING.

1. Attach the battery cover with two finished #8 screws. Battery cover has a lip which engages the lower inside housing. It is important that this lip be seated properly to ensure correct alignment.

9

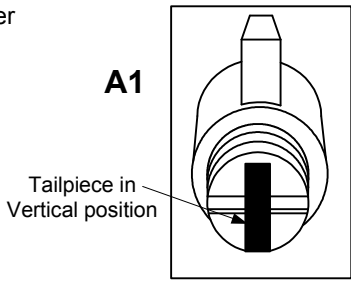


A Conventional Cylinder

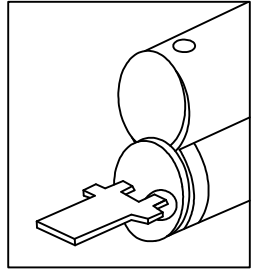


B IC Core Cylinder

A1



B1



Installing The Levers

Outside Lever

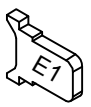
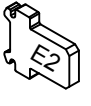

Conventional Cylinder (Figure A)

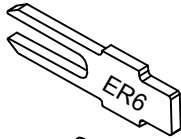

1. **Align Lever catch of outside tube to face latch front** (Figure A).
2. **Tailpiece** must be in a vertical position in **cylinder** (Figure A1).
3. Insert **cylinder** in lever.
4. Press **cylinder retainer** into **lever** until flush with base of lever.
5. Turn **key** in cylinder 45° in either direction.
6. Slide **lever** on tube until it stops at the **lever catch**.
7. Slightly wiggle and push until **lever engages lever catch and connector**.

Installing IC Core

IC Core Cylinder (Figure A)

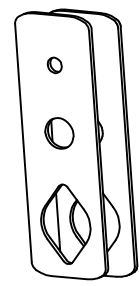
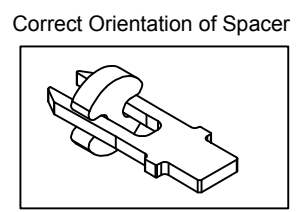
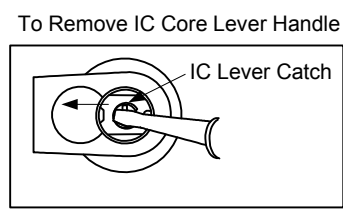
1. Push lever on door in **horizontal** position until secure.
2. Insert control key (marked with a "C") into IC Core and turn **clockwise**.
3. Insert **tailpiece** (See chart below) into **core** (Figure B1).
4. With control key in core, insert **core** fully into place.
5. Turn **control key 15° counter-clockwise** to lock cylinder in place. Remove **control key**.

Conventional Tailpieces for the E72		
	Part No.	For
	E1903	SDC Cylinders
	E1903-L	Arrow PK 100C, Ilco 705, Lori 1539, ASSA 65673, 65691 ABLOY
	EA1903-C	Schlage Cylinders 23-001, Primus, Corbin-Russwin 2000-034

I. C. Tailpieces for the E72		
	Part No.	For
	ER1984	7 pin IC Core Cylinder
	ER1981	Spacer to convert 7 pin tailpiece to use with 6 pin IC Core

Inside Lever

1. Push lever on door in horizontal position until secure.

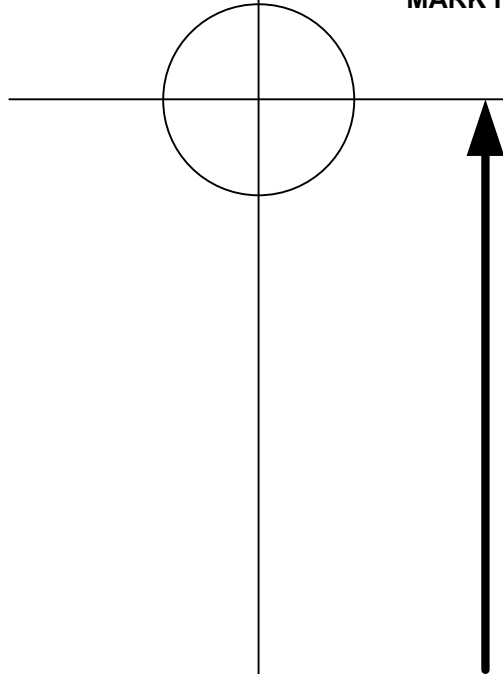


SK-1 Spacer kit for 1-3/8" doors.



E72 Cylindrical Lockset Template

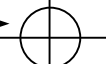
MARK FOR RACEWAY HOLE
1" (25.4mm)



6-1/2" (165.1mm)



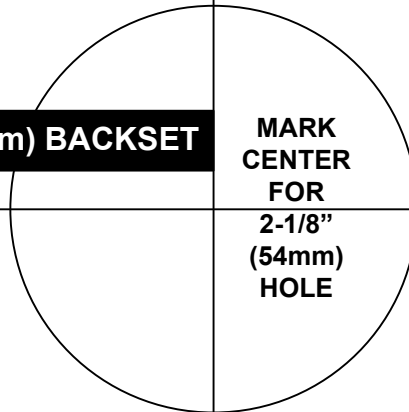
5/16" Hole →



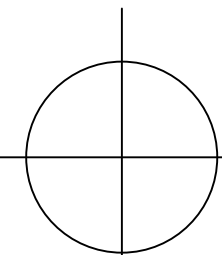
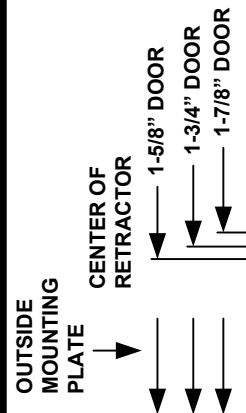
DETACH ON DOTTED LINE

2-3/4" (70mm) BACKSET

MARK CENTER FOR
2-1/8" (54mm) HOLE



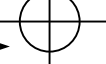
Door Thickness Gauge



Mark for
1" dia. (25mm)
Latch Hole
at Center Line
Of Door Thickness

IMPORTANT:
PLACE TEMPLATE
ON HIGH EDGE OF
DOOR BEVEL

5/16" Hole →





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E70K Series Civic Digital Lockset

Programming Guide



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For Technical Support

Security Door Controls, 3580 Willow Lane, Westlake Village, CA 91361
Call: 1.800.413.8753 or 1.805.494.0622
Fax: 1-800-959-4732
E-mail: service@sdsecurity.com
Web: www.sdsecurity.com

BEFORE YOU START!

IMPORTANT DEFINITIONS

1. **FACTORY CODE:** is **9991234**, and is used to initialize the lock for a new installation or full reset. This code must be entered to set the **GREAT GRAND MASTER (GGM)**. After the GGM code is set, the **FACTORY CODE** will no longer be valid and is only re-enabled after a full reset, see page 9.
2. **LOCK ID:** A unique six digit number entered during initialization defining the specific lock.
3. **USER IDENTIFICATION NUMBER (UID):** A unique number assigned to each User with 3 digits
4. **GROUP:** One or several Users, all of whom have the same access to the locks, categorized by a two digit **GROUP number**.
5. **PERSONAL IDENTIFICATION NUMBER (PIN):** A unique combination of 3 or 4 keypad numbers
6. **YOUR CODE:** Your unique combination of **UID** and **PIN** codes, in that order, having up to 10 total digits.
7. **GREAT GRAND MASTER (GGM):** Code required by the **SYSTEM MANAGER** to perform all programming functions. It replaces the **FACTORY CODE**. This code can also open the lock.
8. **SYSTEM MANAGER:** Person establishing the **GGM** and responsible for highest level of programming. Can establish lower levels of programming for other users or groups.
9. **PROGRAM INSTRUCTIONS:** Series of key strokes used to enter a function.

MODELS:

E72 Cylindrical

PROGRAMMING CAPABILITIES:

E70K-A 160 users/ No Audit Trail

IMPORTANT KEYS

1. **TERMINATOR KEY (★):** Acts like the “Enter” key on a computer, and is used to add or confirm codes on the keypad.
2. **PROGRAMMING KEY (#):** After a valid **YOUR CODE** is entered, this key is depressed to enter the programming mode.
This key can also be used as a time saving feature, allowing the entry of multiple functions.
At the end of any PROGRAMMING INSTRUCTION, replace the last ★ with a # to return to FUNCTION NUMBER input, eliminating the need to reenter YOUR CODE.

LED INDICATOR

LED INDICATING GREEN (NORMAL MODE)

1. Denotes lock enabled to open.
Will flash green after entering valid **YOUR CODE** and **TERMINATOR KEY (★)**.

LED INDICATING RED (NORMAL MODE)

1. Denotes a wrong **YOUR CODE** entry to open the lock.
2. Denotes wrong **YOUR CODE** entry 3 consecutive times and disables keypad for 20 seconds.
If another wrong **YOUR CODE** is entered, the keypad is disabled for 40 seconds.

LED INDICATING RED (PROGRAMMING MODE)

1. Denotes incorrect entry or error and vacates programming mode.
2. Programming mode vacated if no key entry within 5 seconds.

IMPORTANT

The E70KA is pre-programmed at the factory with the **GREAT GRAND MASTER (GGM)** code of **631225**. If you need to change the **GGM**, you must reset the E72KA, then re-program the **LOCK ID** and **GGM** following these instructions.

1. INITIALIZE LOCK

Initializing the lock with a unique 6 digit code assigns a **LOCK ID** number to each specific lock.

Using keypad, enter the **FACTORY CODE 9991234**, the **#** key, and the 6 digit **LOCK ID**

(usually starting with 000001), and finally, the **#** key.

	<i>Factory Code</i>	#	<i>6 digit Lock ID</i>	#
Example:	9991234	#	000001	#

2. Create GREAT GRAND MASTER (GGM)

This code is required by the **SYSTEM MANAGER** to perform all programming functions.

In any lock system, the number of digits used for the UID of each User must be the same.

Example: If the GGM UID is 3 digits, all Users must have a 3 digit UID code.

Also, the number of digits used for the PIN of each User must be the same.

Example: if the **GGM**'s PIN is 3 digits, all Users must have a 3 digit PIN code.

Using keypad, enter the **FACTORY CODE 9991234**, the ***** key, the UID of the system manager (3 digit), the **#** key, PIN of the system manager (3 digit), and finally, the **#** key.

FACTORY CODE * UID # PIN #

	<i>Factory Code</i>	*	<i>UID (3 digits)</i>	#	<i>PIN (3 digits)</i>	#
Example:	(9991234)	*	123	#	678	#

The GGM is now established for the SYSTEM MANAGER only:

A combination of their UID followed by their PIN.

In this example the GGM was set to 123678

Lock is now initialized.

SYSTEM MANAGER'S ACCESS TO THE LOCK:

Enter UID plus PIN, then the ***** key.

	GGM	*
Example:	123678	*

Entering 123678 ***** will unlock the E72 KA.

GROUPS

In order to organize the management of individual Users, they can be put into 98 different **GROUPS**. Users in the same **GROUP** will have the same access rights. Users in different **GROUPS** can have varied access rights from other **GROUPS**. Each **GROUP** is assigned a 2 digit **GROUP NUMBER** from **02** to **99**.

All Users must be assigned a GROUP. Depending on your assigned **GROUP**, you may or may not be able to program the lock, and may also have restricted access.

The **SYSTEM MANAGER** is automatically assigned to group 01, and can assign Users to all other groups. **GROUPS 02 through 09** are management **GROUPS**, with 24/7 access to the locks, and can change various settings used during access by other User **GROUPS**. The Table of Contents (inside front cover) lists the minimum **GROUP NUMBER** required for rights to program **EACH** specific function.

GROUPS 10 through 99 have no programming rights. They may, however, change their own **PIN** when authorized by the **SYSTEM MANAGER**.

Function 01, Adding & Deleting User Codes *Min. Group Number 03*

To Add Users:

Enter **GGM** (UID and PIN), the # key, **FUNCTION NUMBER** (01), the * key, the Users **UID** you want to include in the **GROUP**, the * key, the 2 digit **GROUP NUMBER**, the * key, the User's **PIN**, the * key twice.

PROGRAM INSTRUCTION	GGM #	Function *	UID *	Group No. *	PIN *	*
Example:	123678 #	01 *	101 *	04 *	852 *	*

New User code is 101852

To Delete Users:

Enter **GGM** (UID and PIN), the # key, **FUNCTION NUMBER** (01), the * key, the Users **UID** you want to delete, the * key, the 0 key in place of the **GROUP NO.**, the * key twice.

PROGRAM INSTRUCTION	GGM #	Function *	UID to be deleted *	Group No. *	PIN *	*
Example:	123678 #	01 *	101 *	0 *		*

NOTE: GROUP NUMBERS ARE NOT USED TO ACCESS THE LOCK

User's Access the Lock:

Enter User's **UID** plus User's **PIN** then the * key.
101852 * will unlock the E72KA

Section 2 Lock Configuration

Function 32: PIN Only Entry

Min. Group Number 02

The PIN Only mode allows management to shorten the length of the code that the User must enter **to gain access**. The code can not be shorter than the PIN.

PIN Only Mode (for Access PIN ONLY)

PROGRAM INSTRUCTION	GGM #	32 *	0 *	*
----------------------------	-------	------	-----	---

UID & PIN Required - Default

PROGRAM INSTRUCTION	GGM #	32 *	1 *	*
----------------------------	-------	------	-----	---

NOTE: Program mode requires that UID and PIN be entered.

Function 08: Change User PIN

Min. Group Number All Users

This function gives users the ability to change their PIN. (*User must know his/her UID and PIN to perform this function*).

PROGRAM INSTRUCTION	USER CODE #	08 *	New PIN *	Verify PIN *	*
----------------------------	-------------	------	-----------	--------------	---

Function 18: Define Open Time

Min. Group Number 03

This function will set the time delay the lock will stay unlocked after a valid user code has been entered. The time delay can be set from 1 to 9 seconds. (*Default setting is 3 seconds*.)

PROGRAM INSTRUCTION	GGM #	18 *	Single Digit 1 – 9 seconds *	*
----------------------------	-------	------	------------------------------	---

Function 33: Multiple Code Entry

Min. Group Number 03

For higher security the lock can be set to require two User codes be entered before access is granted.
For even higher security it can be required for one of the Users to be in a Manager Group.

One User Code Required - Default

PROGRAM INSTRUCTION	GGM #	33 *	0 *	*
---------------------	-------	------	-----	---

Two User Codes Required

PROGRAM INSTRUCTION	GGM #	33 *	1 *	*
---------------------	-------	------	-----	---

Function 30: Manual Passage Mode

Min. Group Number 03

This function puts the lock in an unlocked state, granting free access (*no code required*) to all Users, until lock is returned to the locked state.

Closed – Locked – Default

PROGRAM INSTRUCTION	GGM #	30 *	0 *	*
---------------------	-------	------	-----	---

Open – Unlocked

PROGRAM INSTRUCTION	GGM #	30 *	1 *	*
---------------------	-------	------	-----	---

Function 34: Lock Audio

Min. Group Number 03

If the Audio is set to "ON" the lock will beep with each key pressed.
To conserve power the audio is turned off (*default*).

Audio Off – Default

PROGRAM INSTRUCTION	GGM #	34 *	0 *	*
---------------------	-------	------	-----	---

Audio On

PROGRAM INSTRUCTION	GGM #	34 *	1 *	*
---------------------	-------	------	-----	---

Section 3 Additional Functions

Function 12: Set Time

Min. Group Number 03

The time (HHMM) must be set prior to setting any holidays. See the chart below for help.

PROGRAM INSTRUCTION	GGM #	12 *	HHMM *	*
----------------------------	-------	------	--------	---

Example 3:30 p.m. = 1530

Daylight savings time is enabled by default. To disable daylight savings add a "0" (zero) at the end of the time entry.

Example 3:30 p.m. = 15300 Daylight savings disabled

Standard Time	Military Time	Standard Time	Military Time
1:00 am	0100	1:00 pm	1300
2:00 am	0200	2:00 pm	1400
3:00 am	0300	3:00 pm	1500
4:00 am	0400	4:00 pm	1600
5:00 am	0500	5:00 pm	1700
6:00 am	0600	6:00 pm	1800
7:00 am	0700	7:00 pm	1900
8:00 am	0800	8:00 pm	2000
9:00 am	0900	9:00 pm	2100
10:00 am	1000	10:00 pm	2200
11:00 am	1100	11:00 pm	2300
12:00 am	1200	12:00 pm	2400

Function 13: Set Date

Min. Group Number 02

The date must be set prior to setting any holidays. This function will set the Month, Day, Year and day of the week.

PROGRAM INSTRUCTION	GGM #	13 *	MMDDYY *	*
----------------------------	-------	------	----------	---

Function 06: Temporary User Schedule

Min. Group Number 03

This function allows you to restrict a **existing** User access by a **date range**. To further restrict the temporary User by **time**, you can also implement a User schedule.

Temporary User schedules do not delete and must be maintained or access repeats annually.

PROGRAM INSTRUCTION	GGM #	06 *	UID *	MMDDYY (Start Date) *	MMDDYY (End Date) *	*
----------------------------	-------	------	-------	--------------------------	------------------------	---

Function 09: Holiday Maintenance

Min. Group Number 03

Setting holidays will block access to Users in Groups 10 – 99 during these periods.

NOTE: Dates are set by month/day format. The E70 does not track the year of the holiday, so holidays that occur on different dates each year will have to be manually adjusted each year.

NOTE: Holidays are not automatically removed from memory. It is suggested to maintain the holiday schedule yearly.

Example = 1225 = Christmas Day This holiday recurs each year. Holidays (*like Thanksgiving*) that fall on different dates each year must be readjusted each year.

Also, you may enter shutdown as one event by entering the start date and end date.

Example: Christmas / New Year week Start=1225 End=0101 is an eight day period.

To **SET** a Holiday

PROGRAM INSTRUCTION	GGM #	09 *	MMDD (Start Date) *	MMDD (End Date) *	*
----------------------------	-------	------	------------------------	----------------------	---

To **DELETE ALL** set Holidays

PROGRAM INSTRUCTION	GGM #	09 *	0 *	*
----------------------------	-------	------	-----	---

Section 4 Lock Maintenance

Function 17: Battery Status Check

Min. Group Number 03

This function manually checks the battery status of the E70.

The LED on the keypad will display visual indicator.

PROGRAM INSTRUCTION	GGM #	17 *	WATCH LED	*
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- Green – Green* Two *Green* LED flashes indicates full power
- Yellow – Yellow* Two *Yellow* LED flashes indicate batteries are OK
- Yellow – Red* *Yellow* then *Red* LED flashes indicate half power.
- Red – Red* Two *Red* LED flashes indicates batteries need to be changed.

Note If the voltage of the battery pack falls to 4.2v DC, the E70 will beep every hour indicating a low battery status.

Battery Information

THE E70 IS SHIPPED WITH 4 AA ALKALINE BATTERIES. The life span of the batteries has been tested in two different ways. The first test was performed to see how many operations could be performed repeatedly before a failure. The test averaged 150 thousand operations. The second test was performed over time for normal operations. This test revealed that the E70 batteries would last approximately four years at 80 – 90 thousand operations. Using the factory settings, the lockset is set for optimized power usage.

Changing the Batteries

When the batteries need to be changed, you will have 10 minutes to remove the old batteries and install the four new AA batteries, before memory is effected. **IT IS RECOMMENDED TO USE ONLY ALKALINE BATTERIES**, due to the predetermined power settings in the lock. The alkaline battery has a gradual curve in the drop off voltage. This curve determines the power settings for the two stages of battery warnings. A lithium battery differs from an alkaline battery in the life cycle of the battery cell. A lithium battery has a very sharp drop off voltage, going from fully charged to a dead cell quickly. This makes monitoring the voltage settings impossible.

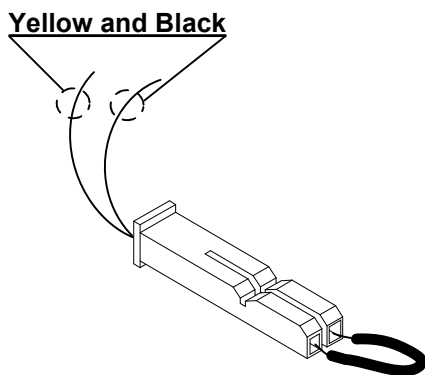
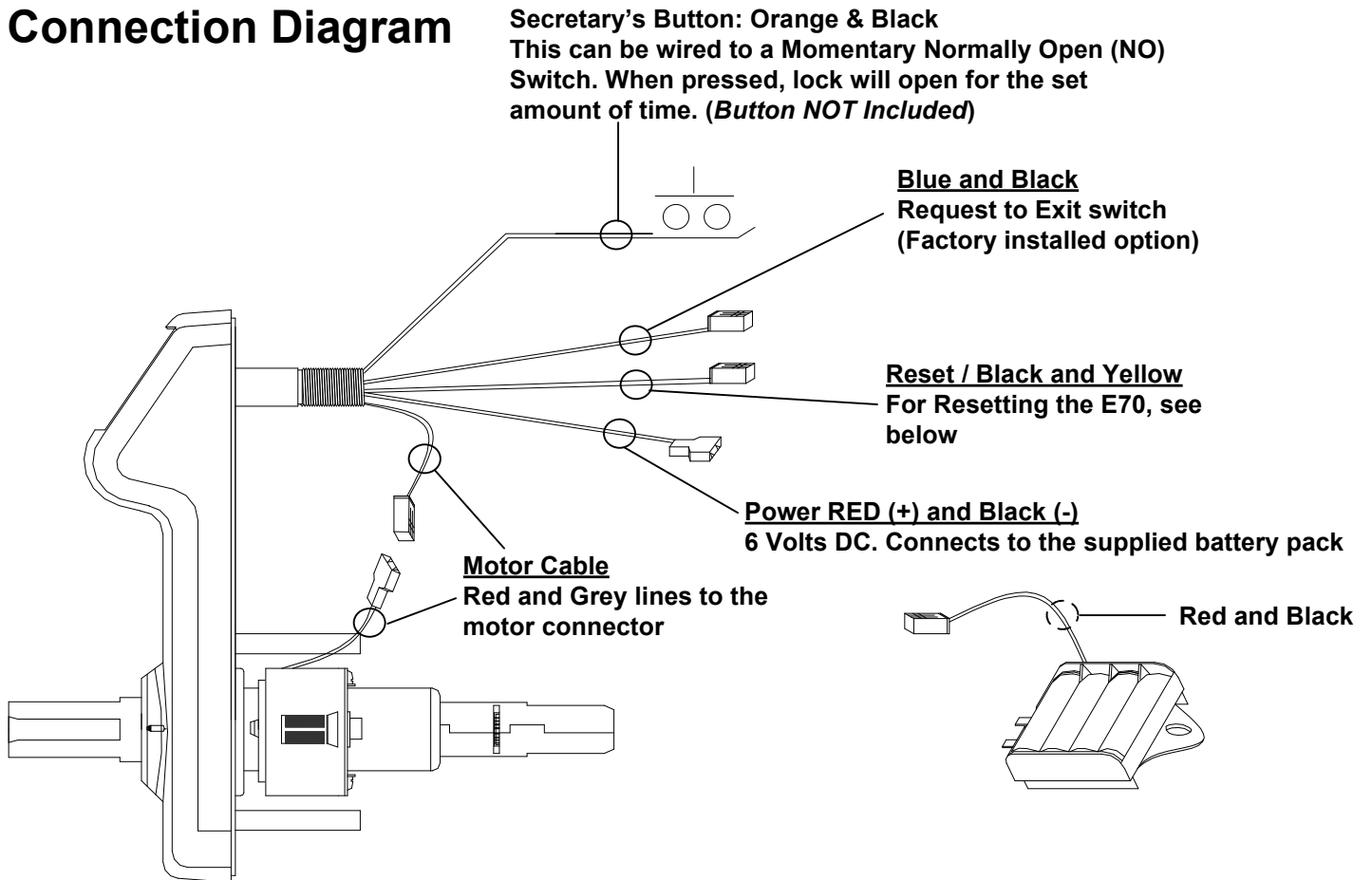
Two Stage Low Battery Warning

The E70 has a two-stage low battery warning.

The **first warning stage** will add a **double beep and yellow LED** when the user enters their code.

The **second warning stage** will be a **double beep every hour. BATTERIES SHOULD BE CHANGED IMMEDIATELY.** Double beeps will occur until the batteries fail.

Connection Diagram



Reset the E70 back to factory default

- Unplug the batteries and place aside
- Find the grey and yellow cable
- Using a reset jumper plug, small piece of wire, or paper clip short the two wires of the black and yellow cable together (place the wire from the one hole on the connector to the one next to it, thus making a loop)
- With the reset wire in place, reconnect the batteries (the LED will go GREEN).
- Press the # key (the LED will go RED and then back to GREEN).
- Remove the reset wire.
- The lock is now reset. You are now ready to initialize the lock. Create the **GGM** code. (See Page 2)

Glossary

Access Code	Numeric or alphanumeric data which when correctly entered into a keypad, allows authorized entry into a controlled area without causing an alarm condition.
Access Control	The control of persons, vehicles and materials through entrance and exit of a protected area utilizing hardware systems specialized to control and monitor the movement into, out of, or within the protected area.
ESD	Electro Static Discharge
Fail safe lockset	A type of lock set that unlocks when a power failure occurs.
Fail secure lockset	A type of lock set that locks when a power failure occurs.
Keypad	A device for inputting information into a computer controlled system for the purposes of arming and disarming an alarm system operating an access control system.
Personal Identification Number (PIN)	This number can be a combination of digits and letters, increasing the overall number of code possibilities.
Tailgating	In access control, tailgating is the act of one or more individuals entering a controlled area by using a single code. Also known as piggybacking.
User Identification Number (UID)	A unique number assigned to each user. The UID has a length of 3 digits
Terminator	The “*“ key acts as the terminator which functions similar to the “enter” key on a standard computer keyboard. It is also pressed after a code is entered to gain access.
Programming Key	The “#” key is the programming key. Note that the “#” key is used during the initialization process for the lock GGM and to enter program mode.

Trouble shooting guide for the E70 line

Set up

- Q** The factory code will not open the lock.
- A** The factory code will not give you access to the lock at any time.
This code is only used to set up the lock, the first code that will open the lock is your GGM code.

Adding Users

- Q** I have installed Users and some of them do not have access?
- A** How many Users are installed? If you have the basic model that holds 160 Users and have installed more than 160, some users will not have access.
If you have installed holidays to restrict access, you will also need to set the date and time.
- Q** My GGM code is set to 3 digits for UID and the PIN is 3 digits.
Can I set my Users up to have a PIN of 4 digits?
- A** No, the Great Grand Master code length sets up the format for all other Users in the system.
- Q** I am trying to add a User but when I enter the Group number, I get a red LED.
- A** This indicates that the Users UID is already in memory. Each UID must be unique.

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