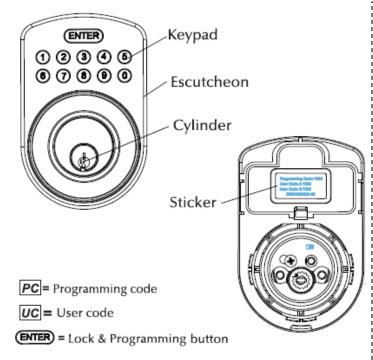
# **OPERATION MANUAL FOR DIGITAL DEADBOLT**

**EDA-34** 



#### Message definitions and notes:

- 1. Button operation: The button illuminates for 5 seconds and beeps once when pressed.
- 2. Successful Programming : ENTER flashes green one time with one melody.
- 3. Fail Programming : *ENTER* flashes red one time with one melody.
- 4. ENTER will flash red three times and beep three times when you fail to lock properly.
- 5. Complete all steps of adding the new  $\overline{UC}$  in the programming mode within 10 seconds.
- 6. Mute mode: All audio will be cancelled but the signals are still active. Mute does not affect audio warning when the battery is low.
- 7. In Mute mode, ENTER flashes green indicating the operation is successful: ENTER flashes red indicating the operation is unsuccessful.
- 8. **ENTER** will flash red and beep for 5 seconds if wrong user code is entered 4 consecutive times or if 20 wrong digits are entered consecutively, the lock will stop operating for 3 minutes after the beeping stops. (Hint: Turning turnpiece or key to unlock will reactivate the lock.)
- 9. Lock must be in the unlocked mode before programming. If programming attempted while in locked mode, wait 5 seconds, unlock and re-program.
- 10. If programming fails (while in the unlocked mode), confirm the turnpiece is vertical and the deadbolt retracts properly.
- 11. Low battery warning: Replace with four alkaline batteries when *ENTER* button flashes red 15 times accompanied by 15 rapid beeps.

Note: If *ENTER* flashes red, this indicates an error or failed operation. Please refer to the above instruction to confirm the error.

## \*Important information:

- 1. The preset  $\overline{\it UC}$  and  $\overline{\it PC}$  code are unique and different for each deadbolt.
- 2. Change the  $\overline{PC}$  and  $\overline{UC}$  as soon as possible after installation to ensure security.(Please refer to the following Functions & Operating Step 2.1,2.2& 3.1)
- 3. Every programming operation has to be done while in unlocked mode.
- 4. If wrong  $\overline{UC}$  entered, then press  $\overline{ENTER}$  button first to clear the wrong code, and then input the correct  $\overline{UC}$ .

  Note:  $\overline{UC}$  and  $\overline{PC}$  can be up to 4-10 random digits in length.
- 5. One unique PC and 2 random UC are printed on two stickers, one on this manual, the other on the interior face of exterior keypad. Please keep this operation manual in a safe place for security purposes.

## STICKER

Programming Code:xxxx User Code A:xxxx User Code B:xxxx

XXXX.XX.XX

FUNCTIONS	OPERATING STEPS
1.1 Automatic-Bolt Direction  Determination (Door	1.1.1 Insert only three batteries first, and then press and hold <i>ENTER</i> , and then insert the final battery into the interior receiver module.
Handing)	1.1.2 Release ENTER when you hear 3 beeps and then the lock automatically determines the "door handing" and sets the proper direction for motor to rotate.
	1.2.1 Enter a valid $\overline{UC}$ , and the lock will automatically unlock.
1.2 To unlock	1.2.2 Turn turnpiece to vertical position to retract bolt to unlocked position.
1.3 To lock	1.3.1 Press ENTER to lock.
	1.3.2 Turn turnpiece to horizontal position to extend the bolt into locked position.
	Note: If the operation fails, the latch bolt will extend twice automatically.
2.1 To add new user code (up to 6 different <i>UC</i> )	2.1.1 In the unlocked mode, input PC and press ENTER and ① and ENTER. The ENTER will star to flash green.
	2.1.2 Enter a new UC and then press ENTER to store the new UC. and then ENTER flashes green followed by a
	confirming melody.
2.2 Delete one existing user code	2.2.1 In the unlocked mode, input PC and press ENTER and and ENTER. The ENTER will star to flash green.
	2.2.2 Enter the existing $\overline{UC}$ and press $\overline{ENTER}$ , and then $\overline{ENTER}$ flashes green followed by a confirming melody. The user
	code is deleted.
2.3 Delete all user codes	2.3.1 In the unlocked mode, input PC and press ENTER and ③ and ENTER, the ENTER will then flash green followed
	by a confirming melody. All user codes are now deleted.
	Note: This operation will delete all user codes except programming code.
2.4 Automatic locking set and cancel	2.4.1 Set auto lock: In the unlocked mode, input PO and press ENTER and ④ and ENTER. Then ENTER will flash
	green followed by a confirming melody. (The lock will auto lock after being unlocked for 15 seconds).
	2.4.2 Modify automatic locking time: <b>In the unlocked mode</b> , input <b>PC</b> and pressn <b>ENTER</b> and <b>⑤</b> and <b>ENTER</b> , then
	while <u>ENTER</u> flashes green for ten seconds, input the time (from 10 to 99 seconds) and then press <u>ENTER</u> to store.  Then ENTER flashes green followed by a confirming melody.
	2.4.3 Cancel auto lock: In the unlocked mode, input PC and press ENTER and © and ENTER, then ENTER flashes
	green followed by a confirming melody.
2.5 Set/Cancel Mute Mode	2.5.1 <b>In the unlocked mode</b> , input PO and press ENTER and ② and ENTER, then ENTER flashes green followed by a
	confirming melody.
3.1 Change Programming Code	3.1.1 <b>In the unlocked mode</b> , input PC and press ENTER and © and ENTER. Then while ENTER flashes green,
	3.1.2 Enter the new PC (up to 4-10 digits in length) and press ENTER to store the new PC within 10 seconds.
	ENTER flashes green followed by a confirming melody.
3.2 Recover the preset	3.2.1 Remove one of the batteries and press any one button 3 times to eliminate the remaining power, then press and
programming code	hold the ① button, insert the batteries, release the ① button after you hear 3 beeps, the preset PC is now recovered.
	4.1.1 In the unlocked mode, input PC and press ENTER and ① and ENTER. Then ENTER will start to flash green.
4.1 Create a temporary user	Enter a new $\overline{UC}$ and then press $\overline{ENTER}$ to store the new $\overline{UC}$ . Then $\overline{ENTER}$ flashes green followed by a confirming
code (e.g. guest, neighbor,	melody.
etc.)	4.1.2 Provide temporary user his/her code, but keep a record for yourself in order to delete later on.
	4.1.3 When this code is no longer needed, delete the temporary user code (refer to Step 2.2.).

S1..FOR METAL DOORS

S3..FOR DEADBOLT ASSEMBLY

1/4"(6mm) 2 SCREWS-FOR DEADBOLT LATCH

FOR 5 PINS:

1/4"(6mm) 2 SCREWS-FOR STRIKE PLATE

S2..FOR WOOD DOORS

3/4"(19mm) 2 SCREWS-FOR DEADBOLT LATCH

3/4"(19mm) 2 SCREWS-FOR STRIKE PLATE

15/16"(24mm) 2 SCREWS-FOR 1-3/8"~1-3/4"(35mm~45mm) DOOR THICKNESS

1-1/4"(32mm) 2 SCREWS-FOR 1-3/4"~2"(45mm~51mm) DOOR THICKNESS

FOR 6 PINS:

1-1/4"(32mm) 2 SCREWS-FOR 1-3/8"~1-3/4""(45mm~51mm) DOOR THICKNESS

S4.5/16"(8mm) 2 SCREWS-FOR UPPER RECEIVER MODULE

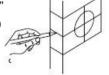
S5. 1"(25mm) 1 SCREW-FOR LOWER RECEIVER MODULE

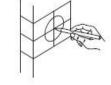
### [S4] 2 SCREWS [S3] 2 SCREWS FOR UPSIDE RECEIVER MODULE FOR EXTERIOR DEADBOLT ASSEMBLY RECEIVER MODULE MOUNTING PLATE [S5] 1 SCREWS FOR LOWER RECEIVER MODULE MATERPROOF PAD -BOLT [S1] OR [S2] 2 SCREWS-FOR DEADBOLT LATCH 2 SCREWS-FOR STRIKE PLATE STRIKE PLATE TAILPIECE

## A. DOOR &JAMB PREPARATION/LATCH INSTALLATION

#### 1. Mark Door

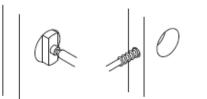
- 1) Use template provided to mark door for drilling 41" (1044mm) from base of the door or 4"(101.6mm) above door knob or lever center to center.
- e 2) Use the template to select backset 2-3/8"(60mm) Or 2-3/4" (70mm).





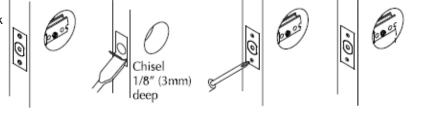
#### 2. Drill Holes

- 1) Bore 2-1/8"(54mm) hole through door face from both sides of door to avoid damaging door surface.
- 2) Drill 15/16"(24mm) or 1"(25.4mm) hole through door edge.



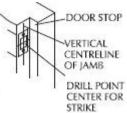
#### 3. Install Deadbolt Latch

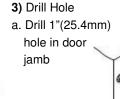
- 1) Insert deadbolt latch into hole and mark around the faceplate and screw holes..
- 2) Chisel recess for face plate.
- 3) Secure latch with screws.
- 4) Make sure the face plate of the latch is even with edge of door.



### 4.Drill Holes And Install Strike Plate

- 1) Mark Jamb
- a. Close door until deadbolt latch touches door jamb.
- Mark door jamb as shown with CENTER a pencil.
- STRIKE b. Center the strike plates on the door jamb.
- 2) Mark Outline of Strike
- a. Measure one half of door thickness from door stop and vertically mark drill point center for strike.
- b. Place strike in position and mark outline of strike plate.

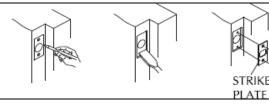




Caution: Hole in door jamb must be drilled 1" (25.4mm) deep

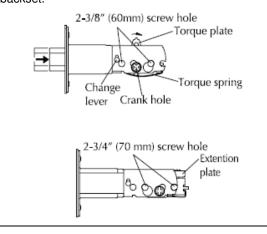
## 5. Install Strike Plate

- 1) Chisel outline for strike plate 1.6'(4mm) deep or until plate is flush with door jamb.
- 2) Install strike plate with screws.



## ADJUST BACKSET FROM 2-3/8"(60mm) TO 2-3/4"(70mm)

- A. Use provided torque blade or flat tip screwdriver to rotate crank to retract the deadbolt to the unlocked position.
- B. Push the change lever up against the top. Hold torque plate and torque spring and pull the extention plate all the way out. Be sure the 2-3/4"(70mm) screw hole is properly aligned and change lever is back to its original position.
- C. The deadbolt is now set for 2-3/4"(70mm) backset.

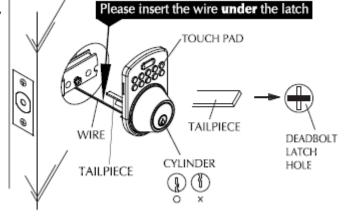


# B. INSTALLATION OF DEADBOLT ASSEMBLY

- 1) Open door to ease installation.
- 2) Place exterior deadbolt assembly on exterior of door, aligning tailpiece horizontally through deadbolt latch while passing the wire under the deadbolt latch to the interior side of the door.

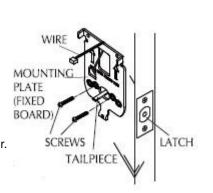
## Note:

- 1. Wire should be mounted under the latch.
- 2. Tailpiece of exterior cylinder should be inserted horizontally through deadbolt latch hole first.



- 3) On interior side of door, place mounting plate so the wire is routed up through bridge in plate, and recess of mounting plate is aligned with center of large hole.
- Note: Make sure mounting plate is oriented with arrow pointing
- 4) Secure and fasten mounting plate with screws (2) which engage with threaded holes of exterior key cylinder.

Note: Ensure the mounting plate is Positioned vertically.



## C. INSTALLATION OF RECEIVER MODULE

- 1) Remove battery cover from receiver module by sliding cover upward.
- 2) Position receiver module over mounting plate so turnpiece engages with tailpiece. Make sure the turnpiece is vertical in the unlocked position.
- 3) Check operation of the deadbolt by manually turning the turnpiece or using the key. Bolt should extend and retract freely. if bolt does not move freely, the direction of entry Switch is in the wrong place. Move receiver module and turn the Entry Switch to the opposite direction. Install again and check the operation of bolt. Note: does not apply to auto handing units.
- 4) Connect interior wire connector to exterior wire connector.
- 5) Secure receiver module to mounting plate, using the screws provided. Do not over tighten screws, then put on Logo.
- 6) Install (4) <AA> alkaline batteries as indicated by the markings on receiver module (or follow programming step 1.1.1 to "hand" the motor).

