

Smartlock SL900 Mifare® Stand Alone Lock Instructions

	Function	Instruction	Indication
1	Start Mode / Reset / Delete Program Card	Place hand in front of window. (to reset the lock to this mode short the 2 pads of J3 on the top right of circuit board under the battery cover. Whilst still shorted remove a battery for 20s. Replace the battery and then remove the short)	● 🎵 🎵 🎵 🎵 🎵 🎵 (when battery in)
2	Initialize Program Card / Ready Mode	Make sure lock is in 'Start Mode' as above. Mark a card 'Program Card' and place within 2cm of the reader and remove immediately after 🎵. The lock is now in 'Ready Mode' Place hand in front of window	● 🎵 🎵 🎵 🎵 🎵 🎵 🎵
3	Add User Card/ Program Mode	Place 'Program Card' within 2cm of the reader to enter Program Mode. Remove immediately after first ● 🎵 Place a new card within 2cm of the reader. Repeat with up to 200 cards while in Program Mode. The card/s are now ready to use after the lock has automatically returned to ready mode.	● 🎵 ● 🎵 5sec x8 🎵 🎵
4	Delete User Card / Delete Mode	Place 'Program Card' within 2cm of the reader and hold there to enter delete mode. Remove after the 🎵 🎵 x5 fast. Place a card to delete within 2cm of the reader. This card is now deleted from use. Repeat with any user cards you wish to delete. The lock will automatically return to ready mode.	🎵 🎵 x5 then 🎵 🎵 x5 fast ● 🎵 5sec x8 🎵 🎵
5	Delete All User Cards	Enter 'Delete Mode' as 4 above. Place program card within 2cm of the reader and hold there to delete all cards. The lock will automatically return to ready mode.	🎵 🎵 x5 then 🎵 🎵 x5 fast ● 🎵 5sec x8 🎵 🎵 x5 then 🎵 🎵 x10 fast 🎵 🎵
6	To open	Place user card within 2cm of the reader and open the door. (if deleted or not added Mifare card) (if not a Mifare card)	🎵 🎵 ● ● 🎵 🎵

Please ensure that you store the Program Card in a safe place – you will need it every time that you need to add a new user card. If it is lost you will have to reset the lock and re-add all the user cards

Key;- ● = red light 🎵 = red flash
 ● = green light 🎵 = green flash
 🎵 = continuous note 🎵 = beep