

iLOQ P10S.10/20 Programming device

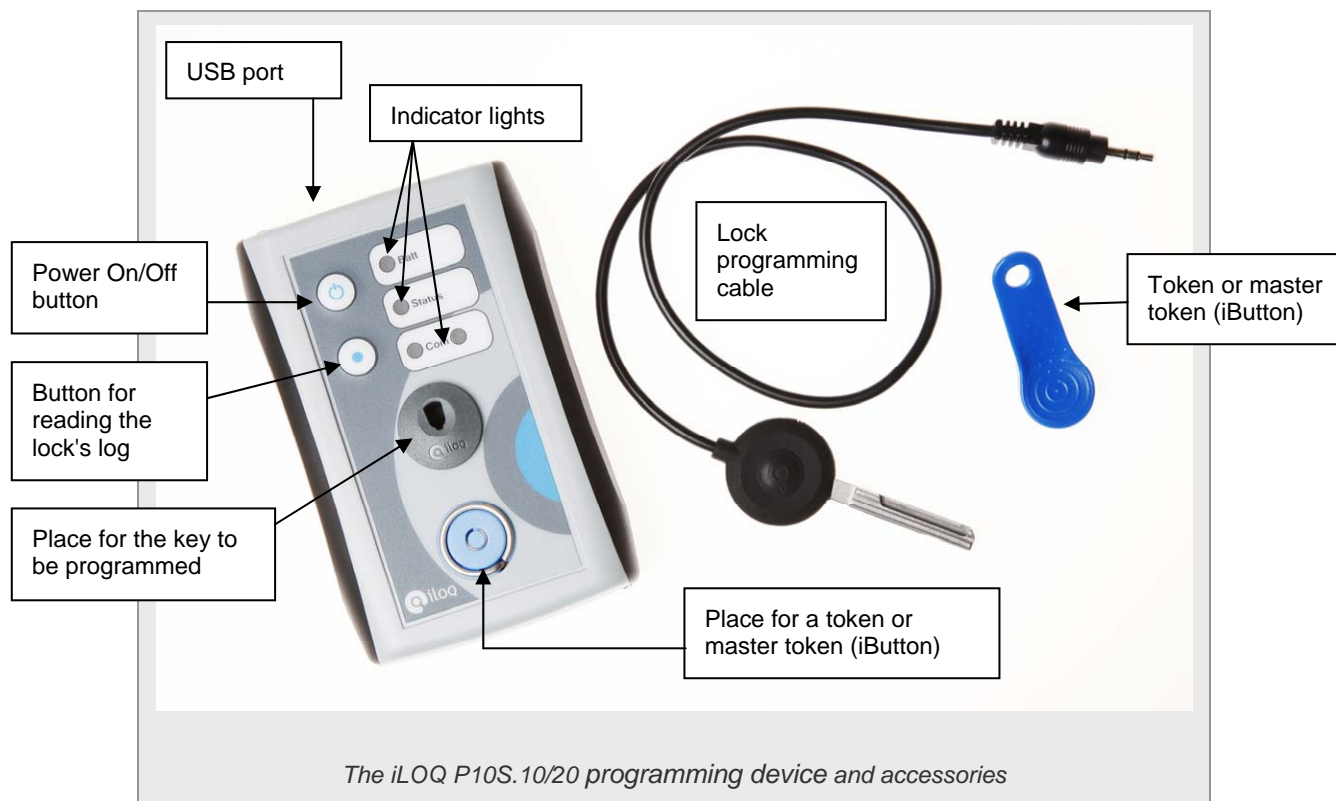
User's Guide

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GENERAL

The iLOQ P10S.10/20 programming device (also called adapter) is used for the programming of locks and keys (for detailed instructions, see the *iLOQ S10 Locking System User's Guide*).



The front panel of the programming device contains a keyhole for the key to be programmed and a receptor for an iButton®, also called a token or master token. The iButton contains data of the locking system's security mechanisms, and it must be connected to the programming device while programming both locks and keys.

Note

The iButton is locking system specific, often also user-specific. Using the iLOQ S10 locking service, different tasks can be programmed into an iButton.

iButton® is a registered trademark of Dallas Semiconductor Corp.

The front panel contains the following indicator lights:

Indicator light	Description
Batt	<ul style="list-style-type: none"> • Green light = Is on when the device is on powered by the batteries, and the batteries have enough power. • Red light = Is on when there is not enough power in the batteries. Turns on for a short while also when the lock programming cable is inserted to the lock. • Orange light = Is on when the device is communicating with the lock.
Status	<p>Indicates the lock's programming status as follows:</p> <ul style="list-style-type: none"> • Green light = The programming was done successfully. • Green blinking light = The lock's log was read successfully. • Red light = A programming error (for example, the received programming package is not intended for the lock in question). • Red blinking light = The memory of the programming device is full. • (While programming the lock) After an orange Batt light, the Status light is not turned on at all, and the Batt light returns to green = There was no programming package intended for the lock in the programming device's memory.
COM left	A green light is on when the device is connected to a computer via a USB port. The device is then powered via the USB cable.
COM right	<p>In case a Bluetooth module is connected to the device, a green light blinks momentarily after the power is turned on (programming device P10S.20).</p> <p>Green light is on when the device is connected to a computer or a mobile phone using Bluetooth.</p>

The top panel contains both a USB port and a jack for the lock programming cable.

You can transfer multiple key and lock programming tasks to the memory of the programming device, as well as tasks for reading the lock's log. There are 378 free memory locations in the memory. One lock log consumes 13 memory locations; programming a key or a lock consumes one location.

USING THE PROGRAMMING DEVICE

This chapter deals with the main tasks in using the programming device.

Starting the programming device

The device is started by pressing the Power On/Off button on the front panel. If the device is connected to a computer through a USB port, the power is turned on automatically.

When the power is turned on, all four indicator lights show green light for a couple of seconds.

Note

When starting the device from the Power On/Off button, hold the button down long enough so that the battery light turns on. When turning the device off, hold the button down long enough so that the power is switched off and the indicator lights turn off.

Programming of locks

To program locks, there must be either one programming task transferred to the token or several programming tasks transferred to the memory of the programming device. For more information, see sections "Ordering and programming of locks" and "Transferring lock programming tasks to the programming device" in the *iLOQ S10 Locking Service User's Guide*.

The programming of locks is done as follows:

1. Start the programming device by pressing the Power On/Off button.
2. Connect the iButton (token) to the programming device.
3. Connect the lock programming cable to the programming device.
4. Insert the programming cable into the lock.
5. Wait until a green Status light turns on to indicate that the programming was successful. A red Status light indicates that there was an error in the programming.
6. Remove the programming cable from the lock.
7. Download the information from the programming device using the computer and the locking service or using the mobile phone. The information is downloaded automatically when logging on to the locking service.

Programming of keys

To program keys, the key programming task must be successfully transferred to the memory of the programming device. For more information, see section "Transferring key programming tasks to the programming device" in the *iLOQ S10 Locking Service User's Guide*.

The programming of keys from the memory of the programming device is done as follows:

1. Start the programming device by pressing the Power On/Off button.
2. Connect the iButton (token) to the programming device.
3. Insert the key to be programmed into the keyhole on the front panel of the programming device.
4. Wait until a green Status light turns on to indicate that the programming was successful. If the Status light is not turned on, the memory of the programming device contains no programming package for the key.
5. Remove the key from the keyhole.
6. Download the information from the programming device using the computer and the locking service or using the mobile phone. The information is downloaded automatically when logging on to the locking service.

Reading a lock's log

To read a lock's log information, no data needs to be transferred to the memory of the programming device.

To read a lock's log information:

1. Start the programming device by pressing the Power On/Off button.
2. Connect the iButton (token) to the programming device.
3. Connect a lock programming cable to the programming device.
4. Place a token in the programming device.
5. Press the button for reading the lock's log (the button with the blue dot) and insert the lock programming cable into the lock. Keep the button pressed down until the red Batt light turns orange.
6. A green Status light blinks on the front panel of the programming device when the log data has been successfully transferred to the memory of the programming device.
7. Download the log information from the programming device using the computer and the locking service or using the mobile phone. The log information is downloaded automatically when logging on to the locking service.

Battery replacement

The programming device uses two 1.5 V AA batteries or one AA accumulator. To replace a battery, remove the lid of the battery compartment from the back panel of the programming device.

INSTALLATION

The computer and the mobile phone communicate with the programming device using a serial port. The device contains two serial ports: a virtual USB serial port, and a serial port provided as a Bluetooth service. The USB connection is intended for communicating with a computer and the Bluetooth connection for communicating with a mobile phone. The Bluetooth connection can also be used with a computer, but it is more convenient to use the USB port.

Installing the programming device to a computer using a USB port

- Operating system: Windows XP / Vista / 7
- The USB driver is installed automatically if the computer is connected to the network
- The COM port is installed automatically

To install the device:

1. Connect the programming device to the computer's USB port with a USB cable and wait until the system displays a message indicating that it has found a new device.

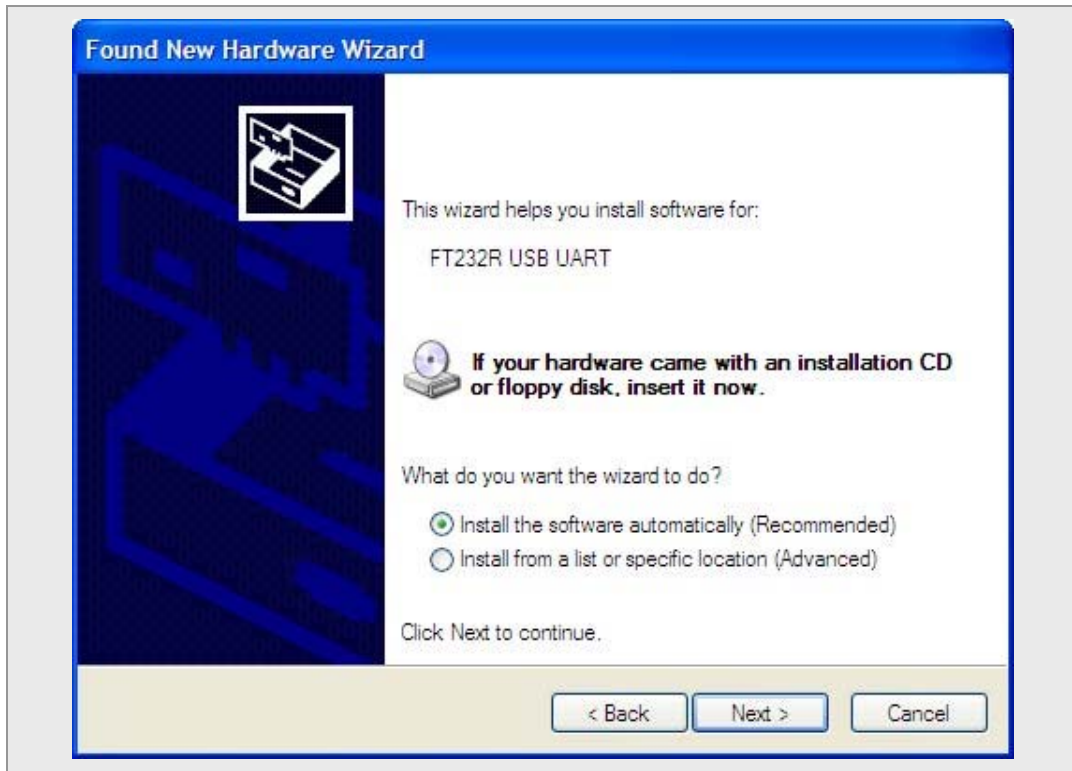
The **Found New Hardware Wizard** window is displayed.



2. To answer the question **Can Windows connect to Windows Update to search for software?** select the option **Yes, now and every time I connect a device.**

This is to ensure that the system stays up-to-date.

3. Click **Next.**



4. Select **Install the software automatically (Recommended)** and then click **Next**.

The program searches for the software to be installed. This may take several minutes.



5. When the program has completed installing the software, click **Finish**.



6. Select **Install the software automatically (Recommended)** and then click **Next**.
7. When the program has completed installing the software, click **Finish**.

Configuring the Bluetooth connection

Configuring the Bluetooth connection varies according to the model and operating system version of the mobile phone or computer.

Read the computer's or mobile phone's operating instructions and do as follows:

1. Search for a new Bluetooth device.
2. The name of the P10S device can be found from the serial number label on the bottom of the programming device's battery compartment.
3. Connect the programming device so that it forms a pair with the computer or mobile phone.
4. Enter the PIN code (or the code issued by the factory) as 90630.
5. Enable the serial port service for the programming device using the mobile phone.
6. Add a new port for outgoing data for the device and select one of the mobile phone's available serial ports as serial port number.