Dear Valued Customer,

Thank you for choosing this iLOQ product. The iLOQ Privus is an innovative, top-security locking system for homes and small enterprises. The system comprises locking cylinders, user keys, and programming keys. With iLOQ Privus, it is easy to define access rights to your home, vacation home, or your company.

Familiarize yourself carefully with this programming guide before the installation and use of the product. Store the programming guide for future use.

For further information on iLOQ products, please visit www.iLOQ.com

iLOQ Privus – Programming Guide

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1 Starting guide

1.1 Symbols used in this guide:

Programming key (red)

Finishing key of programming (green)

User key

Final result (the key turns / the key does not turn)

1.2 Before commissioning

Important! Read this before commissioning!
Before the commissioning programming, the lock must be installed in its place. (See installation instructions.)

A new lock must be in factory mode before commissioning. A lock in the factory mode can only be opened only with the green finishing key for programming (the key turns in the lock). A lock taken into use cannot be opened with the green finishing key for programming. To verify that the lock is in the factory mode, push the green finishing key of programming into the lock and turn it. If the key does not turn, go to section "3.4 Restoration of the lock to factory mode".

Programming succeeds best when you push the key calmly into the lock.

Note: The lock can neither be programmed nor returned to factory mode without the red programming key. Store the programming key and the green finishing key carefully just like any other valuables at home. Always keep the programming key and the finishing key together. The red programming key must not be used as a user key.

2 Commissioning

To commission the lock:

1. Insert the red programming key into the lock *once* so that the key turns. This programming key takes control of the lock.

2. Insert the green finishing key of programming into the lock *once*. The key turns.

Note: The lock can neither be programmed nor returned to factory mode without the red programming key. Store the programming key and the green finishing key carefully just like any other valuables at home. Always keep the programming key and the finishing key together. The red programming key must not be used as a user key.

3 Programming of the lock when one programming key is in use

16 user keys at a maximum can be added to the lock by one programming key.

You can keep record of the keys programmed to the lock by registering the programmings and the handovers of the keys to the key register form under section 6. You can also print the form from the iLOQ website www.iLOQ.com

Note: In case a key does not turn as described during the programming procedure, the programming has been interrupted. Cancel the programming by inserting the green key once in the lock so that the key turns and start the programming procedure from the beginning.

You can check that the lock is not in the programming mode by inserting the green finishing key of programming into the lock. With the green key, the lock can be opened only when in the factory mode or once when finishing the programming.

3.1 Adding a key

1. Insert the red programming key into the lock *once.* The key turns.

2. Insert the user key to be added into the lock *once.* The key turns.

3. Insert the finishing key of programming into the lock *once.* The key turns.

4. Repeat steps 1-3 to add more keys.

5. Test if the keys were successfully added by turning the added keys in the lock. The keys turn.

Note: If the user key is pushed into the lock too quickly, the key might not turn. If the key doesn't turn, abort the adding of keys by inserting the green finishing key of programming once. The key turns.

Insert the user key in question into the lock. If it turns, it has been successfully added to the lock and the adding of keys can be continued from step 1.

If the user key in question does not turn, it has not been added to the lock. Start from step 1 and add the key according to the instructions.

3.2 Removing a key

To remove a key (one or several) from the lock:

1. Insert the red programming key into the lock *twice.* The key turns.

2. Insert the user key to be removed into the lock *once.* The key turns.

3. Repeat step 2 for all user keys to be removed.

4. Insert the green finishing key of programming into the lock *once.* The key turns.
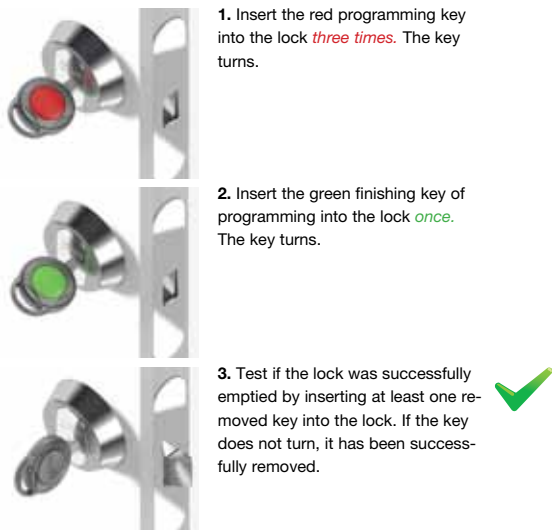

5. Test if the keys were successfully removed by turning the removed keys in the lock. If the keys do not turn, they have been successfully removed.

3.3 Emptying the key list

To remove all keys previously added to the lock by a given programming key:

1. Insert the red programming key into the lock *three times.* The key turns.

2. Insert the green finishing key of programming into the lock *once.* The key turns.

3. Test if the lock was successfully emptied by inserting at least one removed key into the lock. If the key does not turn, it has been successfully removed.

3.4 Restoration of the lock to factory mode

When the lock is restored to factory mode, all programming and user keys previously added to it are removed.

1. Insert the programming key into the lock *four times.* The key turns.

2. Insert the finishing key of programming into the lock *once.* The key turns.

3. Test if the lock is in factory mode by turning the green finishing key of programming in the lock. If the key turns, the lock is in factory mode.

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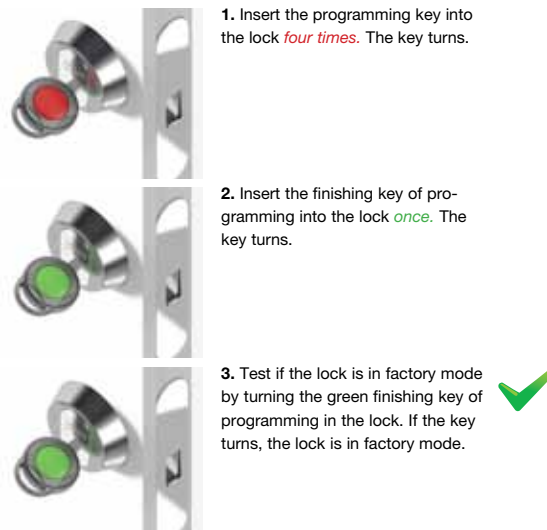
4 Programming of the lock when two programming keys are in use

4.1 Adding a second programming key

By acquiring and programming a second programming key to the lock you can increase the number of the user keys of the lock to 32 keys. The user keys programmed with the first and the second programming key are saved to their own key lists (16 user keys per key list). The second list can be used to list the user keys that have been handed over temporarily, for example. The list can be emptied if necessary as described under section 3.3.

1. Insert the first programming key that has already been commissioned into the lock *once.* The key turns.

2. Insert the second programming key into the lock *once.* The key turns.

3. Insert the finishing key of programming into the lock *once.* The key turns.

4.2 Programming the lock using two programming keys

When the second programming key has been activated, user keys are added to the lock as described under section 3.1.

The added user keys are saved to the key list of the used programming key. Thus, two programming keys build two key groups.

A single user key can be removed from the lock as described under section 3.2. Either one of the red programming keys can be used for removing the keys.

Each programming key only empties its own key list. The key list is emptied as described under section 3.3.

If two red programming keys are in use, the other one can be removed as follows: First empty the key list of the programming key in question as described under section 3.3.

The programming key can then be removed like a user key as described under section 3.2.

The lock can be restored to factory mode with either one of the programming keys added to the lock. Note: When the lock is restored to factory mode, all programming and user keys previously added to the lock are removed. Note also that a user key already included in a key list cannot be added to another list.

5 Removing a lost key

If only one red programming key is in use, start by emptying its key list as described under section 3.3. The lost key will be deleted from the lock. To restore the remaining keys of the list to the lock, add them as described under section 3.1.

If two red programming keys are in use, empty the key list containing the lost key as described under section 3.3. Continue by restoring the remaining keys of the list to the lock as described under section 3.1. If you do not know which list contains the lost key, empty both key lists and then continue by restoring the remaining keys on their own lists.

6 Key register

	User	Stamp of the key	Lock 1	Lock 2	Lock 3	Lock 4	Lock 5	Lock 6	Program- ming key
1									
2									
3									
4									
5									
6									
7									
8									

	User	Stamp of the key	Lock 1	Lock 2	Lock 3	Lock 4	Lock 5	Lock 6	Program- ming key
9									
10									
11									
12									
13									
14									
15									
16									

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