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USER GUIDE
KEYPAD FINGERPRINT LOCK MODEL:LIS2010-MT-1800/11

Contact us
Address:No. I Pingxi Industrial Park, PingZhou, Nanhai, Foshan, Guangdong, China E-mail: info@levellock. com
Web:www. levellock. com

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1.2 Basic Functions

1 A perfect combination of Mechanical \& Electrical Integration and biometric technology.
23 unlocking ways: fingerprint, code and mechanical key.
3 International standard mortise, flexible using and good expansiveness.
3 International standard mortise, flexible using and good expan
Reversible handle design, either left or right direction to open.
${ }_{6}^{5}$ Can delete certain fingerprint separately.
${ }^{6}$ Can delete certain fingerprint separately.
8 Low voltage alarm: when battery voltage is low, use finger or code to open, beeps warning sounded to remind for battery
replacenent.ln this case still will be opened 100 times
Extra power supply: in case of low voltage, standard port is provided for 9 V handy battery
${ }_{10}$ Passage mode: easily set the lock to passage mode for conference purpose.
11 Self-lock function: when wrong fingers and code was input for 10 times, fingerprint reader and \# will be locked for a certain period 12 With light, sound and LED indication for easy operation.

### 1.3 Lock Components






single-latch mortise(for 70)
1.6 Exploded diagram


### 2.1 Installation Requirement

- Door Substance: wooden door and steel burglarproof door (Steel door, the hold should be cut by door supplier.) - Door thickness: $35-55 \mathrm{~mm}$
- If the door is decorated, the dimension between the door edge and decoration should be at least 100 mm .


Left-handle
Right hande When standing outside the room and facing the door, the hinge is on the left hand side.
Inside open When standing outside the room and facing the door, one has to push forward to open the door.
Outside open When standing outside the room and facing the door, one has to pull out to open the door.

### 2.3 Installation Steps

2.3.1. Hole-making

Drill and cut the hole according to the installation drawings or hole-making templates to locate the mortise and lock body. It's recommended to locate the handle center line 100 cm from the ground.



2.3.2. Lock Installation.


## STEP 1 Install the mortise

Install $60 / 70$ single-latch mortise based on the left fig.




STEP 2 Install the lock panels
Install the lock following (1) to (7).

## STEP3 Set passage mode, install screws to fix lock body and put in batteries



STEP 4 Cancel Passage Mode


### 3.1 Finger placement



### 3.2 Light and Sound Prompt

3.2.1 Instruction

Sound prompt: the sound given out by the buzzer in the lock. Light prompt: the light seen on the front panel of fingerprint lock.

### 3.2.2 Light and Sound Prompt Illustration

| Operation \| | Sound Prompt | \| Light Prompt | | Digital display | 1 | Remark |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Fingerprint enrollment | "Di.Di..." one short and one long sounds | Blue light on | 00-99 |  | 00-99 indicates the fingerprint position |
| Code setting | "Di.Di..." one short and one long sounds | Blue light on | n0 |  | n0-n2 indicates that the code belongs to group 0-2 |
| Unlock with fingerprint | "Di."one short sound | Bue light on | 00-99 |  | 00 indicates the fingerprint position |
| Unlock with code | "Di."one short sound | Blue light on | no |  | n 0 indicates that the code belongs to group 0 |
| Invalid fingerprint | "Di" one short sound | Red light on | -- |  | When use invalid fingerprint to open |
| Cannot detect fingerprint | "Di.Di." two short sounds | Red light on | -- |  | -- |
| Invalid code | "Di, Di' two short sounds | Red light on | - |  | When use invalid code to open |
| Passage mode | "Di..." one long sound | Blue light on | -- |  | Bue light flashes every 4 seconds |
| $\begin{aligned} & \text { Low power } \\ & \text { state } \end{aligned}$ | "Do, Re, Mip three music sounds | Red light on | -- |  | When use fingerrorint and code to open |
| Self-locked <br> state | "Wu, Wu, Wu" three sounds alarm | Red light on | -- |  | The state will be cancelled automatically after 5 minutes |
| Fingerprint memory is full | "Di.Di. Di. Di." four short sounds | Red light on | FU |  | Fingerprint memory is full |
| Fingerprint sensor is damaged | "Di" short sound | Red light flashes 3 times | - |  | - |

### 3.3 Fingerprint Enrollment

Remove the Battery Box Cover, press the Set Switch, a long "Di..." sounded, digital display shows "00" (stands for the registered total fingerprint number). Red and blue light flashes alternately, continually press "\#" twice. Red light
turns on, digital display shows any number from " 03 to 99 " (stands for the smallest position number of a new turns on, digital display shows any number from " 03 to 99 " (stands for the smallest position number of a new
fingerprint. If you want to enroll the fingerprint in a specific position, please press " $\#$ " first and input the specific position number.), , fingerprint window lights up blue, indicating the lock is under fingerprint enrollment state.
A. Put the finger onto the fingerprint window. When a short "Di" is sounded, the first fingerprint identitication surceeds. Do
not remove finger until a long "Di" is sounded, blue light flashes once, and digital lisplay firstly shows"03"and then
black out which indicates the success of the enrollment operation, and the fingerpint has been registered in" ${ }^{4}$ " not remove finger until a ong "Di" is sounded, blue light flashes once, and digital display firstly shows" "O3"and
black out, which indicates the success of the enrollment operation, and the fingerprint has been registered in 03 ".
B. Following instruction A , but the red light flashes once, digital display shows " 00 " together with two short "Di. Di". It
means the operation fails. peration falis.
C. If the same fingerprint is enrolled for the second time, its previously registered position number will be shown on digital
display, blue light flashes one time and a long "Di..." sounded, and then exit fingerprint enrollment state.

### 3.4 Master Fingerprint

The three fingerprints of "00-02" are read as master fingerprints
Functions of master fingerprint
Functions of master fingerprint

1. Unlock the door
2. Selete code/fingerprin
3. Delf

### 3.4.1 Operation of setting master fingerprint

Remove the Battery Box Cover, press the Set Switch, a long "Di..." sounded, red and blue light flashes alternately, press "\#" once, enter position number of master fingerprint"00-02" ",then press " "\#"
window lights up, indicating the lock is under the state of master fingerprint setting.
A. Put the finger onto the fingerprint window. When a short "Di-" is sounded, the first fingerprint identification succeeds. Do not remove finger until a long "Di-"is sounded, blue light flashes once, and digital display firstly shows"00"and then
B. Following instruction A , but the red light flashes, together with two short " Di - $\mathrm{Di}-$ ". It means the operation fails.
3.4.2 Operation of setting other fingerprints with master fingerprint

Press "\#" continuously for 3 seconds, a long "Di..." sounded, red light and fingerprint window lights up. Put the master inger onto the fingerprint window, after a long "Di..." is sounded, red and blue light flashes alternately, continuall
press "\#" twice, red light on, digital display shows any number from "03-99"(stands for the smallest position number a new fingerprint. If you want to enroll the fingerprint in a specific position, please press "\#" first and input the specific position number), fingerprint window lights up, indicating the lock is under fingerprint enrollment state.
A. Put the finger onto the fingerprint window. When a short "Di-" is sounded, the first fingerprint identification succeeds. Do not remove tinger until a long "Di-"is sounded, blue light flashes once, and digital display firstly shows "O3"and
black out, which indicates the success of the enrollment operation, and the fingerprint has been registered in the black out, which
position of " 03 ".
B. Following instruction A , but the red light flashes, together with two short " Di - Di -". It means the operation fails,
3.4.3 Operation of setting code with master fingerprint

Press "\#" continuously for 3 seconds, a long "Di..." sounded, red light and fingerprint window lights up. Put the master finger onto the fingerprint window, after a
once, red light on, digital display shows "--"
A. Input an eight-digit code started with 01 or 02 , press " " $\#$ " to contirm, digital display shows correspondingly " $n 1$ " "or" $n 2$ ", accompanied with a short "Di-" "from buzzer. Re-input the code again and contirm it by pressing"\#", a long "Di--" (Note: " n 1 "or " n 2 " is the corresponding code position)
B. Input an eight-digit code started NOT with 01 or 02 , press " "\#"to confirm, digital display shows" 0 ", accompanied with a short "Di-" from buzzer. Re-input the code again and confirm it by pressing "\#", a long "Di---"sounded, blue light
flashes once, and "n 0 " is shown again. It means the success of the setting operation.
C. Following the above instructions, but the red light flashes together with two short "Di-Di-".It means the setting operation fails.
D. If two groups of codes should be set, start with 01 or 02 , that is $01^{* * * * * *}$ and $02^{* * * * * *}$, if one group of code should be set, DO NOT start with 01 or 02.
3.4.4 Operation of deleting fingerprint with master fingerprint

Press """ continuously for 3 seconds, a long "Di..." sounded, red light and fingerprint window lights up. Put the master
finger onto the fingerprint window, after a long "Di-"is sounded, red and blue light flashes alternately, then press Press " continuously for 3 seconds, a long "Di.." sounded, red light and fingerprint window lights up. Put the master
finger onto the e fingerprint window, after a long "Di-"is sounded, red and blue light flashes alternately, then press
u**"once, red light on, digital display shows"--" indicating under fingerprint deletion state. Then input the fingerprint "*"once, red light on, digital display shows"-." indicating under fingerprint deletion state. Then input the fingerprint
position number you want to delete, for example: "08", digital display shows " 08 ', press " " $\#$ " to confirm. If the buzzer position number you want to delete, for example: " "8", digital display shows " 08 ', press
gives out a long "Di-", and blue light flashes once, it means deletion operation succeeds.
3.4.5 Operation of deleting code with master fingerprint

Press " " $\#$ " continuously for 3 seconds, a long "Di..." "sounded, red light and fingerprint window lights up. Put the master

A. Input the code to be deleted, for example " $01^{* * * * * * *) ~(* ~ s t a n d s ~ f o r ~ a n y ~ n u m b e r, ~ w h i c h ~ m e a n s ~ c o d e ~ c o u l d ~ b e ~ d e l e t e d ~ e v e n ~}$ Input the code to be deleted, for example "or
forgot it), and press " tu confirm. If the buzzer gives out a long "Di-", and digital display flickers " n 1 ", it means the
deletion operation succeeds.
B. If not sure the code input, or any other accidental circumstance, press "*" to return and stop the operation, buzzer gives out two short "Di. Di." by the mean time. If no further operation is made in 10 seconds, the system will get out of the
deletion state automatically, accompanid with two short "Di-" from the buzzer. deletion state automatically, accompanied with two short " $\mathrm{Di}-$ " from the buzzer.
C. If the buzzer gives out two short " $\mathrm{Di}-$ ", and red light flashes once, it means the deletion operation fails.
3.5 Code Setting

Remove the Battery Box Cover, press the Set Switch, a long "Di..." sounded. Red and blue light flashes alternately, press " " $\#$ " once.
Red light turns on, digital display shows "--" and flashes, indicating the lock is under code setting state.
A. Input an eight-digit code started with 01 or 02 , press " "\#" to contirm, digital display shows correspondingly " "11" or "R2",
accompanied with a short "Di" from buzzer. Re-input the code again and confirm it by pressing "\#", a long "Di"... accompanied with a short "Di" from buzzer. Re-input the code again and contirm it by pressing "\#", a long "Di"...
sounded, blue light flashes once more, and "n1" or "n2" is shown again. It means the success of the setting operation.
B. Input an eight-digigi code started NOT with 01 or 02 , press " " "to confirm, digital display shows "n", accompanied with a
short " Di " from buzzer. Re-input the code again and confirm it by pressing " $\#$ ", a long " D "... sounded, blue light flashes short "Di" from buzzer. Re-input the code again and confirm it by pressing "\#", a lon
once more, and "no" is shown again. It means the success of the setting operation.
C. Following the above instructions, but the red light flashes, digital display shows "--", together with two short "Di. Di". It
means the setting operation fails.
D. If two groups of codes should be set, start with 01 or 02 , that is $01^{* * * * * *}$ and $02^{* * * * * *}$; if one group of code should be set, DO NOT start with 01 or 02 .

### 3.6 Code Resetting

A. Following the above steps, and input a new code started with " 01 " or " 02 ", then the new $01^{* * * * * * *}$ code will cover the old 01 code ;
similarly, $02^{* * * * * *}$ will cover the old 02 code.
B. If the " 01 " or " "2" code has been set or existed, but another code started NOT with " 01 " and " 02 " is needed, in this case, user has to initialize the system to empty the existing codes.
C. If code started NOT with "01" or "02" has been set or exited, but " 01 " and "02" codes are needed, user has to initialize the system to empty the existing code.

### 3.7 Unlock with Fingerprint

A. When the lock is still under factory mode (no code or fingerprint inside)any fingerprint could open it. Press "\#" key, at hearing short "Di" and seeing "n n" on the digital display, as the fingerprint window turns on blue, put any fingerprint on it. Buzzer gives
out a reminding short "Di" and blue light flickers once, in this case, turn the handle to oopen the door. However, if the fingerprint is out a reminding short "Di" and blue light flickers once, in this case, turn the handle to oonen the door.
not read properly, the buzzer gives out one short "Di.", red light flickers, and the door is not opened.
B. When the lock is set up with fingerprint(s), press """, at hearing a short "Di" and seeing the fingerprint window light up, put the valid fingerprint on it. Buzzer gives out a short "Di", blue light flickers, and the fingerprint position number, for example " "9", will
be shown on the digital display. At this moment, turn the handle to open the door. If the fingerprint is not properly read, buzzer be shown on the digital display. At this moment, turn the handle to open the door. If the fingerprint is not properly read, buzzer
gives out one short "Di." and red right flickers, and turn the handle, the door is not opened.

### 3.8 Unlock with Code

A. Input one valid 8 -digit code (at most 30 numbers can be input for hiding the real code, but the valid 8 -digit code must be input continuously), when hearing a short "Di" and seeing blue light flickers, digital displays shows the code number, for example " n 1 ", continuously, when hearing a short "D
then turn the handle to open the door.
B. If input an invalid code, the buzzer gives out two short "Di.Di.", red light flickers, and turn the handle, the door is not opened.
C. There is NO initial code in factory mode.
3.9 Deletion of One code
A. Remove the battery cover, press the Set Switch, a long "Di..." sounded, red and blue light flashes alternately, press "*", the red light turns on, and the digital display shows "--" and flickers, which indicates the lock is under deletion state.
B. Input the code to be deleted, for example "01******" ( stands for any number, which means code could be deleted even forgot it), and press " "\#" to confirm. If the buzzer gives out a long "Di...", and digital display flickers " n 1 " and then get static, it means the deletion operation succeeds.
C. If the buzzer gives out two short "Di. Di.", and red light flashes once, it means the deletion operation fails.
D. If not sure the code input, or any other accidental circumstance, press "**" to return and stop the operation, buzzer gives out two short "Di.D" in the mean time. If no further operation is made
automatically, accompanied with two short "Di. Di." from the buzzer

### 3.10 Deletion of One Fingerprint

A. Remove the battery cover, press the Set Switch, a long "Di..." sounded, red and blue light flashes alternately, press "*", the red A. Remove the battery cover, press the Set Switch, a long "Di..." sounded, red and blue light flashes alternat
light turns on, and the digital display shows "--" and flickers, which indicates the lock is under deletion state.
B. Then input the fingerprint position number to be deleted, for example " 08 ", digital display shows " 08 " and flickers, press " " $\#$ " to confirm. At hearing a long "DI" and static "08" shown on digital display, it means the fingerprint deletion succeed.
C. If the buzzer gives out two short "Di.Di.", and red light flashes once, it means the deletion operation fails.

### 3.11 System Initialization

Through initialization operation, all information in the system can be deleted. In this case, any fingerprint can open the lock.
A. Remove the battery cover, take off one of the four batteries, and press any one key to run out the left power.
B. Keep pressing the Set Switch and hold on, put back the battery, after about 5 seconds, one long "Di..." sounded and or all codes are cleared.
C. If keep pressing the Set Switch and hold on, after another about 5 seconds, red light turns off, fingerprint window turns digital display, which means all fingerprints are cleared.

### 3.12 Passage Mode

Passage Mode: door can be opened from outside by simply turning the handle. Under passage mode, blue light flickers every 4 seconds alternately.
3.12.1 How to Set Passage Mode
A. Unlock the door with code, and press "*" before the motor turns back to the original place, buzzer gives a long "Di...", blue light flickers every 4 seconds, the lock is under passage mode.
B. Unlock the door with fingerprint, and press "*" before the motor turns back to the original place, buzzer gives a long "Di...", blue light flickers every 4 seconds, the lock is under passage mode.
C. Turn mechanical key $72^{\circ}$ clockwise to set Passage Mode.
3. 12.2 How to Cancel Passage Mode
A. Unlock the door with either fingerprint or code, the passage mode is canceled.
B. Turn mechanical key $55^{\circ}$ counter-clockwise to cancel Passage Mode.

### 3.13 System Self-locked Function

A. When enter wrong codes continuously for 10 times, buzzer gives three "Wu, Wu, Wu" alarm, red light flickers, the keypad will be locked for 5 minutes. At this time, keypad can be released by unlocking the door with valid fingerprint.
B. When input invalid fingerprint continuously for 10 times, buzzer gives three "Wu, Wu, Wu" alarm, red light flickers, fingerprint reader will be locked for 5 minutes. At this time, fingerprint reader can be released by unlocking the door with valid code.
C. If both keypad and fingerprint reader are locked by wrong operation, system will be locked for 5 minutes. After that, the system works again.

### 3.14 Low battery alarm and external power supply

When the sound "do-re-mi." is heard during opening the lock, it indicates the lock in low battery state. The lock can still be opened about 100 times by fingerprint or code in this state. Is the power if run out (neither fingerprint nor code can open),
external power supply or mechanical key can make open the lock. It is strongly recommended to replace battery when it is low.
4.1. Battery Replacement
A. Insert a small tool into the Hole for opening Battery Box Cover (Fig1), press it and move upwards to open the cover (Fig2).
B. Chage batteries


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### 4.2 Daliy Mainenencice

1. Keep the lock from corrosive material, to protect the lock finishing and keep the lock surface glossy.
2. Do not hang things on handles, so as to keep good flexibility of handle.
3. If the door is distorted and latches are difficult to go into the strike plate, please adjust the position of the strike plate.
4. After long-term using, the fingerprint window will be cumulated dirt, please clean the fingerprint window with soft cloth
5. Please immediately change the batteries when the low-power alarming is given out.
6. When changing the batteries, please make sure the correction of batteries' positive and negative terminal.
7. It is recommended to enroll 2 fingerprints for each user for standby, in case of any accidental circumstance.
8. It is recommended to put the mechanical keys and other accessories together for safekeeping.

### 4.3. Trouble Shooting

| Phenomenon | Reason | । | Solution |
| :---: | :---: | :---: | :---: |
| Fail to unlock the door with fingerprint, red light flickers and buzzer gives out one short "Di" | 1.Invalid fingerprint <br> 2.The fingerprint has been deleted. |  | Unlock with valid fingerprint. |
| Unlock the door with valid fingerprint, but fail, together with flickers of red right, and one short "Di" from buzzer | 1.The deviation of the valid fingerprint is too big. 2.The fingerprint is worn out or injured. |  | 1. adjust the position of the fingerprint as accurately as possible. <br> 2. Unlock with other valid fingerprint |



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