

OneKEY

IR3 Usage Instructions



System Components

1. IR3 Key (AK4400)
2. IR3 Charger (AK4408)
3. IR2 Programming Station (PK4401) or Key Authorisation Station (AK4401)
4. Power Supply for Programming Station / Key Authorisation Station (KAS)
5. Power Supply for Charger

System Overview

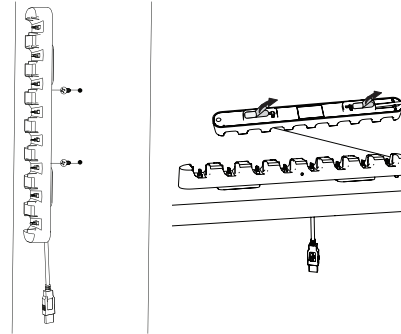
IR3 Keys need to be reauthorised after each charge. The IR3 Key is compatible with either the IR2 Programming Station or the Key Authorisation Station. For auditing and zoning capabilities, use the Key Authorisation Station with InVue Access Manager. Refer to installation of InVue Access Manager for programming instructions.

Battery Warnings

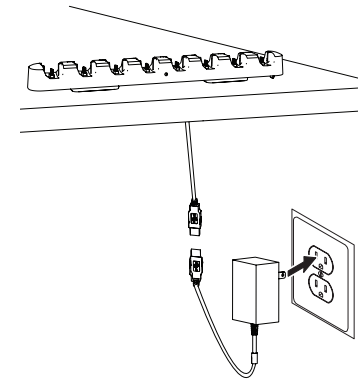
- › Key contains a lithium-ion battery
- › Battery is not replaceable
- › Entire device should be recycled at an approved center for rechargeable batteries
- › Do not immerse in water
- › Do not place in fire or heater
- › Do not disassemble, puncture or pierce

- 1 **Charger Mounting Options**
Screw Mount: Drill two screws provided into fixture 5" (128 mm) apart (horizontally or vertically). Hang charger on screws using holes on back of charger.

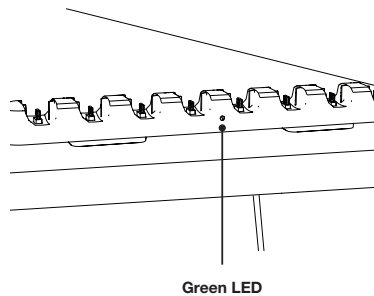
Adhesive Mount: Remove liner from adhesives on bottom of charger. Press and hold charger to fixture for 10 seconds.



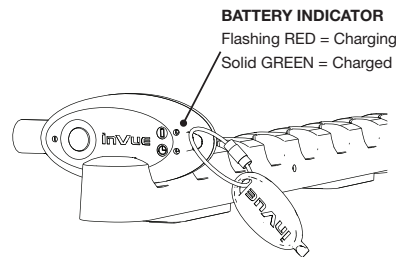
- 2 Connect cable components of power supply. Plug 5.3 USB-A power supply into charger and outlet.



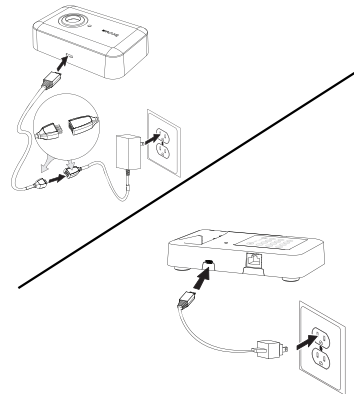
- 3 Confirm green LED is on. If green LED is not on, confirm power is getting to charger.



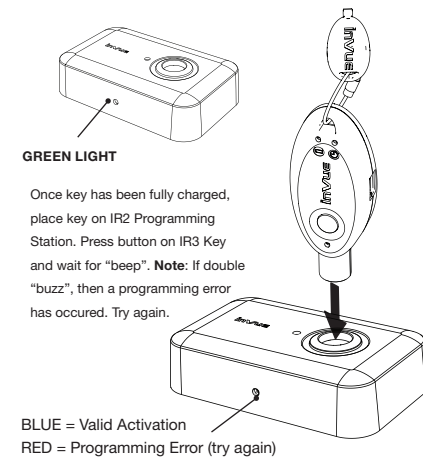
- 4 Fully charge key. **Note:** Charger may take several seconds to recognise inserted key. Once key has been recognised, battery indicator will light up. A completely depleted battery may take up to 3 hours to reach full charge.



- 5 Plug power supply into outlet and IR2 Programming Station (PK4401) or Key Authorisation Station (AK4408). **Note:** For auditing and zoning capabilities, refer to InVue Access Manager installation.



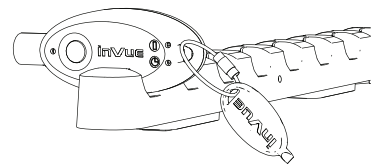
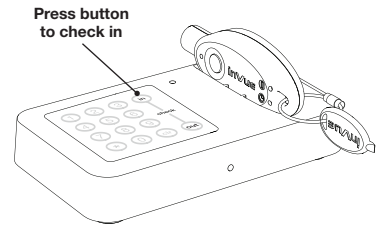
- 6 For use with IR2 Programming Station, confirm green light is on and constant. If green light is not on, confirm power is getting to programming station momentarily.



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7 If key was checked out at beginning of shift, check back in at end of shift to de-authorise.

Return key to charger at the end of each shift.



BATTERY INDICATOR LIGHTS (When key is **out** of KAS)

If LED is **GREEN** when button is pressed, the battery is good (continue use).

If LED is **flashing ORANGE**, the battery is low (return to Key Authorisation Station soon).

If LED is **RED** when button is pressed, the battery is too low for use (return to Key Authorisation Station immediately).

ACTIVATION LIGHTS (When key is **out** of KAS & button is pressed)

GREEN = More than 1 hour of activation time remaining (continue use)

ORANGE = 1 hour or less of activation time remaining (return to Key Authorisation Station soon)

RED = Deactivated (return to Key Authorisation Station immediately)

POWER LIGHTS (When key is **out** of KAS & button is pressed)

BLUE = Activated and can provide power

RED = Not activated or battery too low for wireless devices. Check other LED's for activation time or battery charge level.

Flashing PURPLE = Unlocked cabinet reminder or error "buzz"

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