

The Ukey Keyless Systems are designed to control unauthorized use of any type of equipment.

Troubleshooting FAQ's

Q: My system will not power up.

A: When powered up, the beeper sounds (beep test) and all LEDs flash (LED test). If this does not happen, check for a blown 30 amp fuse and/or power going to the large red wire and negative going to the large black wire. Replace fuse and/or repair wiring going to unit.

Q: All of my LEDs flash constantly, how do I clear this?

A: The only way to clear this is with a successful master or user code. Enter the proper code then **Wait for the unit to accept it.** This should clear the LEDs. What this usually means is that your unit has been tampered with 6 or more times and you should be concerned that someone is tampering with your machine.

Q: If my machine has the battery disconnected, will I lose my codes?

A: Absolutely not. The codes are stored in memory for up to 10 years.

Q: Someone has damaged by keypad; can i replace it?

A: Yes, you can. Simply peel the old one off, unplug the cable and install a new replacement. No codes will be lost.

Q: Will my battery run down when the keypad blinks?

A: No, the LED takes a very small signal to run, just like a car alarm.

Q: I am concerned about the durability of the unit from vibration and moisture damages

A: The keypad has 10 yr fade-resistant ink with a durable Lexan (Epoxy) coating. The main unit is coated for moisture and the enclosure is sealed.

Q: What else can I put a Ukey System on?

A: Anything that has a 12 or 24 volt dc electrical system.

Q: What is the warranty?

A: The warranty is 1 year from the date of purchase. (See warranty policy for details)



Ukey Keyless Systems
Owned & Operated by:

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Installation / User Manual

Ukey TS-1100

INTRODUCTION

Thank You for purchasing the TS1100 Keyless System. We want you to be satisfied with your purchase and if you have any questions regarding the operation of the unit, we would welcome the chance to help you by either email or telephone.

NECESSARY TOOLS

1. Wire terminal crimpers
2. 12/24 volt test light
3. File or tool for enlarging existing key switch hole.
4. 1-1/8" hole saw or unibit for speaker

INSTALLATION

1. Please note that the TS1100 **replaces your existing key-switch**. The first step is to locate the proper wires going to your existing key-switch before removing them. Make a note of power+ / Negative- / Ignition / Start / and Accessory (not used in all applications) See attached diagram for reference to wiring for and for special manlift wiring. **After locating all of your existing wiring, you must disconnect the system battery to prevent any electrical shorts that can be dangerous!**

2. Remove the existing key-switch and file or saw the existing hole to fit the keypad; deburr and clean the panel to promote adhesion of the double-sided tape. Remove the paper from the double-sided tape and place the keypad on the panel. In some cases, it may be necessary to mount the piezo in the key switch hole and mount the keypad in another direction. (The keypad can be mounted anywhere the cable will reach to).

3. Locate the piezo beeper in the desired location and drill a 1-1/8" hole, deburr and mount using the supplied plastic nut.

4. Locate main box hidden in the machine within cable distance of the keypad and beeper. You can either use mounting screws or double-sided adhesive tape to

mount the main box. If you use the tape you must clean the surface thoroughly and make sure it is flat. Once installed, the tape is difficult to remove, so make sure of the location as you are installing.

5. Connect your machine to the TS1100 using the following reference:

Red=12/24VDC positive
Black=system negative or ground
Yellow=Ignition signal
Blue=start signal
Brown=system accessory signal.
Red=positive & Black=negative (small split wires) are for the piezo beeper

Next connect the keypad cable to the rear of the keypad to the main unit. This connector is keyed and only goes one way, so do not force it. After connecting the unit you can now reinstall the positive cable to the battery.

6. You will now have a flashing red Ukey light in the middle of the keypad.

7. Testing: Please note that each button stands for two numbers - (0 / 1), (2 / 3), (4 / 5), and so on. Your unit is shipped with a 4-digit user code of **4-8-2-0**. To test the installation, press the user code and wait for the system to accept it. After it accepts the code, the Ukey light will turn green and the off position blue light will turn on. You can then push and hold the start button until your engine starts. Note: If you release the start button before the engine starts, you must push off once and then start again. This is the starter lockout feature that prevents starter damage while the engine is running. Push off once to kill the engine, push it again to log off.

8. Programming mode: Your unit was shipped with the **Master Code of 4-4-8-2-0**. While the Ukey light is blinking red, enter your 4 digit master code then wait for the system to accept it. The Ukey light should then turn green. While in this mode you can:

A. Add new 4 digit users by entering the desired code followed by **1-1-1**. The yellow light will blink showing that the code was accepted. Continue adding users (up to 124)

B. Remove a user by pushing the existing 4-digit code followed by **9-9-9**. The blue (8/9) light will blink showing that the code was removed.

C. Remove all users by pushing the (8/9) button 9 times consecutively, then while the (8/9) blinks rapidly, push (8/9) immediately. All user codes are now removed.

D. Read all existing users by pushing (2/3) nine times. All existing user will display using the corresponding LED.

E. Read the last 10 users that used your machine by pushing (0/1) button nine times. The last user will display first, then next to the last will display, etc.

Remember it is important to let the device finish displaying what you are asking for and do not interrupt the sequence.

Remember that masters cannot use the machine and users cannot program codes. After logging on as one or the other, you must log off by pushing the 'off' button before going into the other mode.

You are allowed up to 10 master codes.

For additional security, if the master is logged on for more than 2 minutes, it will automatically log off.

