InVue



IR3 Key AK4400



IR3 Charger AK4408

Key Authorization Station



System Components

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

System Overview

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

Battery Warnings

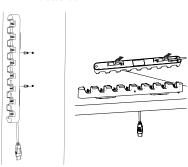
- Key contains a lithium-ion battery
- Battery is not replaceable
- Entire device should be recycled at an approved center for rechargeable batteries
- Do not immerse in water
- Do not place in fire or heater
- Do not disassemble, puncture or pierce



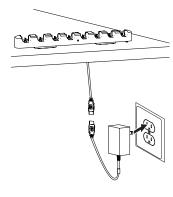
Charger Mounting Options

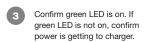
Screw Mount: Drill two screws provided into fixture 5" (128 mm) apart (horizontally or vertically). Hang charger on screws using holes on back of charger.

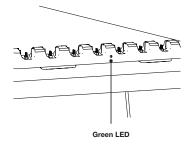
Adhesive Mount: Remove liner from adhesives on bottom of charger. Press and hold charger to fixture for 10 seconds.



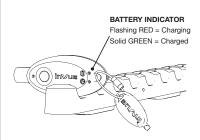




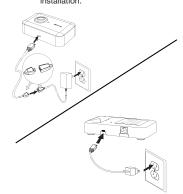




Fully charge key. Note: Charger may take several seconds to recognize inserted key. Once key has been recognized, battery indicator will light up. A completely depleted battery may take up to 3 hours to reach full charge.



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



For use with IR2 Programming Station,

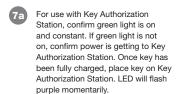
confirm green light is on and constant. If green light is not on, confirm power is getting to programming station. momentarily.



GREEN LIGHT

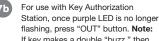
Once key has been fully charged. place key on IR2 Programming Station. Press button on IR3 Key and wait for "beep". Note: If double "buzz", then a programming erro has occured. Try again.

BLUE = Valid Activation RED = Programming Error (try again)

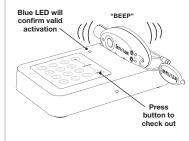




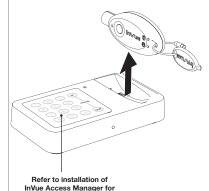




flashing, press "OUT" button. **Note:** If key makes a double "buzz," then a programming error has occurred. Remove key and try again.



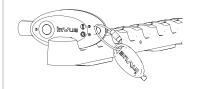
Remove key. Key is now activated for 12 hours of use. **Note:** An unlimited number of keys can be authorized by a single Key Authorization Station.



g If key was checked out at beginning of shift, check back in at end of shift to de-authorize

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
Authorization Station soon).



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

ACTIVATION LIGHTS

(When key is $\underline{\textbf{out}}$ 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 Authorization Station soon)



RED = Deactivated (return to Key Authorization Station immediately)

POWER LIGHTS

(When key is \underline{out} of KAS & button is pressed)

BLUE = Activated and can provide power



Flashing PURPLE = Unlocked cabinet reminder or error "buzz"



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