

OBSIDIAN

TOUCHSCREEN ELECTRONIC DEADBOLT

Installation and User Guide

Required tools

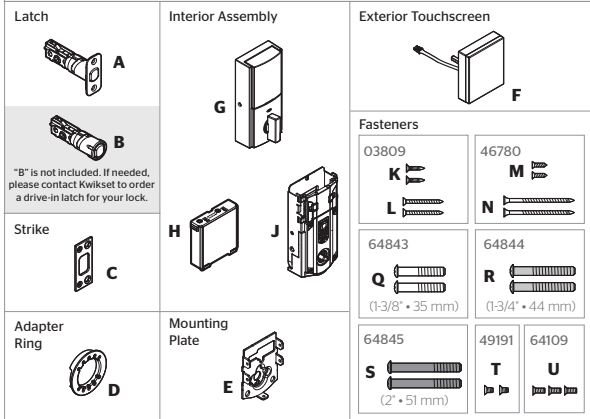


Additional Tools (depending on application)



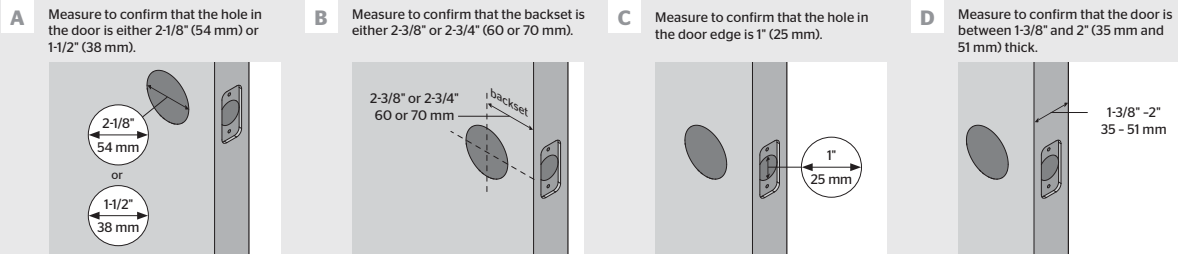
**Kwikset
Technical Support**
1-866-863-6584
www.kwikset.com

Parts in the box



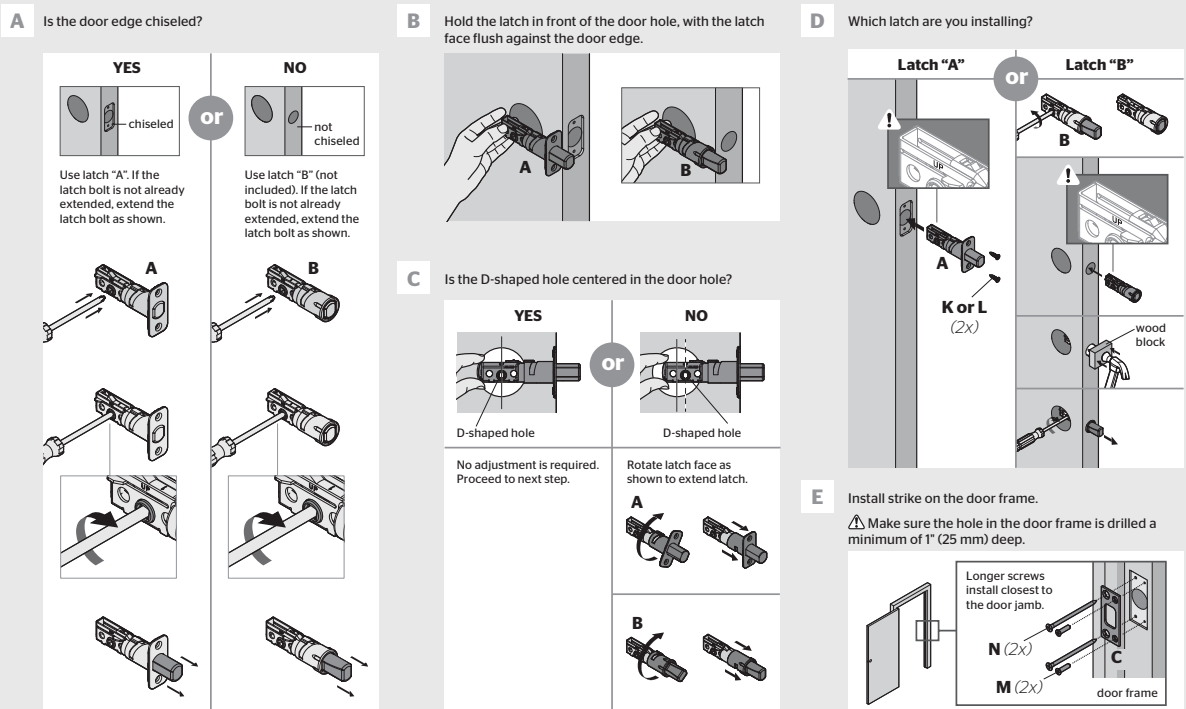
1 Prepare the door and check dimensions

If drilling a new door, use the supplied template and the complete door drilling instructions available at www.kwikset.com/doorprep.



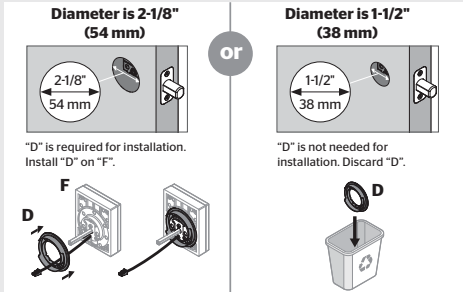
Note: Additional door preparation may be required for doors with 1-1/2" (38 mm) holes. Consult the deadbolt drilling instructions at www.kwikset.com/doorprep.

2 Install the latch and strike

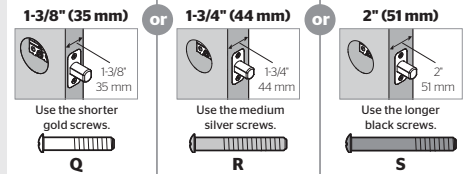


3 Install the exterior touchscreen

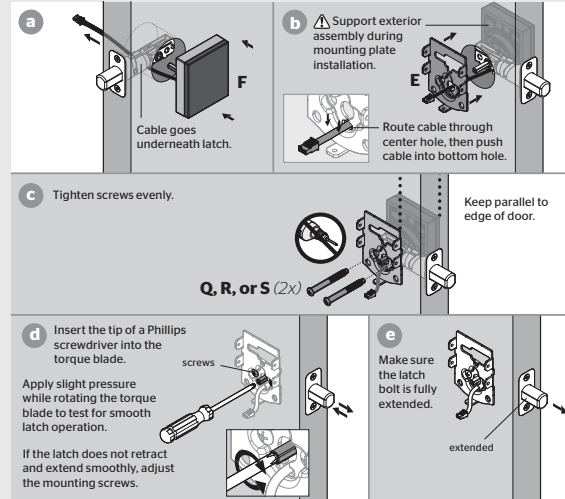
A What is the diameter of the hole in the door?



B What is the thickness of your door?

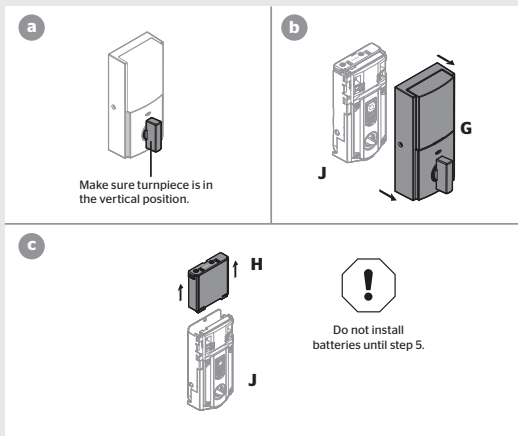


C Install exterior touchscreen and mounting plate.

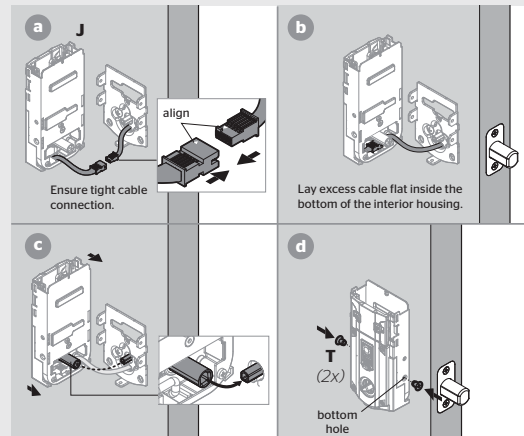


4 Install the interior assembly

A Remove battery cover and battery pack from interior assembly.



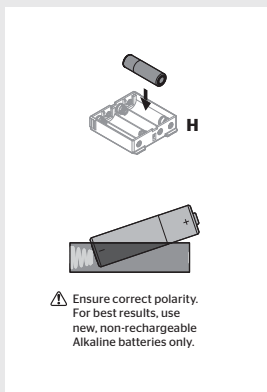
B Install interior assembly onto mounting plate.



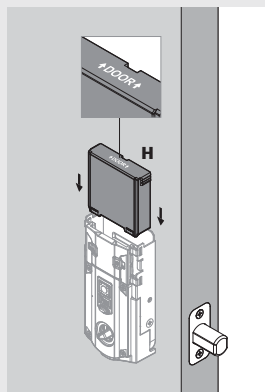
5 Install the batteries and perform the door handing process

This step will teach your lock the orientation of your door and is crucial to lock operation.

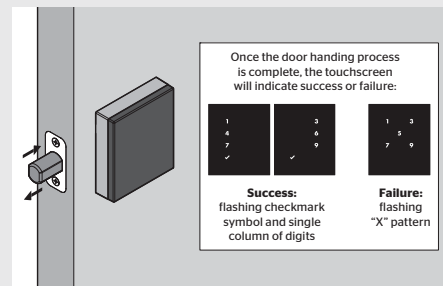
A Install 4 AA batteries in battery pack.



B Make sure the door is open, and insert the battery pack.



C After a few seconds, the latch bolt will retract and extend on its own to learn the orientation of the door. This is called the **door handing process**, and it is crucial to lock operation.

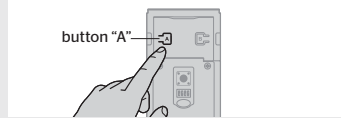


D If the touchscreen indicates a failure make sure that the cables are connected, the batteries are installed correctly, and attempt this procedure again.

If the door handing process is still unsuccessful after a second attempt, perform the "Manual Door Handing" procedure on page 4.

6 Add the lock to your smart home system

- A** Initiate the process to add the lock to your system at your smart home controller. Refer to your smart home system instructions for more information.
- B** When prompted by your smart home system to add the lock, press button "A" on the lock interior one time. The red LED will illuminate when the lock enters Add Mode.
- C** If successful, re-name the lock in your system (if applicable).
- D** If unsuccessful, follow your system's instructions to remove the lock from the controller and any other network, then press button "A" on the lock one time. Perform steps 6A-6C again.
If still unsuccessful, consult the Programming and Troubleshooting Guide on the Obsidian page at www.kwikset.com.



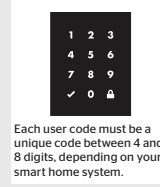
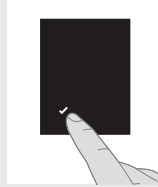
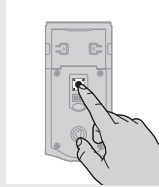
Please allow time for the controller to add the lock.

7 Add user codes (30 max)

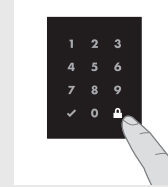
It is recommended that you add and delete all user codes through your smart home control system. If your system does not allow this, codes may be added directly to the lock as shown here.

Programming Timeout
During programming, if the screen is not pressed for 20 seconds, the system will time out (indicated by three beeps and the "X" pattern flashing three times), and you will need to restart the procedure.

- A** Make sure the door is open. Press the Program button once.
- B** Press checkmark symbol once.
- C** Enter user code. A total of 30 user codes may be programmed.
- D** Press lock symbol once.



Each user code must be a unique code between 4 and 8 digits, depending on your smart home system.

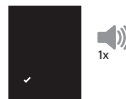


- E** What digits and sounds did the lock produce?

Mastercode

For enhanced security, a mastercode may be used when adding and deleting user codes. For more information about the mastercode, download the Programming and Troubleshooting Guide on the Obsidian page at www.kwikset.com.

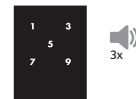
Checkmark symbol with one beep



Programming was successful.

or

"X" pattern with three beeps



Programming was unsuccessful.

Make sure the user code is not a duplicate and that it is between 4 and 8 digits during your next attempt.

Make sure the lock has room for an additional code. If all user code positions are filled, delete a code to make room for this one.

*Beeping sound will only be heard if switch #3 (on the lock interior) is in the on position. See "Switches and Status LED Colors" on page 4.

8 Test the lock (review normal operation)

Confirm that the code(s) added in previous step can unlock the door.

Activating the Screen

Option 1

Touch screen with palm or back of hand until digits illuminate.



Option 2

Touch lower left area of screen (where checkmark is located) until digits illuminate.



Option 3

Touch screen with three or more fingers until digits illuminate.



Locking the Door

1. Activate the screen.
 2. Press Lock symbol.
- Note: If no user codes are programmed, the door cannot be locked via touchscreen.



Unlocking the Door

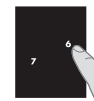
1. Activate the screen.
2. If SecureScreen is enabled, touch the random digits that appear.
3. Enter user code.



If you press the wrong digit while entering a user code, you can press the Lock symbol once to clear the digits entered previously and immediately restart the code entry process.

SecureScreen™

SecureScreen is an added-security feature that displays random digits before you enter a user code to unlock the door. This feature ensures that there are fingerprints on all digits so that codes cannot be identified by examining the touchscreen for fingerprints.

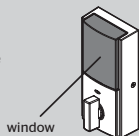


If desired, this feature can be disabled by turning switch #4 to the off position. See "Switches and Status LED Colors" on page 4.

9 Install the interior cover

Important Information about the interior cover

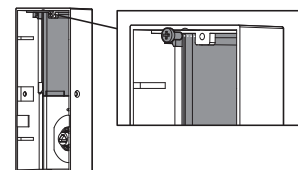
The window on the interior cover is locked by default to prevent someone from tampering with your lock's settings.



If you wish to unlock the window, you can slide it up for more convenient access to the programming buttons while the cover is installed.



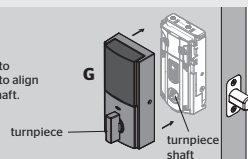
To unlock the window, remove the security screw.



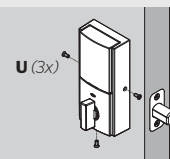
Cover Installation

a Install cover.

Note: You may need to rotate the turnpiece to align with the turnpiece shaft.

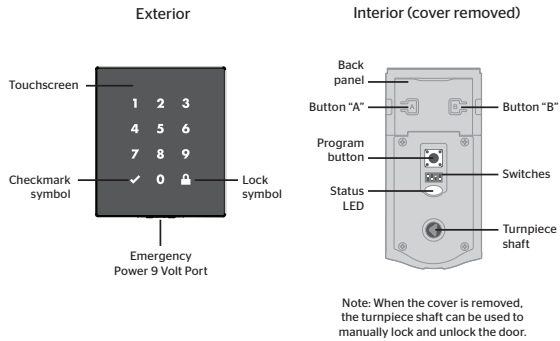


b Install screws.



Note: The interior cover and screws must be removed for battery pack access.

Obsidian at a Glance

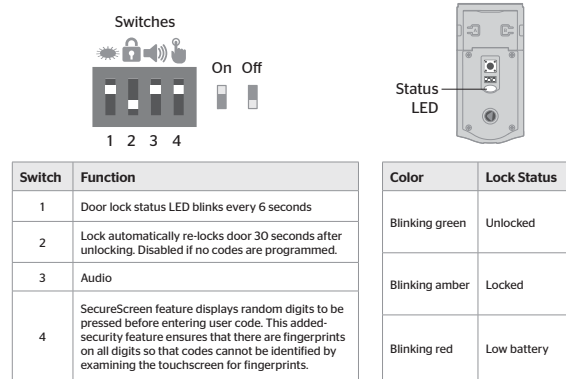


System Alerts

Display	Alert	Reason	Solution
	"X" pattern flashes one time with one beep*.	One incorrect code entered.	Re-enter code.
	"X" pattern flashes three times with three beeps*.	No user code programmed. Programming timeout after 20 seconds. Unsuccessful programming.	Program at least one user code. Attempt programming procedure again.
	"X" pattern flashes 15 times with 15 beeps*.	Three incorrect codes entered within one minute.	Re-enter code after 60 second touchscreen lockout.
	Checkmark and lock symbols flash simultaneously five times with long continuous beep*.	Low battery.	Replace batteries.
	Checkmark and lock symbols alternate flashing five times with long continuous beep*.	Door jammed while attempting to lock.	Manually re-lock door. If needed, reposition strike.
N/A	Lock beeps continuously.	Interior assembly is disconnected from exterior.	Remove battery pack, reconnect the interior to the exterior, then replace battery pack.

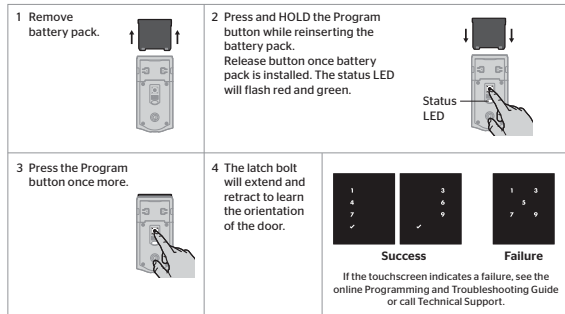
*Beeping sound will only be heard if switch #3 is on.

Switches and Status LED Colors



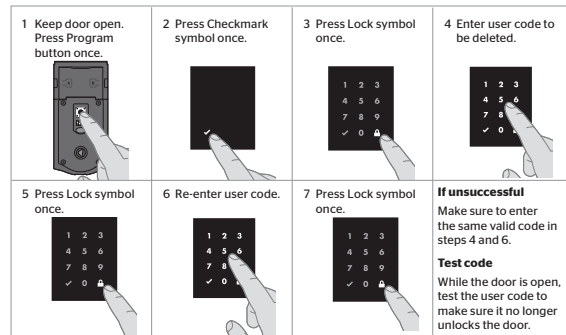
Manual Door Handling

If needed, the door handing process can be initiated manually. This is useful if the lock is being moved to a different door.



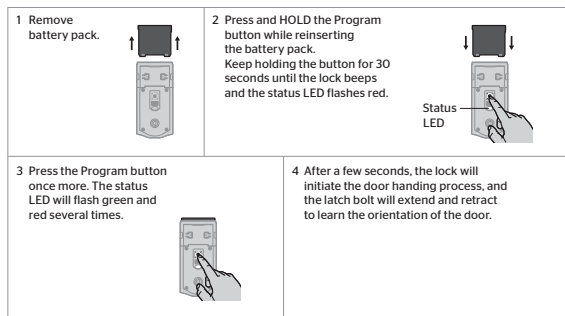
Deleting a single user code

Note: All codes may be deleted at once if the mastercode is enabled. For more information about the mastercode, consult the online Programming and Troubleshooting Guide.



Factory Reset

A factory reset will delete all codes associated with the lock, and it will remove it from your smart home system.

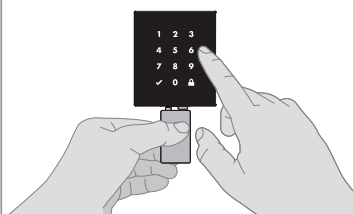


Low Battery

If the 4 AA batteries are too low to operate the lock, use a 9-Volt Alkaline battery to temporarily power the touchscreen.

Make sure both terminals on the 9-Volt battery touch the terminals at the bottom of the touchscreen. Hold the 9-Volt in place while entering your user code to unlock the door. Continue holding the 9-Volt in position until the Checkmark symbol illuminates and the door unlocks.

Note: If you remove the battery before the Checkmark symbol illuminates, you will need to re-enter your user code



Network Information

Removing the lock from the network

Follow your smart home system's instructions to remove the lock from the network. When prompted by the system, press button "A" on the lock interior once.



Z-Wave System Notes

This product is a security enabled Z-wave Plus product and must be used with a Security Enabled Z-Wave controller to be fully utilized. Z-Wave is a "Wireless mesh network," and results may vary based on building construction and communication path.

To assure interoperability, each Z-Wave product must pass a stringent conformance test to assure that it meets the Z-Wave standard for complete compliance with all other devices and controls. The Z-Wave identity mark assures consumers, integrators, dealers and manufacturers that their products will reliably perform with any other Z-Wave device. And, regardless of the vendor, always powered nodes may act as a repeater for Kwikset/Weiser/Baldwin products.

Z-Wave Configuration and Association Parameters are available on the Obsidian page at www.kwikset.com.

Important Safeguards

1. Read all instructions in their entirety.
2. Familiarize yourself with all warning and caution statements.
3. Remind all family members of safety precautions.
4. Protect your user codes and mastercode.
5. Dispose of used batteries according to local laws and regulations.

CAUTION: Prevent unauthorized entry. Since anyone with access to the back panel can change the user codes, you must restrict access to the back panel and routinely check the user codes to ensure they have not been altered without your knowledge. The use of a mastercode can help protect your system's settings.

WARNING: This Manufacturer advises that no lock can provide complete security by itself. This lock may be defeated by forcible or technical means, or evaded by entry elsewhere on the property. No lock can substitute for caution, awareness of your environment, and common sense. Builder's hardware is available in multiple performance grades to suit the application. In order to enhance security and reduce risk, you should consult a qualified locksmith or other security professional.



1. Association Groups

The lock supports 2 association groups. Per Z-Wave Plus requirements, group 1 is assigned to the **Lifeline** group and can only support 1 node.

The **Lifeline** group supports the following unsolicited messages:

<u>Command Class</u>	<u>Command</u>
Command Class Battery	Battery Report
Command Class Door Lock	Door Lock Operation Report
Command Class Notification	Notification Report
Command Class Device Reset Locally	Device Reset Locally Notification

Association group 2 is identified as the “**Doorlock notify report**” group. It allows at most 5 other nodes to be associated with the lock and will provide all Notification Reports, via the Command Class Notification, generated by the lock.

2. Configuration Parameters

The Z-Wave door lock module supports the use of the configuration command class to provide advanced configuration of the door lock over the Z-Wave network. This section describes the configuration parameters supported by the door lock.

2.1 Configuration Parameters 1 through 30

Parameter Name: User Code Type

Data Length: 1 byte

Default Value: 1 (Owner)

Possible Values: 0x01 (owner), 0x03 (Guest), 0x04 (Worker)

Description:

Configuration parameters 1 through 30 are a one byte field used to set the type of user for their corresponding user code. The following table shows the valid values for user code types:



<u>Parameter Value</u>	<u>Description</u>
0x00	Reserved
0x01	Owner (Default)
0x02	Reserved
0x03	Guest (required for Year/Day schedules)
0x04	Worker (required for week day schedules)
0x05 – 0xFE	Reserved
0xFF	No User Code assigned

The door lock will only retain valid user code types (0x01, 0x03, and 0x04). All other values will be ignored. If a user code does not exist for the corresponding configuration parameter, the lock will report a value of 0xFF. Any attempts to change the user code for a non-existent user will be ignored.

A user code can only be set to one user code type at a time and, as indicated in the table above, user code types are associated with Schedule Entry Lock CC schedule types. This association between user code type and entry schedule type correlates to the Schedule Entry CC specification in that only one schedule type (week day or year day) may be associated with a user code at any time. Note: This does not prohibit a user code from having multiple schedules of the same type (Year Day or Week Day).

By default all user codes are assigned type “Owner” when created. The type “Owner” designation indicates that that user code is active at all times. When an entry schedule is created for a user code, the associated user code type will automatically change depending on the type of schedule created. Example: If a weekday schedule is created for a user code the associated user code type will change to “Worker”. If a year day schedule is created for a user code the associated user code type will change to “Guest”.

If a user code is of type “Worker” or “Guest” it must have an enabled entry schedule to have access to the lock. If a user code of type “Worker” or “Guest” does not have an enabled schedule or if there are no entry schedules defined the associated user code will not be given access by the lock.

To provide the user code access to the lock the system must perform one of three actions:

- Re-enable the entry schedule for the user code that was previously disabled
- Create a new entry schedule for the user code
- Change the user code type to “Owner”



WARNING: If a user code is of type “Worker” or “Guest” and the system changes the user code type to “Owner” the associated user code will be given access to the lock 24/7 regardless of any entry schedules defined for the user in the lock.

2.2 Configuration Parameter 31

Parameter Name: Dipswitch Settings

Data Length: 1 byte

Default Value: 5 (Buzzer enabled and Lock Status LED enabled)

Possible Values: 0 (all disabled), 1 (Lock status LED enabled), 2 (Autolock enabled), 4 (Buzzer enabled), 8 (Handing Invert enabled); as well as any combination of these values.

Description:

Configuration parameter is a one byte read only bit mask that returns the state of the user accessible dipswitches on the rear panel of the door lock.

The following table shows the definition for the bits being used in the returned value:

Bit	Description
0 (0x01)	Lock status LED (1:enabled)
1 (0x02)	Autolock setting (1:enabled)
2 (0x04)	Buzzer (1:enabled)
3 (0x08)	Secure Screen (for 916 only); reserved for all others

2.3 Configuration Parameters 33 and 34

Parameter Name: SKU (length = 8 bytes)

Data Length: 4 bytes (each parameter)

Default Values for 33 and 34: 0x20, 0x20, 0x20, 0x20 (all spaces)

Possible Values: All printable characters will be accepted

Description:

The configuration parameters 33 and 34 are used to set and get the SKU part numbers. The SKU is made up of 8 bytes. Each parameter consists of four bytes of data. Parameter 33 contains the first four most significant bytes of the SKU, while parameter 34 contains the four least significant bytes of the SKU.



When setting the SKU, it must be done in two set commands, one for each parameter. The order of programming the SKU does not matter.

Setting parameter 33 will program the first four bytes of the SKU. Setting parameter 34 will program the last 4 bytes of the SKU. Most printable values are accepted for the set command.

When getting the SKU, it must be done in two get commands, one for each parameter. The order of getting the SKU does not matter.

Getting parameter 33 will retrieve the first four bytes of the SKU. Getting parameter 34 will retrieve the last 4 bytes of the SKU.

2.4 Configuration Parameter 40

Parameter Name: Reset Lock to Factory Default

Data Length: 1 byte

Default Value: 0

Possible Values: 1 – have lock perform factory reset

Description:

The configuration parameter 40 is a one byte field, used to set the lock to its default setting, known as a factory reset command.

Reading this parameter will always return a value of 0.

Writing a value of 1 to this parameter will cause both the lock and Z-Wave card to reset back to their default settings and will remove itself from the network. All network information, including associations will be cleared.

3. Inclusion Procedures

1. Power the lock by placing the battery pack into the lock
2. On the controller, select the option to add a device.
3. On the lock, press button 'A'. The red LED will illuminate until the add request has been processed.

4. Exclusion Procedures

1. Power the lock by placing the battery pack into the lock
2. On the controller, select the option to remove a device
3. On the lock, press button 'A'. The red LED will illuminate until the removal request has been processed.



5. Reset Procedures

A factory reset will delete all codes associated with the lock and will remove it from your smart home system. It will not remove any anti-theft settings.

Please use the local reset procedure only when the primary controller is missing or inoperable.

5.1 Local

1. Remove battery pack and press the program button a few times to discharge.
2. Press and hold the program button.
3. Replace the battery pack.
4. Continue holding the program button for 30 seconds until the lock beeps and the state LED flashes red.
5. Press the program button again. The status LED will flash green.
6. When the cycle of red and green flashes ends, the reset has completed.
7. Wait for the lock to reboot.

5.2 Remotely

1. From a controller, write a 0x01 to configuration parameter 40.
2. When the cycle of red and green flashes ends, the reset has completed.
3. Wait for the lock to reboot.