

Factory Key System Import Specifications

Create in ASCII Comma Delimited or CSV Format

<u>Header File Name</u>	<u>Type</u>	<u>Max Char.</u>	<u>Description of File</u>
MK_System_ID	Alphanumeric	10	MK- System Identifier. This must be the same as above
Sort_Index_Order	Numeric	2	Custom Sort Index USE the ORDER NUMBER ONLY (See Table on Back)
Symbol_Field_One	Alphanumeric	8	Base Field One
Symbol_Field_Two	Numeric	4	Base Field Two
Symbol_Field_Three	Alphanumeric	4	Base Field Three
Complete_Symbol	Alphanumeric	13	Complete Symbol Combined of Base Field One- Three
Blind_Code	Alphanumeric	10	Blind Code or Any Stamping
Key_Desc	Alphanumeric	20	Key Description
Key_Mfg	Alphanumeric	20	Name of Key Mfg. (Medeco, Sargent, etc.)
Keyway	Alphanumeric	12	Keyway
Key_Comments	Alphanumeric	1000	Any Comments or Notes that need to be included
Bitting_One	Numeric	1	Key Bitting One
Bitting_Two	Numeric	1	Key Bitting Two
Bitting_Three	Numeric	1	Key Bitting Three
Bitting_Four	Numeric	1	Key Bitting Four
Bitting_Five	Numeric	1	Key Bitting Five
Bitting_Six	Numeric	1	Key Bitting Six
Bitting_Seven	Numeric	1	Key Bitting Seven
Search_Bitting	Numeric	7	Full Bitting (Bitting 1 to Bitting 7)
Single_Ang_One	Alpha	1	Angle One for Single Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Single_Ang_Two	Alpha	1	Angle Two for Single Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Single_Ang_Three	Alpha	1	Angle Three for Single Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Single_Ang_Four	Alpha	1	Angle Four for Single Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Single_Ang_Five	Alpha	1	Angle Five for Single Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Single_Ang_Six	Alpha	1	Angle Six for Single Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Double_Ang_One	Alpha	1	Angle One for Double Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Double_Ang_Two	Alpha	1	Angle Two for Double Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Double_Ang_Three	Alpha	1	Angle Three for Double Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Double_Ang_Four	Alpha	1	Angle Four for Double Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"

When using letters or numbers as in the description, DO NOT use the Quotes around them. Just use the letter or number in the Quotes.

Double_Ang_Five	Alpha	1	Angle Five for Double Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Double_Ang_Six	Alpha	1	Angle Six for Double Angles. "B", "C", "D", "K", "L", "M", "Q", "R", or "S"
Cyl_Pins	Numeric	1	4, 5, 6, or 7 Pin Key. Use "4", "5", "6" or "7" Only
Status	Alpha	1	Status of symbol. Must be 'A' for Active or 'I' for Inactive

Very Important: If using Modified Code System, place a "1" Sort Code Order for 'A'.

Sort Table

Order	Symbol	Sort Description
1	GGM	Key Symbol in Level 4 System
2	!CMK1	Lost Ball Construction (Sargent)
2	!CMK2	Split Key Construction (Sargent)
2	!CTRL1	Control Key 5100 (Sargent)
2	!CTRL2	Control Key 6300 (Sargent)
2	!EMER1	Mortise Emergency (Sargent)
2	!EMER2	Bored-In-Emergency (Sargent)
2	CTR	Control Key)
2	EMG	Emergency Key
3	ATT	Attendent Key
3	CLEAN	Cleaning Key
3	ENG	Engineers Key
3	HKP	House Keeping Key
3	JAN	Janitor Key
3	MAID	Maids Key
3	MAINT	Maintenance Key
3	NUR	Nurse Key
3	POLICE	Police Dept Key
3	SEC	Security Key
3	WATCH	Watchman Key
5	SKD	Single Keyed Symbol

