

# DETERMINATOR™ TOY 1

The TOY 1 **DETERMINATOR™** set works on all Toyota vehicles using the code series S0001-2878 on the X151/X212 (TR39/TR46) key blanks. When used properly you will be able to generate a key for a vehicle in just a few moments.

There is one tool in the TOY 1 **DETERMINATOR™** set.

## THE TOOL

The **DETERMINATOR™** is a decoding tool and a tumbler release tool. The **DETERMINATOR™** works by trapping the 4, 5, 6, and 7 depth. It will pass the 1, 2, and 3 depth tumblers. The **DETERMINATOR™** has numbers stamped on the side of the blade. These numbers correspond to the tumbler space locations. When the **DETERMINATOR™** traps a tumbler, take note of the number closest to the face of the lock. That is the space being determined as a 4, 5, 6, or 7 depth cut. You will then use the release tool to raise the trapped tumbler. Slide the release tool along the slot milled in the side of the tool, sloped end first. You will feel it raise the tumbler, slowly pull the **DETERMINATOR™** out a little to the next space and remove the release tool.

### RULES AND INSTRUCTIONS

The Toyota 7 Depth lock system has 8 spaces.

ODD spaces contain ODD depths.

EVEN spaces contain EVEN depths.

ODD spaces are on one side of the lock, EVEN spaces are on the opposite side.

MACs = 3

If the **DETERMINATOR™** passes a space, it is an "A" and is a 1, 2, or 3 depth.

If the **DETERMINATOR™** traps a space, it is a "B" and is a 4, 5, 6, or 7 depth.

An "A" in an **EVEN** space always = 2

An "A" in an **ODD** space = 1 or 3

A "B" in an **EVEN** space = 4 or 6

A "B" in an **ODD** space = 5 or 7

**IF** an "A" in an **EVEN** space is next to a "B" in an **ODD** space **THEN A = 2 and B = 5**

The **DETERMINATOR™** will pass tumblers that are 1, 2, or 3 depth.

It will catch the tumblers that are a 4, 5, 6, or 7 depth.

When the **DETERMINATOR™** TRAPS a tumbler in an ODD SPACE you will make that space a **6 DEPTH**. (This is because a 6 depth is between a 5 or 7 depth needed for that space.)

When the **DETERMINATOR™** TRAPS a tumbler in an EVEN SPACE you will make that space a **5 DEPTH**. (This is because a 5 depth is between a 4 or 6 depth needed for that space.)

**AFTER** you have finished trapping tumblers, ANY space that was passed you will make a **2 DEPTH**. (This is because if the space is EVEN the cut will be a 2 and if the space is ODD the 2 depth is between the 1 or 3 needed for the ODD space.)

**INSTRUCTIONS CONTINUED ON NEXT PAGE**



The TOY 1 Determinator™ uses the regular release tool.

**STEPS**

1. Degrease the passenger door lock with a quick drying spray and run a key blank in and out a few times.
2. Insert the **DETERMINATOR™** fully into the door lock.
3. Slowly pull the **DETERMINATOR™** out of the lock with a slight left and right motion.
4. When the **DETERMINATOR™** traps a tumbler, take note of the space and record the appropriate depth. REMEMBER, if an ODD space traps record a 6 depth. If an EVEN space traps record a 5 depth. RECORD only the spaces that trap a tumbler.
5. Use the release tool and proceed to the next space.
6. Decode BOTH sides of the door lock. Record only the spaces that get trapped.
7. When you are done decoding BOTH sides of the lock, then ANY space that DID NOT trap you will make as a 2 depth.
8. Cut a key and insert it into the lock and turn. You may want to use your impressing pliers for a little more torque. Use your locksmithing judgement on how far to turn the key.
9. Look for impression marks. If a space that had a 2 depth marks make it a 3. If your 2 depths did not mark then make them a 1 depth. If you see an impression mark on a 5 depth, make it a 6 depth. If a 5 depth does not mark make it a 4 depth. If a 6 depth marked make it a 7 depth. If a 6 depth does not mark make it a 5 depth.
10. After you have made your adjustments from step 9, insert your key and turn, look for impression marks and lower them to the next depth as necessary. You will now have a working key for the vehicle.

**FRAMON CUTTING INFORMATION**

DETERMINATOR	CUTS START	CUT TO CUT	DEPTHS						
			1=.319	2=.305	3=.291	4=.278	5=.264	6=.250	7=.236
TOY 1	.128	.083	1=.319	2=.305	3=.291	4=.278	5=.264	6=.250	7=.236

HPC CARD - XF87