

Combination Changing Instructions for the ESL10 Electronic Safe Lock

You may change your combination any time you like and as many times as you like. Once your safe is installed, you must change the combination to a number sequence other than the Factory Combination of 1-2-3-4-5-6 to insure security.

CAUTION: Combination changes should always be done with the door locked OPEN.

The input of a new combination is done by keying a "Change Key" code, followed by the Old Combination to validate a change and then followed by entering the New Combination twice to avoid a keying error. To change the combination, do the following:

- a. Press the keys "C" and then "#". This is the "Change Key" that activates the change routine. The unit responds with a short warbling tone (called the "good combo tone") and the red lamp strobes with the tone.
 - b. Now key in the Old 6 digit combination. The "C" key may be used to clear an error in keying at any time. Finish the input with a "#" key.
 1. If the old combination keyed matches the existing combination in permanent memory, another short good combo tone is sounded. Proceed to "c."
 2. If the combination keyed is incorrect, the unit responds with 4 short beeps (called the bad combo tone) and returns to rest. The combination change routine is aborted and the old combination is retained. This also causes a count up for Penalty Lockout.
 - c. Now key the first pass with the New 6 digit combination followed by a "#" key. Again, the "C" key may be used to clear an error in keying at any time.
 1. If the combination input is 6 digits in length, another short good combo tone is sounded. Proceed to "d."
 2. If the combination keyed is not 6 digits long, the unit responds with 4 short beeps (bad combo tone) and returns to rest. The combination change routine is aborted and the old combination is retained.
 - d. Now key the second (verify) pass with the New 6 digit combination followed by a "#" key. As before, the "C" key may be used to clear an error in keying at any time.
 1. If the combination input matched the first pass, a long good combo tone is sounded. The New Combination replaces the Old Combination in permanent memory and the unit returns to a resting condition. Proceed to "e."
 2. If the combination keyed does not match the first pass, the unit responds with the bad combo tone and returns to rest. The combination change routine is aborted and the Old combination is retained.
 - e. **Test your New Combination several times prior to closing and locking the safe.**
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