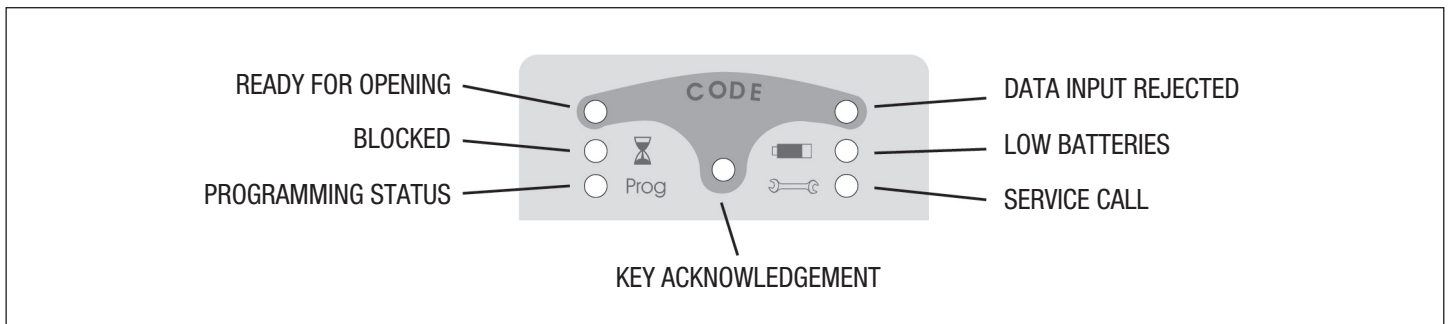


Operating instructions for electronic lock SELO-A

Electronic lock SELO-A can be set for two opening methods: either for immediate opening upon entering of one of the valid 6-digit secret codes or for delayed opening after a pre-programmed opening delay has lapsed. The lock is unlocked using one of a total of nine secret codes.

A) GENERAL

- The opening procedure consists of two operations: CLEARING and UNBLOCKING.
 - To start the opening procedure, check that the input unit is in the vertical end position.
 - Each successful pressing of a key is acknowledged by the brief lighting up of the KEY ACKNOWLEDGEMENT signal.
 - If the code number is keyed in by mistake, return to the starting position of the lock by pressing the ON key, and start over.
 - After entering the wrong secret code three times in a row, the lock will automatically block all further entries for 5 minutes...
- ...If, after waiting for 5 minutes, the wrong code is entered again, the lock will block itself for a further 20 minutes (manipulation resistance). As the waiting period is in progress, the red BLOCKED signal blinks and not even the valid number code will open the lock.
- If more than 30 seconds lapse between pressing any two keys, the lock automatically switches itself off for safety reasons. The opening procedure has to be started over.
 - Once data have been stored (numerical codes, opening delay), not even a power failure will delete them.



B) OPERATING THE LOCK

Clearing the lock without opening delay (factory setting)

- 1) Key-in the 6-digit number code (factory setting: administrator code 1 2 3 4 5 6).
- 2) As an indication that a valid number code has been entered and the lock is ready for opening, the green **READY FOR OPENING** signal lights up for five seconds. The lock has now been cleared and is ready for unblocking within this time. Entering of an invalid number code will cause the red **DATA INPUT REJECTED** signal to light up for five seconds.

OR: Clearing the lock with an opening delay (between 1 and 99 minutes)

- 1) Key-in the 6-digit number code (factory setting: administrator code 1 2 3 4 5 6).
- 2) The blinking green **READY FOR OPENING** signal shows that the number code entered is valid. Alternating with the green light, the red **BLOCKED** signal blinks. If the code entered is not correct, the **DATA INPUT REJECTED** signal will light up for five seconds.
- 3) Wait for the pre-programmed opening delay to pass; the lock cannot be unblocked in this condition. At the end of the delay, the green **KEY ACKNOWLEDGEMENT** signal blinks for three minutes.
- 4) Enter the valid number code once more as the green signal is on.
- 5) To indicate the lock's readiness for opening, the green **READY FOR OPENING** signal lights up for five seconds. The user can now unblock the lock.

Unlocking the lock - relocking and securing the lock

- 1) To unblock the lock during the five minute readiness for opening, turn the round input unit clockwise through a half turn from its end position. Please note that the input unit can be turned a quarter turn at any time, but that this distance is not enough to unblock the lock.
- 2) If the input unit is turned back to its starting position in anti-clockwise direction after the five-second ready-for-opening period, the lock will return to the blocked position and can only be unblocked after renewed clearing and re-entry of a valid code.



C) PROGRAMMING

Entering the programming mode to change the lock settings
**ONLY CHANGE THE LOCK SETTINGS WITH THE SAFE
DOOR OPEN AND BLOCKED. DO NOT MAKE UP
NUMBER CODE OF PERSONAL DATES
(i.e. no wedding anniversaries, birthdays etc.)**

- Start reprogramming the lock with either clearing procedure described on page 1. When, after clearing, the green **READY FOR OPENING** signal lights up for 5 seconds, place a finger on the **ENTER** key and leave the key pressed for approx. 5 seconds until the yellow **PROGRAMMING STATUS** signal lights up. It indicates that you have successfully entered the programming mode and that the lock is waiting for instructions. If you wish to abort the programming operation without results, press the **ON** key to return to the starting position of the lock.

Changing the administrator code (factory setting 1 2 3 4 5 6)

- 1) Enter the programming mode **by keying-in the old administrator code.**
- 2) Key-in '0' to address the administrator slot and momentarily press the **ENTER** key.
- 3) Key-in the new 6-digit administrator code followed by momentarily pressing the **ENTER** key.
- 4) Key-in the new 6-digit administrator code again, and momentarily press the **ENTER** key. If this is followed by the lighting up of the green **READY FOR OPENING** signal for 3 seconds, it means that the new administrator code has been entered successfully. The old code is no longer valid. If, however, the action is followed by the red **DATA INPUT REJECTED** signal for three seconds, it means that something went wrong during the programming operation and that the old code is still valid.

Assigning or writing over a user code in one of the user slots 1 through 8

- 1) Enter the programming mode **by keying-in the current administrator code.**
- 2) Key-in '1', '2', or '8' to address the required user slot between 1 and 8, and then momentarily press the **ENTER** key.
- 3) Key-in the new 6-digit user code followed by momentarily pressing the **ENTER** key.
- 4) Key-in the new 6-digit user code again, and momentarily press the **ENTER** key. If this is followed by the lighting up of the green **READY FOR OPENING** signal for 3 seconds, it means that the new user code has been entered successfully. The previous (written over) code is no longer valid. If, however, the action is followed by the red **DATA INPUT REJECTED** signal for three seconds, it means that something went wrong during the programming operation and that the old code is still valid.

Deleting a user code assigned to one of the user slots 1 through 8

- 1) Enter the programming mode **by keying-in the current administrator code.**
- 2) Key-in '1', '2', or '8' to address the required user slot between 1 and 8, and then momentarily press the **ENTER** key.
- 3) Momentarily press the **ENTER** key once more.
- 4) Momentarily press the **ENTER** key a third time. If this is followed by the lighting up of the green **READY FOR OPENING** signal for 3 seconds, it means that the user code has been deleted from the selected user slot. If, however, the action is followed by the red **DATA INPUT REJECTED** signal for three seconds, it means that something went wrong during the programming operation and that the old setting is still valid.

Changing an existing user code assigned to one of the user slots 1 through 8

- 1) Enter the programming mode **by keying-in the current user code** you wish to change.
- 2) Key-in '1', '2', or '8' of the slot belonging to the current user code (between 1 and 8), and then momentarily press the **ENTER key**.
- 3) Enter the new 6-digit user code, and then momentarily press the **ENTER key**.
- 4) Key-in the new 6-digit user code once more, and momentarily press the **ENTER key**. If the green **READY FOR OPENING** signal lights up for 3 seconds, it means that the new user code has been assigned to the required user slot, and that the old user code is no longer valid. If, however, the action is followed by the red **DATA INPUT REJECTED** signal for three seconds, it means that something went wrong during the programming operation and that the old setting is still valid.

Setting or changing an opening delay

- 1) Enter the programming mode **by keying-in the current administrator code**.
- 2) Key-in the figure '9' to address the opening delay, and momentarily press the **ENTER key**.
- 3) Key-in the new 2-digit opening delay of between 01 and 99 minutes. The factory setting is '00', which means the lock is supplied without a pre-set opening delay.
- 4) Momentarily press the **ENTER key**. If this is followed by the lighting up of the green **READY FOR OPENING** signal for 3 seconds, it means that the new opening delay has been programmed. However, if the red **DATA INPUT REJECTED** signal for three seconds, it means that something went wrong during the programming operation and that the old setting (or no delay) still applies.

TEST – TO BE PERFORMED WITHOUT FAIL!!

For safety reasons, only reprogram the lock with the safe door open and blocked in the open position. Only after you are absolutely certain that the lock has been reprogrammed successfully and that the lock can be electrically cleared and mechanically unblocked using the new settings, should the door be closed.

D) REPLACING THE BATTERIES

It is recommended to replace the batteries as soon as the red **BATTERIES LOW** signal lights up, because the lock can only be unblocked a further, approximately, 50 times. Please note that none of the number codes can be changed until a set of fresh batteries has been fitted. To change the batteries, lift off the cover of the battery compartment with the tip of a screwdriver. Fit three leak-proof, type Mignon LR6, AA, alkaline batteries, paying attention to the correct polarity. Dispose of the old batteries in accordance with anti-pollution legislation!

