

## Operating Instructions for the ESL10 and ESL10XL Digital Lock

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Your ESL10 or ESL10XL Electronic Safe Lock has a factory combination of:

**C – 1 – 2 – 3 – 4 – 5 – 6 -- #**

To open the lock, simply press the “C” key to clear and wake up the electronics. Now press the keys of combination one at a time and finish with the “#” key. If the combination is keyed correct, the lock will cycle open for three seconds. During this 3-second period, turn the handle of the safe to the unlocked position and pull the door open.

Here are a few things to remember:

- a. With each keystroke the red lamp on the keypad will flash and a chirp will be heard.
- b. If (4) four incorrect combinations are entered, the lock will go into a “Penalty Lockout” for 15 minutes to prevent trial and error manipulation attempts to open the lock. The red lamp will flash once every 5 seconds during the Penalty Period. If you press any key during this lockout period, the red lamp will flash with a chirp 8 times rapidly to indicate the lockout condition and restart the 15-minute period.
- c. Before keying the combination, be sure the handle of the safe is in the fully locked position to allow the lock to freely open.
- d. If the lock fails to open or acts strange, replace the batteries with good quality fresh alkaline 9-volt batteries.
- e. During the input sequence, if you make a mistake, you can press “C” to clear the previous input and start over again.
- f. The DSL100 uses a fixed length 6 (six) digit combination.
- g. Use only your fingers to key in the combination. Sharp objects will result in damage which is not covered by warranty.
- h. If at any time during opening or combination changing the unit is left without input for 10 (ten) seconds, it returns to a resting condition. If this occurs during a combination change, the OLD combination is retained.

## Combination Changing Instructions- ESL10

You may change your combination at 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 ensure security.

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

The input of the 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 the "#" key.
  1. If the combination keyed matches the existing combination in permanent memory, another short good combination 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 (called 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 doesn't match the first pass the unit responds with 4 short beeps (called 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.**