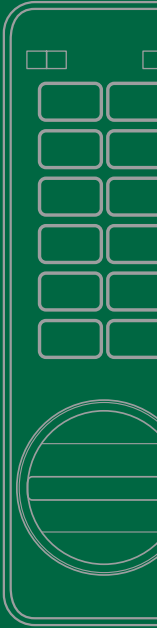
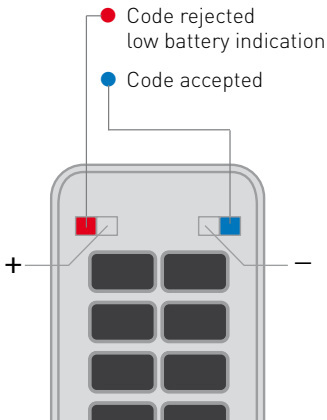


# Combination Lock



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## OPERATING INSTRUCTIONS

The lock has a 10 button keypad, \* and # button. The \* and # buttons are only used for programming functions.

- Every program command must commence by pressing the # button.
- If necessary the # button may be used to clear a previous entry if a mistake is made.
- To enter a valid code, 10 seconds are allowed between each button input; otherwise the program will once again clear.

## PENALTY TIME

Entering three incorrect codes will cause the lock to shut down for 10 seconds.

## BATTERY POWER

The lock should provide well in excess of 100,000 openings, of 4 seconds each, from 1 x coin cell.

## LOW BATTERY

When the battery power is low the Red LED will flash three times ●●● before the Blue LED lights ● accepting the code. Fit a new battery as soon as this happens.

The lock will operate for 100 times with low battery.

## BATTERY FAILURE OVERRIDE

The lock has been designed so a PP3 battery can be placed against the external contacts so that the lock can be opened to replace the battery should it fail.

## THE PROCEDURE IS AS FOLLOWS:

- Place the contact points of the PP3 battery against the contact points next to the LED's.
- The positive +PP3 terminal against the Red LED contact point, and the negative -PP3 terminal against the Blue LED contact point.
- Enter the Master Code.
- The lock will now withdraw the locking pin allowing the lock to open.
- Fit new battery by removing lock from the door. Refit the lock.

## USER CODE COMMANDS

### CHANGE THE USER CODE

# User Code ● New User Code ● New User Code ●●

Example: # 2244 ● 6688 ● 6688 ●●

Result: User Code now 6688.