

QUICK STARTING TIPS

Listed here are a few things to know and remember about the ESL10 locks

- The ESL10XL uses a fixed length 6-digit combination. Your AMSEC ESL10XL Electronic Safe Lock has a default factory combination of: 1-2-3-4-5-6.
- Opening Your ESL10XL Lock for the First Time
 1. Press the “**C**” key.
 2. Key in the factory preset combination.
 3. Press the “**#**” key.

If the combination was entered correctly, 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.

- With each keystroke, the red LED on the keypad will flash and the beeper will chirp.
- If 4 incorrect combinations are entered, the lock will go into Penalty Lockout for 15 minutes to prevent trial-and-error attempts at opening the lock. The red LED will flash once every 5 seconds during this period. If you press any key during the Penalty Lockout Period, the red LED will flash and you will hear 8 rapid chirps. Removing power does not reset the Penalty Lockout.
- Before keying the combination, be sure that the handle of the safe is centered in the locked position to allow the lock to open freely.

- If the lock fails to open or acts strangely, replace the batteries with fresh alkaline 9-volt batteries. See “Replacing the Batteries” on Page 2 of these instructions. It is a good practice to replace your batteries once a year to prevent corrosion damage from leakage and assure you always have ample power to open the lock.
- During the input sequence, if you make a mistake, you can press “C” to clear the previous input and start over again.
- Use only your fingers to key the combination. Sharp objects will result in damage, which is not covered by the warranty.
- If at any time during opening the lock or changing the combination, no keys are pressed for 10 seconds, the lock will return to a resting condition. If this occurs during a combination change, the old combination is retained.
- When opening or changing the combination on your lock, the ESL10XL will register the first 5 digits of the combination into the buffer that receives input. The 6th digit will be the last numeric key pressed. For example, if you press C-1-2-3-4-5-7-4-5-2-7-6-# the program recognizes only the C-1-2-3-4-5-6-# input. The last numeric key pressed continues to replace the one prior until the “#” key is pressed to indicate completion. This is a security feature that allows you to baffle any onlookers who may be trying to memorize your combination.