

**GB USA ENGLISH**

# OPERATING INSTRUCTIONS »GunMaster XL«

**!! ATTENTION:** Please read carefully these operating instructions before using the lock, saving a new combination or introducing a fingerprint. We accept no liability for malfunctions due to incorrect conversion, use of force or improper handling; we accept no liability for property damage or financial loss due to improper closing of the GUNMASTER XL.

## GETTING STARTED

1. Insert one of the two supplied keys and turn it to the right.
2. Turn the key back to the starting position.
3. Remove the key.
4. Remove the battery cover from the inside of your

## GUNMASTER XL.

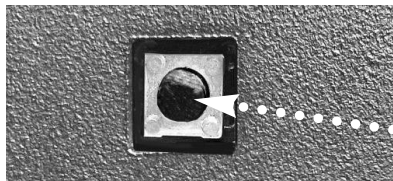
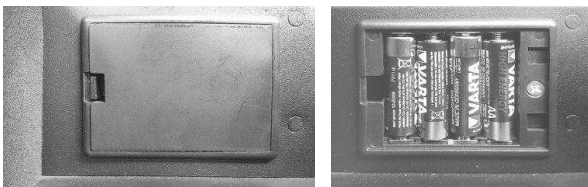
5. Insert 4 AA alkaline batteries (VARTA High Energy) (note the correct polarity when inserting in the battery compartment).

### **NOTE: Do not close the key inside your GUNMASTER XL -**

this is the master key and will open your GUNMASTER XL even if you have a code or fingerprint; for example: if the batteries are too weak.

**NOTE:** Do not use rechargeable batteries or other non-alkaline batteries. Do not use old and new batteries at the same time. Do not use alkaline-manganese and conventional batteries at the same time.

The battery compartment and the programming button are located inside the front side of the GUNMASTER XL.



Programming button

## Programming a key code

1. Press and hold the programming button on the inside of your GUNMASTER XL (on the left of the battery compartment) until you hear a double-beep sound and the keys flash green.
2. Release the programming button.
3. You will hear a beep sound, the keys flash green / blue - GUNMASTER XL is now ready to be programmed.
4. Enter a four-digit key combination; you will hear a double-beep sound and the keys will light green.
5. Repeat the four-digit key combination; you will hear another double-beep sound and the illumination of the keys will go off.
6. The code has been successfully programmed.
7. If you hear five beep-sounds during the programming procedure and the keys illumination goes off, start the programming procedure from point 1.

## Programming a fingerprint

(You can store up to 20 fingerprints)

1. Press and hold the programming button on the inside of your GUNMASTER XL (on the left of the battery compartment) until you hear a double-beep sound and the keys flash green.
2. Release the programming button.
3. You will hear a beep sound, the keys will flash green / blue, GUNMASTER XL is now ready to be programmed.
4. Pull the desired finger over the fingerprint reader several times until the keys light up green and a double signal sounds.
5. The fingerprint has been successfully programmed.
6. If you hear five beep-sounds during the programming procedure and the keys light goes off, start the programming procedure again from point 1.
7. To save further fingerprints, repeat the programming procedure from point 1.

### **!! CAUTION !!**

TEST THE FINGERPRINTS AND THE CODE YOU SAVED BEFORE DEPOSING VALUABLE OBJECTS IN YOUR GUNMASTER XL

### Delete all fingerprints

1. Press and hold the programming button on the inside of your GUNMASTER XL (on the left of the battery compartment) until you hear a double-beep sound and the keys flash green.
2. Hold the programming button until you hear the double-beep sound again and the keys flash green again.
3. Release the programming button.
4. All saved fingerprints were successfully deleted.

### Opening GUNMASTER XL with the key code

1. Enter the four-digit key combination you have saved.
2. The keys will light up green.
3. GUNMASTER XL unlocks and the lid opens.

**NOTE:** If you enter an incorrect key code, the keys will light blue and five beep-sounds will sound. Now you have two more attempts to enter the correct key code. If an incorrect key code is entered three times, an audible alarm will sound for one minute and the code entry will be locked for two minutes. When the locked time has expired, you have three more attempts to enter the correct key code.

### Opening your GUNMASTER XL with fingerprint

1. Press one of the keys.
2. Drag one of the fingers with the stored fingerprint over the fingerprint reader.
3. The keys will light up green and a beep sounds.
4. GUNMASTER XL unlocks and the lid opens.

**NOTE:** If you try to open the product with a fingerprint that has not been saved, the keys will turn blue and you will hear five beep-sounds. Now you have two more attempts to enter the correct key code. If an incorrect key code is entered three times, an audible alarm will sound for one minute and the code entry will be locked for two minutes. When the locked time has expired, you have three more attempts to enter the correct key code.

### Opening GUNMASTER XL with the key

1. Insert one of the two supplied keys and turn it to the right.
2. Turn the key back to the starting position.
3. Remove the key.

### Deactivate the acoustic signals

1. Press and hold the first key of GUNMASTER XL.
2. An acoustic signal sounds and the keys will light up green.
3. Hold the key until the green flashing of the keys goes off.
4. The acoustic signals have been deactivated.

### Activate the acoustic signals

1. Press and hold the first key of GUNMASTER XL.
2. An acoustic signal sounds and the keys will light up green.
3. Hold the key until the green flashing of the keys goes off and an audible signal sounds.
4. The acoustic signals have been activated.

### Activate the vibration alarm

1. Press and hold the fourth key of GUNMASTER XL.
2. An acoustic signal sounds and the keys will light up green.
3. Hold the key until the keys flash blue five times (5) and an audible signal sounds.
4. The vibration alarm is now activated.

**NOTE:** If the vibration alarm is activated, an alarm will be triggered if your GUNMASTER XL is shaken or if the opening is carried out using the emergency opening key.

You can cancel the alarm by entering the four-digit key code.

If the alarm has been triggered, the alarm function must be reactivated.

#### Attention:

**Your new Safe and its content aren't automatically insured.**

**Please write a letter to your insurance about the insurance value you'd like.**