



CLAVIS Deutschland GmbH
Grüner Weg 38
34117 Kassel

Telefon: +49 (0)561 988 499-0
E-Mail: info@tresore.eu
Internet: www.tresore.eu
www.tresorschloss.de



SWINGLOX

Instruction Manual

V4





About this User Manual

Thank you for purchasing our SWINGLOX Safe Lock System.

This product has been developed and produced carefully in Germany. It offers comfortable securing and operating of your safe. This SWINGLOX User Manual has been written in particular to guide you step by step through the functions and operating options of your locking system.

- Please read this manual thoughtful to guaranty safe and correct usage.
- Please keep this manual for further reference.

Index of Contents

Flash-version SWINGLOX	18
Symbols Used, Inserting / Changing Battery	19
Opening / Opening after Dual Mode	20
Closing, Misentry Penalty	21
Changing a Code, Create User	22
User on/off	23
Delete User, Checking the Keypad	24
User Info, Reset, Operating with Opening Delay	25
Opening with Opening Delay activated	27
Opening Delay Override (Quick Open Code)	28
Emergency Function, Security Information	29
Removing the Keypad Housing	30
Opening, Battery Warning	31



Flash 4 Dual Mode, 1 Master, up to 9 Users, Opening Delay

- Changing a Code (Master Code and User Code) (Special Function 0)
- Create User (Special Function 1)
- Delete User (Special Function 3)
- Checking the Keypad (Special Function 6)
- User Information (Special Function 7)
- Reset (Special Function 8)
- Opening Delay (Special Function 9)



Flash 5 1 Master, up to 8 Users, Opening Delay, Fast Opening Code

- Changing a Code (Master Code and User Code) (Special Function 0)
- Create User (Special Function 1)
- User On / Off (Special Function 2)
- Delete User (Special Function 3)
- Checking the Keypad (Special Function 6)
- User Information (Special Function 7)
- Reset (Special Function 8)
- Opening Delay (Special Function 9)
- Opening Delay Override (Quick Open Code User 9)

Symbols used

<input checked="" type="checkbox"/>	Entry OK	●	LED on
<input checked="" type="checkbox"/>	Entry wrong or denied	⊗	LED off
■	Short key tone, high	□	Short key tone, low
■	Long key tone, high	⌚	Press key for 2 sec.

Battery installation / Battery change

To remove the keypad housing, turn the housing to the left to the mark on the top of the case.

ATTENTION: during assembly / disassembly of the keyboard housing make sure there is a exact match between the marking of the housing and the indicator marks 1 or 2.

Lift off the keypad housing, paying attention to the connection cable. Insert a new battery (9V battery) into the keypad. Pay attention to the correct polarity.

Place the keypad housing on the base plate and turn the unit back into the initial position to the right.

After a battery change, the lock generates lower key tones until a valid code is entered.

Turn the keypad housing to the left



Lift off the keypad and replace the battery



The safe requires an additional handle or flush handle to open the door. Make sure, the handle is always turned all the way to locked position.

If this is not done, the electronic lock cannot be operated properly.

Only then enter the code, wait for the audible release beep.

The electronic lock is now released and the safe can be opened using the extra handle.



Opening

Upon leaving the factory, the lock's master code is configured as 1 - 2 - 3 - 4 - 5 - 6.
For security reasons, change the factory configured master code immediately (see special function 0)!

Note:

- Entry is cancelled after 5 seconds have passed without a key being used

Enter code	1 2 3 4 5 6	<input checked="" type="checkbox"/> ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■
After the signal for correct input, turn the handle of the safe within 3 sec.			

Opening after Dual Mode Operation

Upon leaving the factory, the lock's master code is configured as 1 - 2 - 3 - 4 - 5 - 6.
The lock can not be opened by factory configured master code entry only. It is necessary to set up an user after changing the factory configured master code (see special function 1).

Note:

- After first code entry the second code has to be entered within 5 seconds
- After invalid code entry two valid codes have to be entered

Enter code	1 2 3 4 5 6	<input checked="" type="checkbox"/> ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■
After the signal for correct input, turn the handle of the safe within 3 sec.			



Closing

Turn the handle of the safe into the locked position

After closing, make sure that the lock has locked properly!

Misentry Penalty


After 4 invalid codes the entry is blocked for about 5 minutes. During this period the lock signals every 10 seconds. After this time penalty, the entry of every second invalid code initiates a new 5 minutes delay period.

4 x incorrect code [+ 2 additional incorrect codes]	The lock cannot be accessed during lockdown (5 minutes)	● every 10 sec.	■ on keystroke
---	--	--------------------	----------------------

Special Function 0: Changing a Code (Master Code and User Code)

Note:

- The code must contain 6 digits.
- Do not use any personal or similarly known data, such as birthdays, for your code.
- Simple codes that are easy to guess, may not be used.
Avoid to record the selected code or save to disk. Should that for various reasons can not be avoid, so the recorded code is to be kept safe and to be protected against unauthorized access by third parties.
- New codes will be rejected if
 - the new code deviates from an existing code by only one digit
 - the new code is identical to the code of a deactivated user (see special function 3)
- If the new code is rejected, the programme will exit the function immediately.
- For security reasons, you should only change the code when the safe door is open. Please check that the new code is working properly before closing the door.

Start special function 0	0		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Enter old code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Enter new code	6 5 4 3 2 1	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■
Re-enter new code	6 5 4 3 2 1	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■

Special Function 1: Create User


The only active user by factory settings is the user with the master code. Further users will have to be created before they can operate the lock.

It is recommended that the Master inform users that, even after entering valid user codes, he can open the safe with his Master Code at any time.

Note:

- Can only be executed with the master code .
- The new code must contain 6 digits.
- Do not use any personal or similarly known data, such as birthdays, for your code.
- Simple codes that are easy to guess, may not be used.
Avoid to record the selected code or save to disk. Should that for various reasons can not be avoid, so the recorded code is to be kept safe and to be protected against unauthorized access by third parties.
- New codes will be rejected if
 - the new code deviates from an existing code by only one digit
 - the new code is identical to the code of a deactivated user (see special function 3)

- If the new code is rejected, the programme will exit the function immediately.
- For security reasons, you should only change the code when the safe's door is open. Please check that the new code is functioning properly before closing the door.
- User number 9 for bypassing opening delay (quick open code) can only be created if
 - Opening delay is switched off (see special function 9)
 - Opening delay is turned on, the opening delay time has passed and the time frame for opening is active (see special function 9)


Start special function 1	1		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Enter master code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■
** Select user number - with following differentiations:	3	(example)			
- User selection ok			● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
↓ - User already set-up	Cancel		⊗ off	<input checked="" type="checkbox"/> ■ ■ ■	
↓ - User cannot be selected	Cancel		⊗ off		<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■
Enter new code	6 5 4 3 2 1	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■
Re-enter new code	6 5 4 3 2 1	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■

Special Function 2: Turning Users on/off (Flash 5)

All users are turned on or off.

Note:

- Can only be executed with the master code.
- The lock can only be opened with the master code when users are turned off.

Start special function 2	2		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Enter the master code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■


** Maximum number of users subject to flash version

Special Function 3: Delete User

This function has to be executed for each user separately.

Note:


- Can only be executed with the master code.

Start special function 3	3		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Enter master code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■
** Select user number - with following differentiations:	3	(example)			
- User deleted			⊗ off	<input checked="" type="checkbox"/> ■ ■ ■	
- User cannot be selected	Cancel		⊗ off		<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■

Special Function 6: Checking the Keypad

Press each key once in order. Start with 1, then 2 8, 9, 0.

- Each key that is recognised will be confirmed with a double tone.
- If the next sequential key is not recognised when pressed => long tone and test function aborted.

Start special function 6	6		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Press key 1	1		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■
Press key 2 ... 8, 9, 0	2 ... 8 9 0		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■ ■ ■ ■


** Maximum number of users subject to flash version

Special Function 7: User Info

This function provides you with an overview of the number of user slots that are free / being used.

Note:

- Can only be executed with the master code.


Start special function 7	7		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Enter master code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■
** Select user number - select further numbers	3 4 7	(example) (example) (example)	● constantly	■ ■ ■ ■ ■ ■ ■ ■ ■	occupied vacant unusable
End query	0		⊗ off	<input checked="" type="checkbox"/> ■ ■ ■	

Special Function 8: Reset

This function allows you to reset the lock to factory setting.

Note

- Can only be executed with the master code.

Start special function 8	8		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Enter master code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■

Operating with Opening Delay

Special Function 9: Configuring the Opening Delay

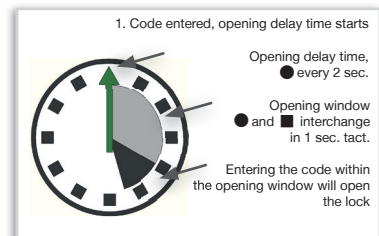
Configuring the opening delay

- 01 to 99 Minutes (2 digits)
Turns on function. This is the amount of time that has to be waited before the lock can be opened.

Opening window


- 01 bis 19 Minutes (2 digits)
The code must be re-entered within this amount of time in order to open the lock.

** Maximum number of users subject to flash version



Note:

- Can only be executed with the master code.
- A shorter opening delay time has to be entered during the opening window (after the opening delay has passed).
- If the function is called up prior to or during the opening delay time, the opening delay time can only be extended. Shorter times will not be accepted.
- After the times have been changed, the opening window will continue to run. Code entry for opening is possible.
- Entry of two valid codes within the opening window with **Flash 4** only (see **Opening after Dual Mode Operation**).

Start special function 9	8		● constantly	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Enter master code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Opening delay time • for example, 20 min	2 0	(example)	● constantly		
Opening window • for example, 7 min	0 7	(example)	● constantly	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Repeat entry	2 0 0 7	(example) (example)	⊗ off	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Special Function 9: Turning off the Opening Delay

Opening delay time


00 will turn off the function

Opening window

01 to 19 must not have a value of 00

Note:

- Can only be executed with the master code.
- This function can only be turned off during the opening window (after the opening delay time has passed).
- After this function has been turned off, the opening window will run for one last time. Code entry for opening is possible.

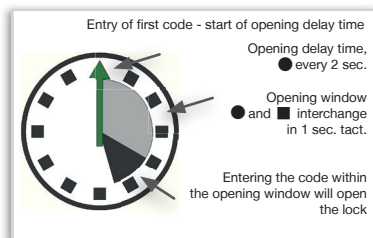
Enter code	6 5 4 3 2 1	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■
Aperture delay time is running			● ev. 2 sec.		
Start Opening window			● and ■ alternately in 1 second cycle		
Special function 9 starts	9		● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■
Master code	1 2 3 4 5 6	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■
Opening delay • exhibit: 00	0 0	function off	● constantly		
Opening window Value between 01 und 19	0 1	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	
Repeat entry	0 0 0 1	(example) (example)	⊗ off	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■

Opening with Opening Delay activated

Note:

- Entering an invalid code during the opening delay time will cancel the entire process
- Entry of two valid codes within the opening window with **Flash 4** only (see **Opening after Dual Mode Operation**).

Enter code	6 5 4 3 2 1	(example)	● constantly	<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■
Opening delay time is running			● ev. 2 sec.		
Opening window starts			● and ■ alternately in 1 second cycle		
Re-enter valid code (within the opening window)	6 5 4 3 2 1	(example)		<input checked="" type="checkbox"/> ■ ■ ■	<input checked="" type="checkbox"/> ■ ■ ■
After the signal for correct input, turn the handle of the safe within 3 sec.					

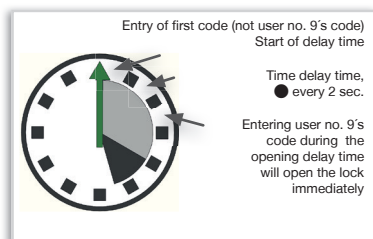


Opening Delay Override (Quick Open Code) (Flash 5)

Note:

- User no. 9 must be active (see special function 1).
- Users must be turned on (see special function 2).
- The first code (code for starting the opening delay) may not be user no. 9's code.

Enter the code	6 5 4 3 2 1	(example)	● constantly	<input checked="" type="checkbox"/>	■ ■ ■	<input checked="" type="checkbox"/>	■ ■ ■ ■
Time delay time is running			● ev. 2 sec.				
Enter user no. 9's code	3 2 1 6 5 4	(example)		<input checked="" type="checkbox"/>	■ ■ ■	<input checked="" type="checkbox"/>	■ ■ ■ ■
After the signal for correct input, turn the handle of the safe within 3 sec.							





Security Information:

- Any records of the used code shall be stowed in a way that they are not accessible to third parties.
- When entering the code, make sure that the input can not be observed by bystanders.

Removing the keypad

The cable duct for the lock and the battery are located behind the keypad housing.

To remove the keypad housing, turn the housing to the left to the mark on the top of the case.

ATTENTION: during assembly / disassembly of the keyboard housing make sure there is a exact match between the marking of the housing and the indicator marks 1 or 2.

Lift off the keypad housing, paying attention to the connection cable.

Carefully pull out the plug of the connection cable from the socket of the keypad to remove it completely. Avoid unnecessary pull on the connecting cable, for example by hanging the connected keypad housing down on the safe door.



Mounting the keypad

Place the keypad housing on the base plate and turn the unit back into the initial position to the right.





Battery Warning

First step:

If the battery reaches a critically low level of charge, there will be an early warning of several signal tones after successful code entering.

Replace the battery (1x 9V).

■■■■■■■■ after opening

Second step:

At this stage the supply voltage has reached a critically low level, therefore an opening is no longer possible. Already after entry of the first digit you receive several acoustic warnings.

Replace the battery (1x 9V).

■■■■■■■■ before opening

Kundendienst



CLAVIS Deutschland GmbH
Grüner Weg 38
34117 Kassel

Telefon: +49 (0)561 988 499-0
E-Mail: info@tresore.eu
Internet: www.tresore.eu
www.tresorschloss.de

Steinbach & Vollmann
GmbH & Co. KG
Schloß- und Beschlägefabrik

Parkstraße 11
42579 Heiligenhaus
Germany
Telefon +49 2056 14-0
Telefax +49 2056 14-251
E-Mail info@stuv.de
Internet www.stuv.de

03/2018 Printed in Germany.

Zumutbare Abweichungen in Modellen und Farben sowie Änderungen zur Anpassung an den neuesten Stand der Technik und Produktion bleiben ausdrücklich vorbehalten.

Copyright © 2018 Steinbach & Vollmann

Dieses Handbuch darf weder als Ganzes noch in Auszügen ohne schriftliche Genehmigung von Steinbach & Vollmann reproduziert, vertrieben, übersetzt oder in anderer Art und Weise oder mit anderen Mitteln elektronischer oder mechanischer Art übertragen werden. Dies schließt Fotokopien, Aufzeichnungen oder Speichern in jedweder Art ein.