

OM-LSS Addendum

SecuRam ScanLogic Basic Lock Instructions



Code Name	ScanLogic	Functions
User electronic codes	User 2 [][][][][][] User 1 [][][][][][]	<ul style="list-style-type: none"> Allows user to open safe TopLit & Xtreme can program one user code BackLit & ScanLogic can program two user codes
User mechanical combo (Xtreme)	N/A	<ul style="list-style-type: none"> Allows user to open safe
Change code	[0][0][0][0][0][0]	<ul style="list-style-type: none"> Allows changing of any code 0,0,0,0,0,0 cannot be changed
Manager code	[1][2][3][4][5][6]	<ul style="list-style-type: none"> Allows manager to open safe Opens programming (multiple functions)

**The Manager Code must be changed from default 123456 to a unique number. Follow the Change Code process detailed in Item "B." below.

A. Open lock

- 1) Enter default Manager code 123456

B. Change Code

- 1) Enter 000000
- 2) Enter existing code, 1 beep
- 3) Enter new 6 digit code, 1 beep
- 4) Repeat new 6 digit code, 2 beeps

*Manager code of 123456 must be changed before any other Users can be added

C. Add Manager fingerprint(s)

- 1) Open with Manager code/fingerprint
- 2) Hold "+," and hold until 1 beep
- 3) Place fingerprint 4X, 1 beep each
- 4) 2 beeps confirms fingerprint addition

*Manager can add up to 5 fingerprints

D. Add User1 Code

- 1) Open with Manager code/fingerprint
- 2) Hold "1," 1 beep
- 3) Enter new 6 digit code, 1 beep
- 4) Repeat new 6 digit code, 2 beeps

E. Add User2 Code

- 1) Open with User1 code/fingerprint
- 2) Hold "1," 1 beep
- 3) Enter new 6 digit code, 1 beep
- 4) Repeat new 6 digit code, 2 beeps

F. Add fingerprints

- 5) Open with own code/fingerprint
- 6) Hold "+," 1 beep
- 7) Place fingerprint 4X, 1 beep each
- 8) 2 beeps confirms fingerprint addition

*User1 and User2 can add up to 5 fingerprints

G. Delete own fingerprints (All)

- 1) Open with your own code/fingerprint
- 2) Hold "-", 2 beeps

*All of your fingerprints have been deleted

H. Delete User2 (Code & fingerprints)

- 1) Open with User1 code/fingerprint
- 2) Hold "3", 2 beeps

*User2 code and fingerprints are deleted

I. Delete All (Codes/fingerprints)

- 3) Open with manager code/fingerprint
- 4) Hold "3", 2 beeps

*Manager code remains unchanged, User1 and User2 are deleted

J. Lost Codes (contact Rhino Metals at 208-454-5545)

*Most safes with electronic locks have their override code on file at Rhino Metals. The override codes are tracked by model and serial number. If you have lost your code, a \$25.00 research fee will be assessed for restoring the code to you. The request requires completing and providing proper documentation of ownership of the safe. We cannot guarantee that Rhino Metals can recover a code nor are we responsible for keeping the information. Please keep your code in a secure place outside your safe.



IMPORTATION FOR ELECTRONIC LOCKS

1. DO NOT CLOSE THE SAFE DOOR IF THE CODE DOES NOT WORK. Refer to the Troubleshooting Guide or call Rhino Metals Tech Support for further assistance. Do not wait until your safe is locked out.
2. Store your safe's model, serial number, Owner's Manual and combination in a secure location outside your safe.
3. When a code is changed, always check to make sure the previous code will no longer open the lock.
4. Replace the battery annually to ensure reliable access into your safe.
5. Always center the handle or hand wheel with the safe door to ensure that there is no pressure on the lock as it could cause a lockout.
6. Consider purchasing an Extended Lock Warranty for extended services.

K. Turn beeper off

- 1) Open with Manager or User1 code/fingerprint
- 2) Hold "4," 1 beep

L. Turn beeper on

- 1) Open with Manager or User1 code/fingerprint
- 2) Hold "4," 2 beeps

Penalty Time

- 1) The entry of 5 incorrect codes will cause the lock to enter Penalty Time where the lock is lock down for a period of 5 minutes. You cannot open the lock during the penalty time period.
- 2) During the Penalty Time, the keypad will beep every 5 seconds and the buttons on the keypad are not operable. Entering additional codes during penalty time does not extend penalty time.
- 3) Two beeps indicates penalty time has expired and the beeping will stop, enter a valid code to open the safe lock.
- 4) Note: If after penalty expires you enter an invalid code two more times, the lock will go back into penalty time.

Security Levels:

Security Level 1 = Fingerprint or code
Security Level 2 = Fingerprint **and** code

M. Change to Security Level 2 (fingerprint **and** code)

- 1) Open with Manager or User1 code/fingerprint
- 2) Hold "5," 1 beep, then 2 beeps

N. Change to Security Level 1 (fingerprint **or** code)

- 1) Open with Manager or User1 code **and** Fingerprint
- 2) Hold "5," 1 beep, then 1 beep

Troubleshooting

- 1) Lock beeps 10 times after fingerprint/code entry: This is the low battery indicator. Replace the battery with a new Duracell or Energizer battery.
- 2) Green lights after input of fingerprint or code – this is an indication of a valid fingerprint or code entry
- 3) Red lights after input of fingerprint or code – this is an indication of an invalid fingerprint or code entry