

ELECTRONIC GUN CABINET

DIARIO DI CACCA

INSTRUCTION MANUAL

Viro[®]

CONTENTS

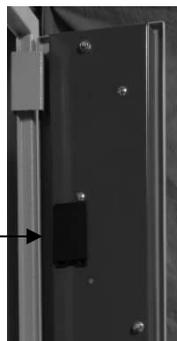
USE OF THE GUN CABINET.....	3
<i>Insertion/replacement of the batteries</i>	3
<i>Opening the door</i>	4
<i>Closing the door</i>	6
<i>Insertion of 1st combination</i>	7
<i>Emergency opening with mechanical key</i>	8
<i>Security block</i>	9
THE MENU OF THE GUN CABINET	10
<i>Menu 1.1: Gun cleaning date</i>	13
<i>Menu 1.2: Licence renewal date</i>	14
<i>Menu 1.3 ... 1.6: Setting reminders 1...4</i>	15
<i>Menu 2.1: Hunted quantities</i>	17
<i>Menu 2.2: Add</i>	18
<i>Menu 2.3: Delete</i>	18
<i>Menu 2.4: Reset history</i>	19
<i>Menu 3.1: Guns contained</i>	20
<i>Menu 3.2: Gun cartridges</i>	20
<i>Menu 3.3: Handguns contained</i>	21
<i>Menu 3.4: Handgun cartridges</i>	21
<i>Menu 4.1: Internal climate info</i>	22
<i>Menu 4.2: Battery level</i>	23
<i>Menu 4.3: Operations history</i>	24
<i>Menu 5.1: Change combination 1</i>	25
<i>Menu 5.2: Change combination 2</i>	25
<i>Menu 6.1: View date/time</i>	27
<i>Menu 6.2: Set clock</i>	28
<i>Menu 6.3: Adjust brightness</i>	29
<i>Menu 6.4: Adjust contrast</i>	30
<i>Menu 6.5: Humidity Alarm</i>	31
<i>Menu 6.6: Error block</i>	32
<i>Menu 6.7: Adjust temperature</i>	33
<i>Menu 6.8: Initial settings</i>	34
APPENDIX	35
A. <i>Fitting the gun barrel support</i>	35
B. <i>Digital weather station with barometer and lunar calendar</i>	35
C. <i>Safety box light</i>	35

Use of the gun cabinet

Insertion/replacement of the batteries

With the door open, remove the rear plastic cover that closes the battery compartment.

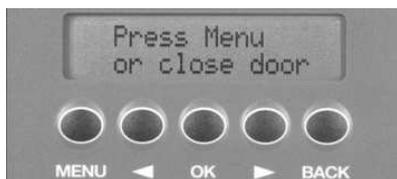
Remove the battery-holder from the compartment and insert 4 new 1.5V batteries (size AA, LR6), taking care to respect the + and - signs indicated on the battery-holder.



N.B.: use only new batteries and never mix new and used batteries.

Close the cover of the battery compartment by pressing down, then with the door still open press any key from 1 to 9.

Check that the following message appears on the display:



If this message appears, the cabinet is ready to be used.

If the message does not appear, the batteries have not been inserted correctly: check that the batteries have been inserted correctly, respecting the + and - signs.

N.B.: thanks to a special protection of the electronic board, incorrect insertion of the batteries does not damage the board.

Opening the door

To open the gun cabinet you need to know one of the two opening codes.

TO OPEN: type in your code on the keyboard and press **ENTER**. If no personal code has been memorized, the initial code is "000000".

Every time a key is pressed, the display shows the sequence of figures entered up to that point; this makes it possible to check that the correct code has been entered.

Once the correct code has been entered, the opening procedure begins and the following message is displayed:



turn the knob one quarter of a turn in a clockwise direction and open the door.



N.B.: if the knob is not turned within a few seconds, the mechanism is blocked for safety reasons and the gun cabinet remains closed. To open the cabinet, enter the code again.

Once the door has been opened, the display will show the following information: any reminders, if set; for example:



then:

which tells you how many wrong opening attempts have been made since the last time the cabinet was closed. If no wrong attempts have been made, this message will not appear.

Then:



which tells you when the cabinet was last opened: you can thus immediately see if someone else has opened the cabinet in your absence. By means of the operations history (see menu 4.3, page 24), it is possible to see which of the two codes was used to open the cabinet.

If the batteries are low, the following message will be shown:



Closing the door

To close the cabinet, close the door and turn the knob a quarter of a turn anticlockwise.

N.B.: *if the cabinet is new, make sure the batteries have been inserted before closing the door!*



The display will show:



N.B.: *if the batteries are low, the "Door closed" message will be followed by the message "Battery low! Change battery."*

Insertion of 1st combination (only accessible with the door open)

The gun cabinet has two memory positions for two different codes, each consisting of 6 to 10 digits.

These two codes can be assigned to two different users without them knowing each other's code. When the cabinet is opened with a code, this is memorized in the operations history.

If there is any doubt as to the contents of the gun cabinet, it is possible to consult the operations history (see menu 4.3, described on page 24) to see which code opened the cabinet and when.

The display will show, for example:



So you can see immediately that the cabinet was opened on that day, at that time by the person assigned code number 2.

The operations history contains details of the last 50 operations.

To enter a new code or change an existing one, follow the procedure described in menu 5.1 or 5.2 on page 25.

Emergency opening with mechanical key

If the batteries are completely flat, it is necessary to open the door by means of a mechanical emergency key with a special profile protected by an anti-drill plate (contained in a sealed envelope, supplied with the gun cabinet).

Remove the plastic plug immediately above the keyboard and insert the key as far as it will go. Turn the key clockwise and keeping it turned, turn the knob clockwise until it blocks (approx. 45°). Release the key, still holding the knob: the key will return to the rest position, unblocking the knob which can now be turned the remaining 45° to release the closing mechanism.

The display will show "**Emergency key**" and this operation is memorized in the internal operations history.



Never leave the emergency key inside the cabinet; keep it in a safe place, preferably not in the same building where the cabinet is located (so that no burglar can find it).

Security block

When the door is closed, after entering six consecutive wrong codes the gun cabinet will be automatically blocked for a period that can be set by the user (see menu 6.6 described on page 32).

The gun cabinet cannot be used during this period and pressing any key does not carry out any operation; only the mechanical emergency can be used to open the cabinet.

The display will show: **"Security block"**, **"-xx minutes..."**, showing the remaining number of minutes until the end of the block.

For example:



The menu of the gun cabinet

The menu can be accessed by pressing the **MENU** key on the keyboard below the display.



Use the ◀ and ▶ keys to scroll through the menu items.

The menu is organized on two levels: the first, with 6 items, consists of the basic functions. The groups are.

- 1 - Reminders**
- 2 - Game**
- 3 - Cabinet contents**
- 4 - Internal info**
- 5 - Door opening codes**
- 6 - Standard settings**

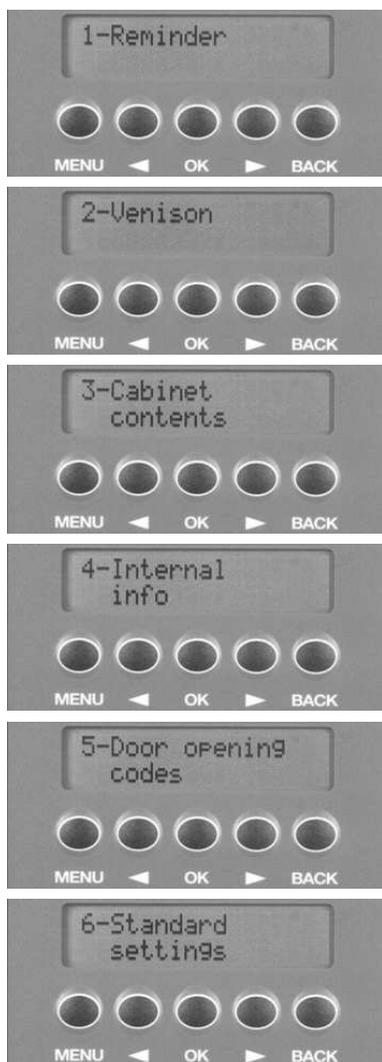
Press **OK** to confirm the item on the menu and enter a subgroup of functions identified by "menu number"."function number".

For example, pressing **OK** in menu 1 accesses submenus: 1.1, 1.2, 1.3, 1.4, 1.5 and 1.6.

Press **BACK** to return to the main menus 1, 2, 3, 4, 5 or 6.

The main menu

The main menu consists of 6 groups of functions:



The functions in each of the 6 main groups are listed below.

1 - Reminders

- 1.1 Gun cleaning date *
- 1.2 Licence renewal date*
- 1.3 Reminder 1 *
- 1.4 Reminder 2 *
- 1.5 Reminder 3 *
- 1.6 Reminder 4 *

2 - Game

- 2.1 Hunted quantities
- 2.2 Add
- 2.3 Delete
- 2.4 Reset history *

3 - Cabinet contents

- 3.1 Guns contained *
- 3.2 Gun cartridges *
- 3.3 Handguns contained *
- 3.4 Handgun cartridges *

4 - Internal info

- 4.1 Internal climate info
- 4.2 Battery level
- 4.3 Operations history *

5 - Door opening codes

- 5.1 Change combination 1 *
- 5.2 Change combination 2 *

6 - Standard settings

- 6.1 View date/time
- 6.2 Set clock *
- 6.3 Adjust brightness
- 6.4 Adjust contrast
- 6.5 Humidity alarm *
- 6.6 Error block *
- 6.7 Adjust temperature
- 6.8 Main settings *

** functions memorized in the operations history of the last 50 operations.*

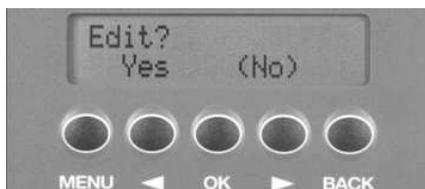
MENU 1: REMINDERS

Menu 1.1: Gun cleaning date (only accessible with the door open)



This function can be used to set an estimated date for the next gun cleaning

Press **OK**; for 2 seconds the display will show the date of the last cleaning, then for another 2 seconds the date of the next cleaning, followed by a request to change the date.



Use the **◀** and **▶** keys to select "Yes" to change the dates of the last and next cleaning or select "No" to leave the dates unchanged; press **OK** to confirm the choice.

If the date of the next cleaning is changed, starting from that date, and every time the cabinet is opened, the display will show a reminder of the gun cleaning date.

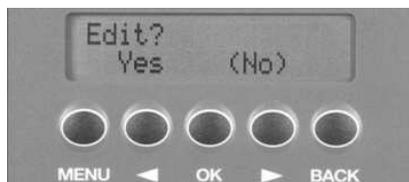


Menu 1.2: Licence renewal date (only accessible with the door open)



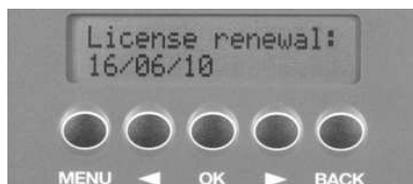
This function can be used to set the hunting licence renewal date; starting from that date, and every time the cabinet is opened, the display will show a reminder of the licence renewal date.

Press **OK**; for 2 seconds the display will show the licence renewal date, followed by a request to change the date.



Use the ◀ and ▶ keys to select "Yes" to change the date or select "No" to leave the date unchanged; press **OK** to confirm the choice.

If the date is changed, the display will then show, for example:



Menu 1.3 ... 1.6: Setting reminders 1...4 (only accessible with the door open)



This function can be used to enter a **reminder/free text message, which will then be displayed every time the door is opened starting from the set date.**

Up to 4 text message reminders can be entered (Menu 1.3, 1.4, 1.5, 1.6).

If no reminder has been entered in the selected position, the second line of the display will show the message "(empty)"; otherwise the reminder and the set date will scroll across the display.

For example, if the set reminder concerns the start of the hunting season on 03/09/05, and you wish this to appear on the display from 20/08/05, after entering the reminder and the date, the following messages will be displayed in succession:



(1)



(2)



(3)



(4)

ENTERING OR CHANGING A TEXT REMINDER

Press **OK**; the display will show "Enter text" for 2 seconds, allowing you to enter your text with the letters shown below each key.

Entering the reminder is like entering a text message on your mobile phone; for example, pressing **6** once will enter the letter "M", pressing it twice will enter the letter "N", pressing it three times will enter the letter "O".

Enter a space by pressing **1**.

Press **CANC** to cancel the last letter entered.

Press **ENTER** to confirm the entered text, which will be memorized.



You can now enter the date starting from which the reminder will be displayed.

This is an example of text entered as a reminder:



N.B.: to cancel a reminder, press **OK** without entering any text; you will be asked to confirm cancellation and the reminder will then be cancelled.

MENU 2: GAME

Menu 2.1: Hunted quantities



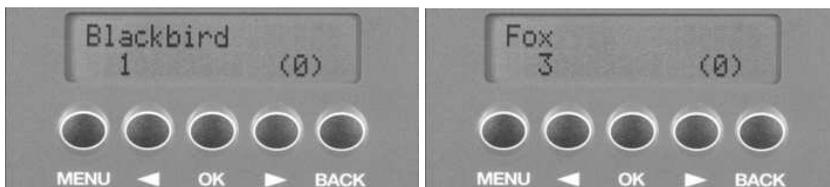
This function can be used to display the hunted quantities for each species from the start of the hunting season. The hunted quantity of the previous season is also displayed in brackets.

Press **OK** and use the **◀** and **▶** keys to scroll through the species that can be hunted; below each species are the hunted quantities for the current season and the previous season.

N.B.: the change from one season to the next is automatic on August 1st of every year.

The species which can be hunted are shown in decreasing order of hunted quantities for the current season.

For example:



The memorized species that can be hunted are as follows:

Lark, Teal, Woodcock, Snipe, Chamois, Gadwall, Roe, Deer, Fieldfare, Pin-tail, Wood pigeon, Wild rabbit, Crow, Rock partridge, Fallow deer, Pheasant, Widgeon, Coot, Jack snipe, Moor hen, Magpie, Mallard, Jay, Hare, Garganey, Blackbird, Spoonbill, Tufted duck, Pochard, Mouflon, Plover, Partridge, Red-legged partridge, Water rail, Quail, Common grey partridge, Thrush, Turtle-dove, Fox, Other.

Menu 2.2: Add



This function can be used to add the hunted quantities to the internal operations history. Press **OK**, use the ◀ and ▶ keys to select the species to be increased in quantity and press **OK**.

Confirmation is requested: to add a piece, select "Yes" and confirm with **OK**. To add another piece, repeat the operation.

N.B.: the species that can be hunted are shown in alphabetical order in this menu.

Menu 2.3: Delete



This function can be used to delete one hunted piece of a species, e.g. if one piece too many has been added by mistake.

Press **OK**, use the ◀ and ▶ keys to select the species to be decreased in quantity and press **OK**.

Confirmation is requested: select "Yes" and confirm with **OK**. To delete another piece, repeat the operation.

N.B.: the species that can be hunted are shown in alphabetical order in this menu.

Menu 2.4: Reset history



This function can be used to reset all the hunted quantities in the operations history of the species that can be hunted.

N.B.: the quantities of the previous season will also be reset.

Press **OK**; confirmation will be requested:



select "Yes" and confirm with **OK**.

MENU 3: CABINET CONTENTS

Menu 3.1: Guns contained (only accessible with the door open)



Press **OK**, enter the number of guns contained in the cabinet, press **OK**. The new number will be memorized.

Menu 3.2: Gun cartridges (only accessible with the door open)



Press **OK**, enter the number of cartridges contained in the cabinet and press **OK**. The new number will be memorized.

Menu 3.3: Handguns contained (only accessible with the door open)



Press **OK**, enter the number of handguns contained in the cabinet and press **OK**. The new number will be memorized.

Menu 3.4: Handgun cartridges (only accessible with the door open)



Press **OK**, enter the number of handgun cartridges contained in the cabinet and press **OK**. The new number will be memorized.

MENU 4: INTERNAL INFO

Menu 4.1: Internal climate info



This menu can be used to display the temperature and humidity inside the cabinet. Press **OK**; the data will be displayed as in the following example:



The temperature sensor can be calibrated by means of menu 6.7 (see page 33). The temperature has a precision of +/- 1°C, while the relative humidity is measured from 55% to 90% in steps of 5%.

N.B.: *the internal temperature and humidity values are updated on an hourly basis and every time these data are displayed.*

If the menu 6.5 function "Humidity alarm" (see page 31) has been activated, when the relative humidity rises above 90%, a visual/acoustic alarm lasting 30 seconds is activated and repeated on the hour every hour until the humidity falls below the alarm threshold.

The purpose of the alarm is to safeguard the contents of the gun cabinet which could be damaged if condensation forms inside the cabinet (e.g. thanks to the alarm, the cabinet can be opened and the condensation removed, thus preventing oxidation of the metal parts of the weapons).

Menu 4.2: Battery level



This function can be used to check the battery level. This information is shown as a percentage, followed by an estimate of the number of days remaining before they need to be changed. This calculation is made (starting 30 days after insertion of the batteries) on the basis of how much the cabinet has been used up to that point, and therefore depends on how often the door has been opened/closed.



When the battery level is so low that correct functioning cannot be ensured, the following message will be displayed:



In this condition, in order to save further consumption of the nearly flat batteries, the blue backlighting of the display will not be activated until the batteries are changed.

N.B.: battery consumption is lower when the door of the gun cabinet is closed.

Menu 4.3: Operations history (only accessible with the door open)



This function can be used to display the operations history of the last 50 operations performed on the gun cabinet. The first operation shown on the display is the last one performed. Use the ◀ and ▶ keys to scroll through the operations. Press **OK** or **BACK** to exit the operations history function and return to the menu. For each stored event, the type of operation, the date and the time are displayed.

EXAMPLES:

Message displayed	Function
Closing	Door closing
Comb. opening 1	Door opening with code 1
Comb. opening 2	Door opening with code 2
Incorrect code	Opening attempt with incorrect code (the incorrect code scrolls across the display)
Security block	Security block activated after 6 consecutive errors
Menu - X.X	Changes the settings of menu x.x: where x.x corresponds to the two numbers of the relative menu item
Emergency key	Opening of the door by means of the mechanical emergency key

Examples of messages that may be displayed in the operations history:



MENU 5: DOOR OPENING CODES **(only accessible with the door open)**

Menu 5.1: Change combination 1

Menu 5.2: Change combination 2



This function can be used to memorize one or two personal opening codes (from 6 to 10 digits).

These two codes can be assigned to two different users. When the cabinet is opened with a code, this is memorized in the operations history.

In the event of doubts regarding the contents of the gun cabinet, the operations history (see menu 4.3 described on page 24) can be consulted to see which combination was used to open the cabinet and when.

N.B.: *the factory setting of memory position 1 is "000000". You are advised to change this code immediately with a personal combination.*

Press **OK** to start the procedure to change/enter a code:

If a code has already been memorized in this position, this old code must first be entered and confirmed by pressing **ENTER**:



then enter the new code (from 6 to 10 digits) and confirm with **ENTER**.



N.B.: as will be seen below, it is not possible to use "0000000000" (all zeros) as the new code.

Enter the new code again (confirming with **ENTER**) to check that it has been entered correctly.



The new code is now memorized and the display will show "Operation carried out".

DELETE CODE: if you wish to delete a code that has been memorized without entering a new one, but just leaving the position empty, it is sufficient to enter "0000000000" (all zeros) as the "New Code". This reserve code is not memorized but automatically cancels the memory position. To do this, it is obviously necessary to know the old code that you wish to cancel.

MENU 6: STANDARD SETTINGS

Menu 6.1: View date/time



This menu can be used to display the current date/time in order to check that the internal clock is correct.

Press **OK**, the date/time appear as follows:

day/month/year
hours:minutes:seconds



Menu 6.2: Set clock (only accessible with the door open)



This function can be used to set the internal clock of the gun cabinet. Press **OK**. Enter the current time in the format 'hours:minutes'. Each entry must consist of two digits, so if the time is 7 minutes past 7, enter 07:07. The time format is from 00 to 24, so if it is 5 o'clock in the afternoon, enter 17:00.



Enter the current date in the format 'day/month/year'. Two digits are required also in this case; only the last two digits of the year are required.



Once the date/time has been entered correctly, this is displayed for a few seconds to confirm that the operation has been successfully carried out.



N.B.: *the changeover between winter and summertime is done automatically at 3 a.m. on the last Sunday of October/March.*

Menu 6.3: Adjust brightness



This function can be used to adjust the brightness of the display, to better adapt it to the lighting conditions of the room where the gun cabinet is installed. Press **OK**, the adjustment bar as shown in the example below will be displayed:



Press the ◀ key to decrease the brightness or the ▶ key to increase it. The currently selected option is shown in the centre in brackets.

Press **OK** to confirm the selection and the new brightness level will be memorized for future use, while if **BACK** is pressed, the changes will be cancelled and the brightness level will not be changed.

Menu 6.4: Adjust contrast



This function can be used to adjust the contrast of the messages on the display, to better adapt it to the lighting conditions of the room where the gun cabinet is installed.

If a high contrast value is set, the messages will be lighter in colour, while if a low contrast value is selected the messages will be darker.

Press **OK**, the adjustment bar as shown in the example below will be displayed:



Press the ◀ key to decrease the contrast (darker messages) or the ▶ key to increase it (lighter messages).

The currently selected option is shown in the centre in brackets.

Press **OK** to confirm the selection on the display and the new contrast level will be memorized for future use, while if **BACK** is pressed, the changes will be cancelled and the contrast level will not be changed.

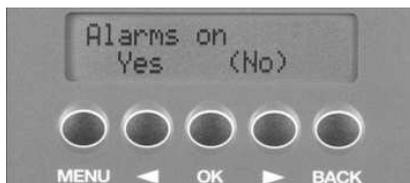
Menu 6.5: Humidity Alarm (only accessible with the door open)



This function can be used to activate the alarm for too high humidity. This function is useful when the gun cabinet contains weapons, cartridges or objects that can be ruined by humidity and oxidation.

DESCRIPTION OF THE ALARM: when the relative humidity rises above 90%, a visual/acoustic alarm lasting 30 seconds is activated and repeated on the hour every hour until the humidity falls below the alarm threshold. To suspend the alarm, just press any key.

To activate/deactivate this function, press **OK**; the display will show the options that can be selected:



Press the **◀** key to select the option on the left, i.e. "Yes" (humidity alarm activated) or the **▶** key to select the option on the right, i.e. "No" (humidity alarm deactivated).

Press **OK** to confirm the selection on the display, while if **BACK** is pressed, the changes will be cancelled and the previous setting will not be changed.

N.B.: *the factory setting for this function is humidity alarm deactivated; the humidity alarm is useful only if the gun cabinet is located in a place where the acoustic signals can be heard; if not, there is the risk that the alarm is activated and continues to sound without anyone realising, thus decreasing the duration of the batteries. Think carefully before activating this alarm. For the same reason, it is advisable to deactivate the alarm if going away for a long period.*

Menu 6.6: Error block (only accessible with the door open)



This function can be used to deactivate or set the duration of the time block after 6 consecutive code errors.

This block increases the security level of the gun cabinet, preventing a burglar from trying a series of codes to find the correct one (e.g. entering dates of birth, marriage, etc.).

DESCRIPTION OF THE ERROR BLOCK: after the sixth consecutive code error, the gun cabinet will be automatically blocked for a selected period of time, not allowing any function to be carried out until this period is over. The time that can be set varies from 00 (block not activated - factory setting) to 60 minutes.

To change the duration of the block, press **OK**; the display will show the current setting in brackets; enter the new duration of the block in a two-digit format.



Entering 00 deactivates the block, while entering a value high than 60 will not be considered valid.

N.B.: every time the cabinet is opened, the display will show the number of errors since the last closing, regardless of whether the security block is activated or not.

Menu 6.7: Adjust temperature (only accessible with the door open)



This function can be used for precise adjustment of the internal temperature sensor. It is first necessary to obtain the exact temperature inside the gun cabinet (e.g. by leaving a thermometer inside the gun cabinet for at least an hour).

Press **OK**; the display will show the internally read temperature and request the new temperature:



Enter the temperature in the two-digit format. If the internal temperature is 7 degrees, enter 07.

The display will show the message "Operation carried out". It is then possible to check the correctness of the new temperature value displayed by means of menu 4.1 (Internal climate info, see page 22).

Menu 6.8: Initial settings (only accessible with the door open)



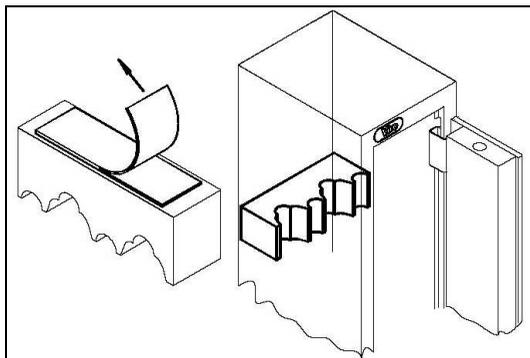
This function can be used to reset the original factory settings of the following items:

last gun cleaning date, next gun cleaning date, licence renewal date, guns contained, gun cartridges, handguns contained, handgun cartridges, contrast, brightness, security block, humidity alarm, temperature.

Press **OK**, confirm by selecting "Yes" (and pressing **OK**) to return the settings to the predefined values or "No" (and pressing **OK**) to maintain the settings unchanged.

Appendix

A. Fitting the gun barrel support (if not already fitted)



Remove the protective film from the adhesive strip on the support and fix it on the back wall of the cabinet about 95 cm from the base.

B. Digital weather station with barometer and lunar calendar (code 4450.0315) - Accessory provided

Remove the box containing the digital weather station from the safety box. Follow the instructions provided in the box for installation and use.

C. Safety box light (code 1.4383.0312) - Optional accessory

As an optional accessory, an inside lighting kit is available to light up the interior of the safety box of the gun cabinet. The kit automatically switches on a light when the door of the safety box is opened to illuminate the inside compartment. The light switches off automatically when the door is closed.

ELECTRONIC GUN CABINET
DIARIO DI CACCIA
Instruction manual
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Viro S.p.A.
via Garibaldi n.4 - 40069 Zola Predosa (Bologna) - ITALY
Tel. +39 051 6176511 (ask for after-sale support)
Fax +39 051 755079 - Fax after-sale support +39 051 6176627
www.viro.it - e-mail: viro@viro.it