

## Assembly and user instruction for lockable window handle WH-3010

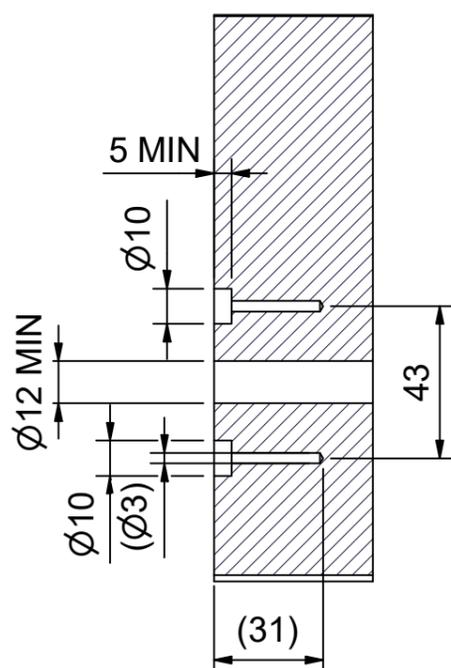
Tested and approved according to SS3620 class B. Approved for use in both windows and window doors.

WH-3010 is tested by RISE and, according to the choice of cylinder, meets the requirements of SS3620 up to class B. The handles can be supplemented either with ASSA 716 cylinder for higher classification and equal locking or with our own cylinder, WH-3010-RC. Cylinders not included, order separately.

### 1. Frame

Make sure to have correct dimensions in frame. Drawing showing dimensions in a wooden frame. Drill size and depth for one way screw ( $\varnothing 3$ ) may need to be adjusted depending on the quality of the wood.

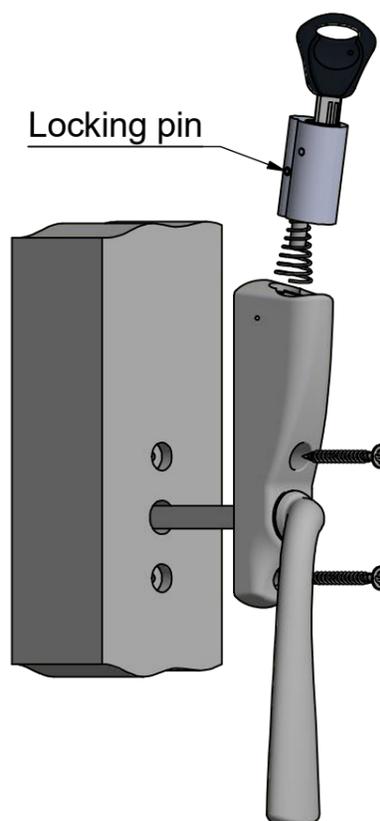
Size of screw:  $\varnothing 4,5 \times 40$



### 2. Assembly

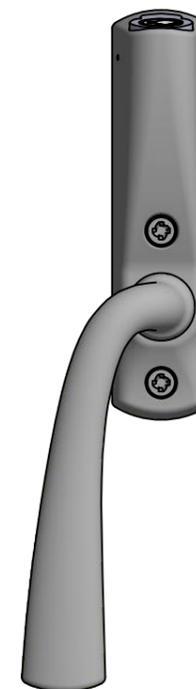
Cut the square spindle to acquired length. Assembly handle to the frame with supplied one-way screws. If other screws are used the screw driver grip shall be disabled to prevent unauthorized removal. For example use a drill to disable.

Install the lock cylinder by first mounting the spring that comes with the handle to the cylinder. Then push down the cylinder by turning the key (Roca cyl.) clockwise and at the same time push in the locking pin. For ASSA cyl, push in both locking pin and locking element. Do not use the enclosed spring that may come with this cylinder.



### 3. Locking

To lock, push down cylinder.

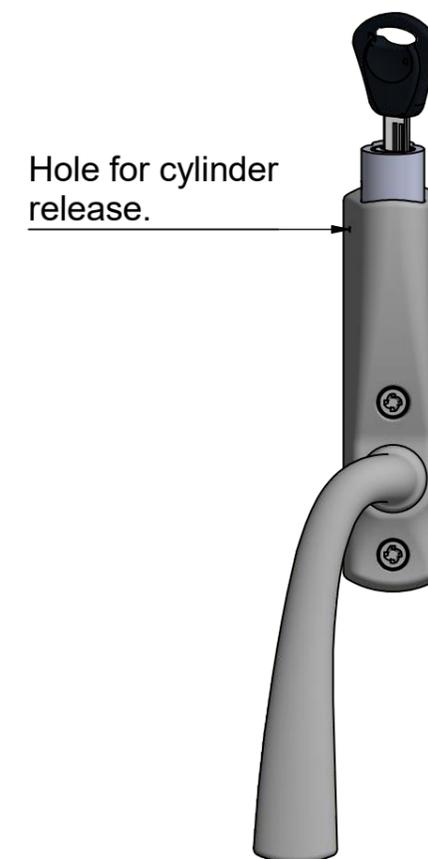


### 4. Unlocking

To unlock, turn key clockwise until cylinder goes up.

### 5. Change of cylinder

Unlock the cylinder and push in the locking pin from the side (through hole in body) and pull out the cylinder.



### Note!

This handle is equipped with a break function to be triggered in case of burglary attempts. The entire unit must then be replaced. The warranty does not apply to handles that are broken during burglary or improper handling, e.g. cylinder is locked or the espagnolette is not working correct.



Certified acc to SS3620 A/B.  
Certification no: C000903