



KEY MASTERY

for

Binary Plus

Key Mastery - User: 001

Design Assign Code Tree Key Tree Phantoms Match

Key						
Profile	1	2	3	4	5	6
BP				⊙	⊙	⊙
BP1				⊙		
BP2					⊙	
BP3						⊙

Save

Bullet Positions: 1 2 3 4 5 6

Core						
Profile	1	2	3	4	5	6
BP			+			
BP1			+	⊙		
BP2			+		⊙	
BP3			+			⊙

Trap Positions: 1 2 3 4 5 6

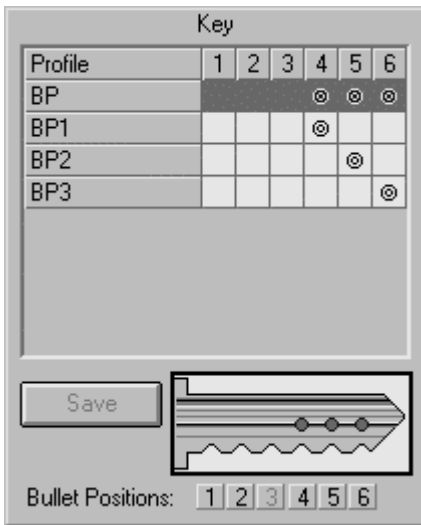
Settings	
Number Of Pins	6
Shallowest Depth	0
Deepest Depth	9
Depth Progression:	
GM	2
XM / MK	2
IK / CK	2
Filters:	
Deepest First Cut	7
Max. Depth Variation	7
Min. Total Variation	3
Min. No. of Diff. Cuts	3

Edit

Parameters Generate Array Clear

BP002 BP2 Apartment Developers Ltd Apartment Developers Ltd

Key Mastery's Binary Plus module allows you to enter the bullet (side) pin information for the creation of different profiles as well as changing the trap spring position.

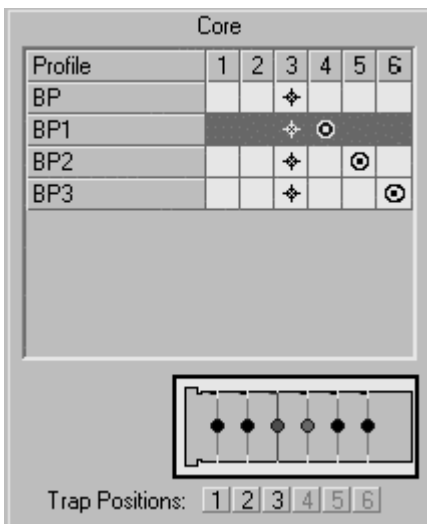


Profiles can be created normally in the Profiles area of Key Mastery.

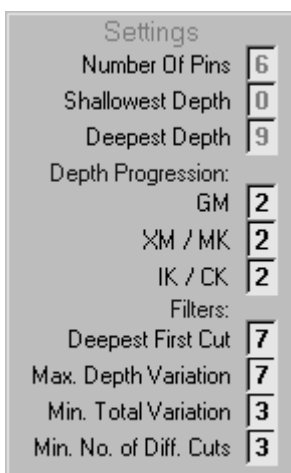
The BP module allows you to specify the bullet pin positions and ensures that they are correct for the profile structure required.

Simply highlight a profile and click on one of the 6 positions to add / remove a bullet pin.

Pinning Reports will also provide the necessary information.



Trap Pin positions for each profile can also be designated by clicking on any of the 6 positions.



Lockwood 6 pin settings are used as a default, but can be changed if necessary.

Key Mastery also provides the flexibility to create a different tree structure under each profile.