



The SL range of intruder alarm control equipment is designed to be used in a wide variety of applications.

SL is controlled by a Central Processing Unit (CPU) which may have been concealed within the premises. To avoid the risk of electrical shock the CPU cover should NOT be removed. Refer servicing to qualified service personnel.

## PROGRAMS

Up to 3 Programs may be pre-set within SL to allow protection over selected areas of your property and at different times. For example, Full Set, Evening Set and Night Set.

Each program will use one of the 'exit modes' described below:

- |                   |   |
|-------------------|---|
| <b>Timed</b>      | A timed program will Set at the end of a pre-determined exit time period.   |
| <b>Final Door</b> | A final door program is normally used when you are leaving the premises and will Set 5 seconds after the front door has been closed.        |
| <b>Immediate</b>  | An immediate program is normally used when you are not leaving the premises and will Set silently as soon as the program has been selected. |

The 'Engineer Details' section of these instructions contains a chart showing the zones and exit modes set into each Program.

For clarity, the information below on Setting the system, assumes that all Programs use a *Timed* or *Final Door* Setting routine.

## TO SET THE SYSTEM (ON PROGRAM 1)

The green **Day** indicator should be showing. Enter your code number and check that the system is clear (none of the **Zone** indicators are showing). The sounder will now produce an exit beep tone and you should leave by the approved route. The system will Set as the tone stops.

### **Push To Set Switch**

In some systems a Push To Set switch may be fitted outside the premises near to the main exit door. This should be used to complete the Setting procedure once the building has been



## Intruder Alarm Control System - Operating Instructions

vacated. As the switch is operated, the exit tone will stop and a chime tone will be produced to acknowledge Setting.

### **TO SET A PROGRAM**

The green **Day** indicator should be showing. Enter your code number and the exit tone will start. Press the **Prog** key and the exit tone will stop. Press 1, 2 or 3 for the required Program, the sounder will beep the Program number. The exit tone will continue and you should leave by the approved route. The system will Set as the tone stops.

**It is important that you follow the correct procedure when Setting the system or any of the programs. After leaving the protected area it is absolutely essential that you wait until the exit tone stops, before assuming that the system has Set.**

### **FAULTS DURING SETTING**

If the system is not clear when you try to Set it, the sounder will produce a broken beep tone and the fault will be displayed. Either re-enter your code to turn off and investigate or omit the faulty zone(s) from the system.

### **TO OMIT A ZONE**

During the exit period (after entering your code and selecting a Program) press **Omit**, the exit tone will stop and the zones that are about to be armed will be displayed. Key in the zone number(s) to be omitted which will flash to confirm selection. Zone indicators which show steady are still about to be armed. When the selection is complete press **Set** and the exit tone will continue.

If a zone 'refuses' to be omitted, it may be because the engineer has programmed the control system to prevent you from turning off the zone. If in doubt ask for advice.

### **QUICK SET**

During the exit period (after entering your code and selecting a Program) the system may be Set quickly by pressing **Set**. This removes the time period usually allowed for exit and would be used if you are not leaving the premises.

If you omit zones and require Quick Set, you will need to press **Set** twice.

### **TO UNSET THE SYSTEM**

Enter your code. If the system has not been previously activated, the green **Day** indicator will come on. If the system has been activated, then entering the code will turn the alarm off and the cause of the alarm will be displayed.

Press **Reset** to clear the indication.

### **FIRE ZONE**

Zone 8 may be used as a fire zone. If a fire alarm is activated, the Remote Keypads will flash all indicators simultaneously and internal sounders will produce a distinctive tone. The external sounders may also pulse on and off.

Fire alarms are switched off and reset in the same way as intruder alarm activations.

### **CHIME**

Chime is a low security application for use when the system is Unset. When a zone that is set to chime is operated, the internal sounders will produce a low volume two stage warning tone and the **Zone** indicator will show. If required the **Zone** indicator may be cancelled by pressing **Reset**. Details of how to put zones on chime is given in the Customer Programming section.

### **REMOTE KEYSWITCH**

Your system may have been fitted with a remote keyswitch. This can be used as an alternative to arming the system with a code and will Set Program 1.

Where a keyswitch is used it may be necessary on occasions to allow it to 'catch up' with the system. For example if the alarm was Set with a code, to Unset with the keyswitch, it would have to be momentarily turned to Set then returned to Unset.

### **FLASHING TAMPER INDICATOR**

The **Tamper** indicator on the remote keypad shows when there is a tamper fault. It will also flash in the following conditions:

**Service Warning** If the **Tamper** indicator is flashing at the rate of approximately 2 seconds on and 2 seconds off, your system may require servicing.

This will not prevent the system from being Set and Unset but you should call the Engineer for advice.

### **POWER INDICATOR**

The red **Power** Indicator should be showing at all times on the Remote Keypad(s). If this indicator goes off, consult the Engineer.

### **SERVICE/MAINTENANCE**

It is important that you fully understand the operation of your alarm system and that it is regularly serviced and tested by the Engineer.

**User Codes**

There are three codes available which are used as follows:

**User Code 1** This is normally considered as the Manager code allowing the system to be tested and to be Set and Unset. User 1 also has the authority to add, change or delete user code 2 and the duress code.

User code 1 can not be deleted.

**User Code 2** This code allows the system to be tested and to be Set and Unset.

A duress code should only be set up on remote signalling systems and after consultation with the Engineer.

**Code Change** If a 'dull' low pitched tone is produced when changing or entering a new code, the code has been rejected and may be already used.

**Engineer Details**

ALARM COMPANY NAME .....

TEL. NO .....

ACCOUNT NO .....

DATE OF INSTALLATION .....

AREA PROTECTED	Prog 1	Prog 2	Prog 3
ZONE 1			
ZONE 2			
ZONE 3			
ZONE 4			
ZONE 5			
ZONE 6			
ZONE 7			
ZONE 8			





To test your alarm system, change your code or recall the alarm memory, follow the instructions below. Before you begin check that the alarm system has finished programming or testing.

**USER 2-CODE CHANGE**

For user 2 to change their own code, proceed as follows:

Press  All indicators will show.





Enter your code

Day and Tamper indicators show.

Press  Zone indicators 1, 2, 3 and 4 show.

Now enter your new code (4 digits)

The system will beep twice and the Day and Tamper indicators show again.

The new code is now in the memory.





Press  Day indicator shows.

**USER 1-CODE CHANGES**


For user 1 to change their own code, proceed as follows:

Press  All indicators will show.

Enter your code

Tamper indicators show.

Press  To change your own code (user 1)

Press  to change user code 2

Press  to change the duress code

On pressing the key Zone indicators 1, 2, 3 and 4 show.

Now enter your new code (4 digits) or

Press  to remove the code.

A series of rapid blips will be heard and the Tamper indicator will show.





The new code is now in the memory.

Press  Day indicator shows.


**ALARM MEMORY RECALL**

Press  All indicators will show.

Enter your code


   


Tamper indicator shows.

Press  The last 8 alarm events will now be scrolled and displayed. The sounder will beep as each new condition is shown.

Press  to view the last (newest) event

Press  to view the previous event

Press  to continue scrolling events


Press  to stop the memory recall or wait for the scrolling automatically

Press  Day indicator shows.

**Notes**

- When viewing an event, the first alarm condition is shown by an alarm indicator. Subsequent zones which have triggered are shown by a steady indicator.
- If the Day indicator shows in any of the alarm events, the alarm condition occurred in the Day mode.
- If the alarm event shows a blank display then that alarm event is 'empty'

**CHIME ZONES**

Press  The Day indicator will go off and any zones that are currently set to chime will show.

Key in each zone number to select or de-select the zone to chime. Key in 0 to de-select all zones.

Press  Day indicator shows.

the Day indicator is showing and that it shows again when you

## ALARM TESTS

Press **Prog** All indicators will show.

Enter your code

**?** **?** **?** **?**

Day and Tamper indicators show.

Press **0** Tamper and Attack indicators show.

The system is now in the test routine

Press **1** to test Set+

Press **0** to stop

Press **2** To test the strobe.

Press **0** to stop

Press **3** to test the external bell/sounder.

Press **0** to stop

Press **4** to test low volume internal sounder.

Press **0** to stop

Press **2** **4** to test high volume internal sounder.

Press **0** to stop

Press **5** To enter walk test. The internal sounder will beep and the relevant indicator will show as each zone is tested.

Press **0** **Note: PA remains active** to stop

Press **Reset** **Reset** Day indicator shows.

