

Using the Scorpion Z6 alarm controller

User Codes

Scorpion Z6 is capable of storing up to twelve user codes. Each of these codes may be two to four digits in length and each may be used to arm or disarm the system.

The Keypad Beeper

The Scorpion Z6 signals system status through the keypad beeper. During an arming cycle the beeper will sound for the entire exit time. This is a 'leave now' warning. Scorpion Z6 will arm at the expiry of this period. On entry, the beeper sounds for the programmed entry period. If a valid user code is entered to disarm the system, the beeper emits two short tones. An incorrect entry is signalled by one long tone.

The 'S1' Status Lamp

The yellow status lamp is used to indicate several conditions.

Yellow lamp on:
the system is armed or arming

Yellow lamp off:
the system is disarmed

Yellow lamp flashing:
an alarm has occurred; a system fault exists or the panic function has been activated

The 'Mains' Lamp

The 'Mains' lamp is on when mains power is applied. After a mains failure the 'Mains' light flashes until mains power is restored and an arm/disarm cycle is completed. The 'Mains' lamp also flashes to indicate a low battery condition. When the battery is restored to full charge and an arm/disarm cycle is completed, the 'Mains' lamp stops flashing.

The 'Armed' Lamp

The 'Armed' lamp illuminates when the system is armed. The 'Armed' lamp also flashes to indicate when an alarm condition has occurred, mains power has been removed or low battery is detected.

Two Key Panic

If this function has been programmed into the Scorpion Z6 it may be activated by pressing the keypad * and # keys simultaneously. A panic activation may be cancelled by entering any valid user code then #.

To Arm the System:

Quickarm: enter 1 then # (Technician selectable option. Ask your installer to advise you.)

Alternatively: enter a valid two, three or four digit user code then #.

If all zones are clear, the keypad sounds a sequence of two short beeps for the exit delay and the yellow S1 status light turns on. The lamps for all zones to be armed also turn on for the duration of the exit delay.

If an alarm condition exists during arming, the lamp(s) for those zone(s) flash and are accompanied by a series of long beeps. This indicates that one or more of the zones are faulty or not secure. Any zone programmed not to be excluded, will cause the system to refuse to arm. Notify your installer immediately.

To Disarm the System:

Flashing yellow 'S1' and 'Armed' lamps indicate that one or more zones have been alarmed. Flashing zone lamps indicate which zones. Note the number of the zone and check this against the installer's zone listing on the inside of the keypad door. Notify your installer or security company. Enter a valid 2 to 4 digit user code then # to disarm the system. The keypad will beep twice and the yellow status 'S1' lamp will turn off.

To determine the cause of a miscellaneous alarm condition, press 8 3 then # on your keypad. The flashing zone lamp indicates the type of alarm condition that has occurred:

Zone 1 lamp flashes Alarm caused by a nitewatch panic

Zone 2 lamp flashes Alarm caused by a keypad panic

Zone 3 lamp flashes Low battery condition

Zone 4 lamp flashes Power failure condition

Zone 5 lamp flashes Communications failure

To Arm the System and Exclude a Zone:

Enter a valid user code then * followed by the zone number to be excluded, then press #.

To Change, Remove or Add a User Code:

Enter either of the two master user codes. Your installer would have set these up for you. Then press [1+3] together, two beeps will be heard. Enter the new user code and press the # key, one beep will be heard. Enter the single digit code of the user that is to be added or changed (1 - 10). Two beeps signal a successful entry, one long beep a failed entry. To remove a user, omit entering a new user code then press the # key.

To Arm the System in Night Mode:

Enter 9 1 then #. Scorpion waits for the pre-programmed delay then arms those zones selected for night arming. When a zone is activated in night mode Scorpion signals a pre-activation warning prior to alarming. To deactivate the system during the pre-alert, enter your user code then #.

To Disarm the System in Night Mode:

Enter a valid user code then #.

Nitewatch Station (if connected):

To nitearm or disarm the system, simply press the 'Armed/Safe' key on the Nitearm station. If the system is armed by Nitewatch and an activation occurs, the system can only be disarmed at the alarm keypad by entering a valid user code then #. To generate an alarm condition from Nitewatch, press the two 'Emergency' keys simultaneously.

To Turn on/off Chime Mode:

Enter 7 1 then #. Each time a sensor is activated while the system is disarmed and chime mode is turned on, the keypad beeps for approximately five seconds. In this mode Scorpion acts as a door or area minder.

TELECOM WAIVER (required statement from Telecom NZ)

The grant of a Telepermit for any item of terminal equipment indicates only that Telecom has accepted that the item complies with the minimum conditions for connection to its network. It indicates no endorsement of the product by Telecom, nor does it provide any sort of warranty. Above all, it provides no assurance that any item will work correctly in all respects with another item of Telepermitted equipment of a different make or model, nor does it imply that any product is compatible with all of Telecom's network services.

This equipment is set up to carry out test calls at pre-determined times. Such test calls will interrupt any other calls that may be set up on the line at the same time. The timing set for such test calls should be discussed with the installer. The timing set for test calls from this equipment may be subject to 'drift'. If this proves to be inconvenient and your calls are interrupted, then the problem of timing should be discussed with the equipment installer. The matter should NOT be reported as a fault to Telecom Faults Service.

GUARANTEE

1. Subject to clause 2 below, Micron guarantees this product against defects in materials and workmanship for a period of 12 months from the date of delivery to the purchaser as follows:

- (a) Micron will repair or replace free of charge any goods or part thereof found to be defective by reason of faulty material or workmanship.
- (b) The purchaser must give Micron notice of the alleged defect within 14 days of it becoming apparent and must return the defective goods or part thereof to Micron.

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- (a) Any product altered or repaired by any person other than Micron so as in Micron's sole judgement to adversely affect the product.
- (b) Damage, malfunction or failure arising from accident, misuse or misapplication, neglect, modifications, use of unauthorised replacement parts or accessories, exceeding the specific ratings, improper voltage or connection of any wire to any part of the circuit board other than the terminal block.
- (c) Any product where the rating label or serial number is removed or altered.
- (d) Any consequential or indirect loss.

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