Micron Lynx Alarm User Manual

Using the LYNX alarm controller

PIN numbers (user codes)and remote Transmitters

LYNX has 8 variable length 4 digit pin numbers. 6 of these numbers may be used to arm or disarm the system. Two of the 8 user codes are reserved as, 1: arm all areas, and 2: disarm all areas. If LYNX has been programmed for partition mode i.e. (area 'A' zones 1 to 4) (area 'B' zones 5 to 8) then user codes 1 to 3 are reserved for arming / disarming area 'A' and user codes 4 to 6 are reserved for arming / disarming area 'B'. User code 7 is reserved for 'arm all areas' and user code 8 for 'disarm all areas'. LYNX may also be armed and disarmed from a 2 or 4 button security coded remote transmitter.

The keypad beeper.

LYNX annunciates conditions through the keypad beeper. During an arming cycle the beeper will sound for the entire exit time. This is a "leave now" warning. On entry, the beeper sounds for the programmed entry period. LYNX will alarm at the expiry of this period. If a valid code is entered to disarm the system, the beeper emits two short tones. An incorrect entry is annunciated as one long tone.

The status (yellow) lamp.

The yellow status lamps are used to indicate several conditions:

Status lamp (Sl) on - the system is arming or armed
Status lamp (Sl) off - the system is disarmed
Status lamp (Sl) flashing - an alarm has occurred, a system fault exists, the panic facility has been activated

Partition mode

Status lamp (Sl) on -area 'A' zones 1 to 4 are arming or armed
Status lamp (S2) on -area 'B' zones 5 to 8 are arming or armed
Status lamp (S1) off - area 'A' zones 1 to 4 are disarmed
Status lamp (S2) off - area 'B' zones 5 to S are disarmed
Status lamp (S1) flashing - an alarm has occurred
Status lamp (S2) flashing - a system fault exists a panic facility has been activated in either areas A or B

PANIC or Two-key Panic.

If this function has been programmed into LYNX it may be activated by pressing * and # simultaneously. A panic activation may be cancelled by entering any valid user code. Panic may also be initiated by holding down any one transmitter button for 4 seconds.

Single button Arming:

Press: 1 then # for zones 1 to 8

In PARTITION mode press:
1 then # for area 'A' (zones 1 to 4)
2 then # for area 'B' (zones 5 to 8)
(this is a technician selectable option. Ask your installation technicians advice).
To ARM the system press:

A valid USER CODE then # (OR) Press Button 1 on any transmitter. If all zones are clear the keypad emits a steady tone and the yellow status lamp turns on. The lamps for all zones to be armed are also turned on. Flashing lamps are accompanied by a pulsed tone and indicate that one or more zones are not secure. In some installations this may be a normal condition and it will be necessary to consult with your security company.

To DISARM the system press:

A valid USER CODE then # (OR) Press Button 1 on any transmitter.

The keypad will beep twice and the yellow status lamp turns off. A flashing red lamp at this time indicates that one or more zones of LYNX has been alarmed. Note the number corresponding to the flashing zone lamp and notify your security company.

To arm the system and exclude a zone press:

A valid USER CODE then * then the zone number to exclude then #

To change a user code press:

To change a user code press:
4+ 6 keys together, then # then old user code then # then new user code then #

LYNX beeps twice each time you enter a valid number. At the end of the above sequence, the old user code is exchanged for the new user code. The new user code may be longer or shorter than the old user code with a maximum of four digits.

To cancel a fire alarm activation press:

A valid USER CODE then #

To arm the system in NIGHT MODE press:

9 then 1 then # (only zones which have been pre-programmed as NIGHT ZONES will arm.)
OR Press button 2 on any transmitter.
Partition mode
9 then 1 then # for area 'A' night zones.
9 then 2 then # for area 'B' night zones.

LYNX allows 20 seconds (no beeper) for sensors to stabilise before arming. Arming is confirmed by two key beeps. LYNX will refuse to arm when a zone is tripped in night mode. LYNX annunciates the intrusion with a pre- programmed time of pulsed beeping before sounding internal (selectable) and external sirens.

To disarm the system in NIGHT MODE press:

A valid USER CODE then # (OR) Press button 2 on any transmitter.

NITEWATCH ARMING STATION. (Optional)

Zones selected as night arming zones may be armed / disarmed from a nitewatch arming station (optional extra). Nitewatch is simple even for young children to use.

To ARM or DISARM nitewatch press:

The top key.

If the area is secure, NITEWATCH emits two beeps and lights the 'ARMED' lamp. Lynx now waits 20 seconds for all sensors to settle. At the expiry of this period NITEWATCH emits two further beeps and arms the pre-programmed NIGHT ZONES. If any part of the system is not secure the 'UNSAFE' lamp will turn on and NITEWATCH warns you by pulsing the beeper.

If an activation occurs when LYNX is armed in NITEWATCH mode, the beeper will pulse for 20 seconds prior to activating the main alarm output. During this period NITEWATCH may be disarmed by pressing the single TOP key or transmitter button 2. If NITEWATCH is not disarmed within the 20 second time frame Lynx can only be disarmed by entering a valid code at any keypad.

Panic / duress alarm press:
Both bottom keys together.
NOTE: LYNX can NOT be disarmed from Nitewatch or by remote transmitter if a full alarm activation is present.

To cancel an alarm activation press:
A valid USER CODE then # at any keypad.

CHIME ZONES.

To turn on chime mode press:
7 then # (two beeps)

Each time a sensor is activated while the system is disarmed and chime mode is turned on, the keypad beeps approximately 5 times. In this mode LYNX acts as a door or area minder while you are at home. Arming Lynx will automatically disable CHIME mode and you will need to re-enable it when Lynx is disarmed.
CHIME mode may also be disabled as follows:

To turn off chime mode press:
7 then # (two beeps)

ARM / DISARM SYSTEM STATUS

LYNX can be programmed to flash the external siren 15 times and 'chirp' it twice on arming and flash the siren twice and 'chirp' it once on disarming.

COURTESY LIGHT (Optional)

If this function has been connected to your household wiring LYNX will turn on outdoor lighting each time the system is armed. LYNX turns off the lights at the end of the programmed exit time. When the system is disarmed from a transmitter unit LYNX flashes the lights twice to confirm operation. The lighting may also be turned on and off by pressing button 3 or 4 (installer programmed). If left on lighting will turn off after 5 minutes. An alarm or panic activation will flash the lighting for the programmed siren run time.

GARAGE DOOR OPERATION (Optional)

LYNX may be programmed to open your garage door by pressing button 3 or 4 (installer

programmed).

IMPORTANT: This alarm system must be tested weekly to maintain system integrity