



SCORPION

Z4120C, Z6020C & Z8020C

Alarm Controllers

User Instructions

Thank you for choosing to purchase this micron security alarm controller. Micron product is manufactured to exacting quality standards. We understand the importance of designing products that are reliable and easy to use. You can rest secure knowing we have thought of everything to ensure your complete peace of mind.

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Using the Scorpion Z4120C, Z6020C and Z8020C alarm controllers

The Keypad

The Scorpion Z4120C, Z6020C and Z8020C communicate 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 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 '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. In the event of 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.

Two Key Panic

If this function has been programmed in Scorpion by your installer it may be activated by pressing the keypad * and # keys simultaneously. All internal and external alarms will activate. A panic activation may be cancelled by entering any valid **user code** then #.

In panic situations press $\textcircled{*}$ + $\textcircled{\#}$

Medical Alert

If this function has been programmed in Scorpion by your installer it may be activated by pressing keys 4 and 6 simultaneously on the keypad. A medical activation may be cancelled by entering any valid **user code** then #.

For medical alert press $\textcircled{4}$ + $\textcircled{6}$

Fire Alert

If this function has been programmed in Scorpion by your installer it may be activated by pressing keys 1 and 3 simultaneously on the keypad. A fire activation may be cancelled by entering any valid **user code** then #.

For fire alert press $\textcircled{1}$ + $\textcircled{3}$

User Codes

Scorpion controllers are capable of storing up to twenty-four user codes. Each user code may be two to four digits in length.

User code 1 is factory set as a **master** user code **1234** and should be changed to your own selection. This user code can also be used to program the remaining user codes. Your installer will need to assign the functions of each additional user code when your system is installed. For example you may require user code 18 to be used by a domestic helper to arm but not disarm the system. This restriction on code 18 will need to be pre-set by the installer. The code may be entered at a later time using the master code. Use the user code attributes table in the rear of this user manual to record the functions for each code.

User code 15 is reserved as a 'disarm all areas' code for a partitioned Z8020C system and as a night-lock code for a Z4120C and Z6020C system. If the Z4120C and Z6020C are armed with user code 15, **only** this user code can disarm the system.

Adding, Changing or Deleting a User Code

Enter a valid **master user code**, press keys **1+3** together then enter a **new user code** then enter # then the **user identifier** (1 to 15). Repeat the procedure for adding other new user codes. To delete user codes, follow the same procedure, but omit the '**new user code**' step. Finish by entering a #.

Example. To change the master user code from 1234 to 1912 press the following sequence:

① ② ③ ④ then ① + ③ then ① ⑨ ① ② # then ①

Arming the System

Using Quickarm

If your installer has programmed the **quickarm** option you can arm the system by entering **1** then #. For partitioned systems (Z8020C only) entering **1 #** will arm **Area A** and entering **2 #** will arm **Area B**.

Quick arming Scorpion ① #

Using a User Code

Enter a valid **two**, **three** or **four** digit user code then #.

① ② ③ ④ then #

If all zones are clear, the keypad sounds a repeating sequence of three short beeps for the duration of the exit delay and the yellow status lamp turns on. The zone lamps for all zones that are arming are also turned on. At the end of the exit delay the zone lamps extinguish and the system is now armed.

If a zone fault or potential alarm condition exists and the user attempts to arm the system, the lamp(s) for those zone(s) flash and are accompanied by a repeating sequence of two long beeps. This indicates that one or more of the zones are faulty or not secured. The panel should be disarmed, the problem located (possible open door or window) and the system re-armed.

To Arm the System and Exclude a Zone(s)

Enter a valid **user code** then * (all zone led's light) followed by the **zone number(s)** to be excluded (those zone led's turn off), then press #.

Example: to arm the system with zones 4 and 5 excluded press:

① ② ③ ④ then * then ④ ⑤ then #

Disarming the System

Follow the same sequence as for arming, enter a valid **two, three** or **four** digit user code then #.

To send a duress signal to a monitoring station while disarming, hold the # key down until a second beep is heard.

① ② ③ ④ then #

The keypad will beep twice and the yellow status light will turn off. A flashing yellow status lamp indicates that one or more zones have been alarmed. The zone lamps for any zones, which have alarmed will flash until the next arming cycle. Note the zone number(s) and notify your installer, or security monitoring company.

If the yellow status lamp is flashing and no zone lamps are flashing the alarm condition may have been caused by a system fault, press **8 9** then # on your keypad. The following table indicates the type of alarm condition that has occurred:

Zone 1 lamp flashes	Alarm caused by a nitewatch, two key, medical or fire panic
Zone 2 lamp flashes	The battery has discharged or is faulty
Zone 3 lamp flashes	Mains power to the alarm has failed
Zone 4 lamp flashes	A dialler communications error has occurred
Zone 5 lamp flashes	Phone line is faulty or is disconnected
Zone 6 lamp flashes	Siren output or auxiliary power supply overloaded or open circuit

Partitioning (Scorpion Z8020C only)

You will need to discuss your requirements for alarm partitioning with your installer, as this is an installer selectable option. Alarm partitioning enables Scorpion Z8020C to be split logically into two discrete alarm systems. For example, you may have a sub-dwelling or work shed attached to a main dwelling, partitioned as a separate alarm system. Partitioned systems offer all the functionality of a non-partitioned system.

Night Arming Options

You will need to discuss with your installer the configuration of your system's night arming zones, as this is an installer selectable option. It is important that your installer completely familiarises you with how Scorpion arms and alarms in the two 'Night Arming' modes.

Scorpion has two night arming options. Night arming offers the user perimeter protection with the freedom to move freely within the areas that would normally be protected by the alarm control.

The system can be night armed with either instant zones, that is zones that arm instantly and alarm instantly, or with delayed arming, zones that arm with a delay or alarm with a delay on entry. This method of night arming with delay is used where the system is to be armed at night with the occupants at home, but a member of the family is yet to arrive home and must be able to enter and disarm the alarm system before re-arming in Instant Mode.

To night arm a **non-partitioned** system with instant arming and alarming enter **8 1 #**.

To night arm a **non-partitioned** system with delayed arming and alarming enter **9 1 #**.

The second area of a partitioned system may be night armed using **8 2 #** and **9 2 #**.

To instant night arm press ⑧ ① # for delayed arming press ⑨ ① #

If night arming with delayed arming and alarming (**9 1 #** or **9 2 #**) is selected, the alarm control allows an exit period before arming, however the keypad beeper exit alert is **NOT** sounded, except where a zone is not secure (possible door/window open or sensor activated). At the end of the exit period the keypad beeps three times. Violating a night arm zone starts the entry pre-alert keypad beeper before sounding an alarm. To deactivate the system during the pre-alert, enter a valid **user code** then #.

Remote Arming and Disarming

Scorpion may be armed (and disarmed if programmed) by any touch tone phone using a valid user code. This feature must be pre-enabled by the installer.

Arming

From a touch tone phone call the system phone number. The installer will have programmed the alarm system to answer after 2 to 15 rings. When the system answers the incoming call there is a short delay while Scorpion listens for a remote computer modem. The user then hears 2 short beeps, enter a valid **remote arming user code** at the telephone keypad, then the # key. If the access has been successful the user hears the 'leave now' warning beeper indicating that the system has been successfully armed. Hang up the phone.

Disarming

If programmed, Scorpion can disarm the system remotely by using the same method as in arming. If the system has been successfully disarmed the user hears 3 beeps.

Answer Phone Defeat

If the alarm system phone line is shared with an answer phone or fax and it is proposed to use the 'Remote' arm/disarm feature it will be necessary to advise your installer so that Scorpion may be programmed for answer phone defeat.

To defeat the answer phone, call the system phone number. When the answer phone or fax answers the call hang up and call again within 60 seconds. Scorpion will answer the call on the first ring thus defeating other devices. Wait for the 2 beep acknowledge and arm/disarm the system as detailed above.

Nitewatch (if connected)

To night arm the system, simply press the 'ARM' key on the Nitewatch station. To disarm the system, press the 'ARM' key again. Note: If activation occurs and the sirens are activated, the system can NOT be disarmed from the Nitewatch station. Once activated and alarmed the system can only be disarmed by entering a valid **user code** then # at the keypad.

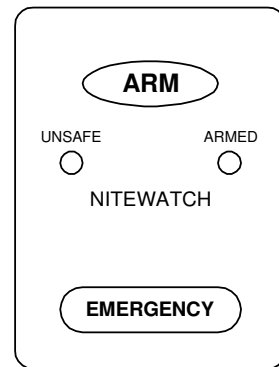
If the 'UNSAFE' lamp is illuminated, this indicates an unsecured zone. This should be secured before arming the system safely in Night mode. The 'ARMED' lamp illuminates when the system is armed.

Night arming from Nitewatch may be either delayed perimeter arming with pre-instant perimeter arming with instant alarms. To arm the system in 'delayed' press the **ARM** button momentarily. Nitewatch beeps once and the **ARMED** flashing.

At the end of the programmed exit delay, Nitewatch beeps three times and the **ARMED** led locks on. The control is now armed and all night arming zones will sound a pre-alert for the programmed entry delay before activation.

To arm the system in 'instant' mode, press the **ARM** key for 2 seconds. Nitewatch beeps and the **ARMED** led lights. The control is now armed and will activate instantly if any night arming zone is violated.

The Nitewatch emergency panic key may be activated **at any time** by using two fingers to press both ends of the **EMERGENCY** key simultaneously. The back light intensity of these keys may be adjusted up and down by pressing the right side of the emergency key to increase the brightness and the left side to decrease brightness. The Nitewatch 'Auto Dim' feature will automatically dim the 'Unsafe' and 'Armed' lamps 60 seconds after the **ARM** key is pressed.



alerts or
mode,
led starts

Hold Down Commands

To use a 'hold down' command the function key (keypad digit) must be pressed and held down until a **second key-beep** is heard. Note that hold down commands will **ONLY** function when the alarm control is fully disarmed. The following hold-down commands are available:

Setting the Real Time Clock Time

It is advisable but not mandatory to set the system real time clock. Check with your installer if the clock has been set. The clock **MUST** be set if the auto-arming feature is used. Clock time is in 24 hour format. To set the clock proceed as follows: Press and hold down **key 6** until a **second key-beep** is heard then enter a **master user code** then **#** then the **time in 24 hour format** then **#**.

Example: Setting the alarm system clock to 2:45 pm.

BEEP BEEP

HOLD DOWN (6) → then (1) (2) (3) (4) (#) then (1) (4) (4) (5) (#)

Setting the Auto Arming Time

Scorpion may be programmed to auto arm at a pre-set time each day. To access this feature an auto arming time must be programmed using the [Hold Down] 7 command. Press and hold down **key 7** until a **second key-beep** is heard then enter a **master user code** then **#** then the **time to arm** in 24 hour format then **#**.

Example: Setting the auto arming time to 5:30 pm

BEEP BEEP

HOLD DOWN (7) → then (1) (2) (3) (4) (#) then (1) (7) (3) (0) (#)

If a valid auto arming time has been entered, the keypad will sound three beeps every six seconds for the installer programmed pre-alert time before auto arming. At the end of the pre-alert time the panel starts counting down the exit delay and sounds the 'leave now' warning beeper, then arms all zones. During the pre-alert, entering any key at the keypad will abort the auto arming cycle. Once the alarm has started the exit timer and warning beeper, a valid user code is required to abort the arming cycle.

Entering an invalid auto arm time (eg. 2500) disables this function. This is the factory default setting.

Note: To enable auto arming it is also necessary to program the correct time into Scorpion's real time clock.

Follow Me Mode

This feature must be enabled by the installer during installation. Scorpion may be programmed by the end user to call one or more phone numbers and report alarms. The called number(s) may be changed at will by entering the following sequence at the keypad:

Press and hold down **key 8** until a **second key-beep** is heard then enter a **master user code** then **#** then the **follow me telephone number(s)** then ***** (star). Use the **#** key between numbers if more than one number is to be called. Note that the 'star' key ends this sequence.

Example: Programming the alarm system to call 8197654 then 8256631 then 5292048

BEEP BEEP

If only one number is called, terminate here with the 'STAR' key

HOLD DOWN (8) → then (1) (2) (3) (4) (#) then (8) (1) (9) (7) (6) (5) (4) (#)

then (8) (2) (5) (6) (6) (3) (1) (#) then (5) (2) (9) (2) (0) (4) (8) (*)

Selecting this option forces all dialler transmissions to be signalled in the 'home warble' format. The alarm will call each number in turn and transmit a siren warble sound followed by a sequence of beeps and a short pause after which the entire sequence is repeated. The number of beeps sent correspond to the zone number that has been activated. If the called party presses the * (Star) key on the telephone keypad during the pause, the call is terminated and no further calls are made. If the 'Star' key is not heard by the dialler within 60 seconds, the call is terminated and Scorpion dials the next programmed number.

Smoke Sensor Reset

Some latching style smoke sensors connected to alarm controls, once activated, must be reset through the alarm keypad. Check with your installer if this type of sensor is used in your system. To reset a latching style smoke sensor enter **7 #** at the keypad. Reset all smoke alarm activations by entering a valid user code.

Chime Mode

Your installer must program zones, which will be active in chime mode. If this feature is programmed, each time a chime mode 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 can act as a door or area minder when the alarm system is disarmed. Chime mode is temporarily disabled each time the alarm system is armed. To turn chime mode on and off press **7 1** then **#**. For Scorpion Z8020C, where the system has been partitioned, press **7 1 #** for Area A and **7 2 #** for Area B.

24 Hour Zones

If your installer has fitted a smoke detector(s) to your system it will be connected to a 24 hour zone, thus ensuring that this device is always active. In the event of an activation or detector malfunction your alarm system will activate. Enter a valid user code at the keypad and all sirens will be silenced. If the activation or malfunction is repeated, Scorpion will count the number of activations until the 'shutdown' count has been reached and then shut down the zone, thus preventing further activations. The user should immediately contact their alarm service or installation company and report the fault. The system should NOT be armed as this will re-set the 'shutdown' counter and allow further activations.

Icon LCD Keypad (if supplied)

The LCD keypad gives full visual indication of the status of your alarm. The keypad has five graphic symbols, an area identifier and up to 8 zone indicators depending on the model installed.

'Power Lead' Symbol

The 'power lead' symbol is on when mains power is present and flashes, together with the 'system fault' symbol, when there has been a mains power failure.

'System Fault' Symbol

The 'system fault' symbol flashes when there has been a system fault condition or system panic activated as described in the table on page 7.

'Bell' Symbol

The 'bell' symbol is on when an alarm condition has occurred or a system panic activated.

'Moon' Symbol

The 'moon' symbol is displayed when the system is night armed

'Padlock' Symbol

The 'padlock' symbol is unlocked when the system is disarmed and locked when away armed or night armed.

'Area Identifier' Symbol

The 'area identifier' symbol is the four segment box at the lower right hand side of the LCD display. This symbol shows the area(s) that is armed or night armed. In non-partitioned systems, Area A only is displayed.

Zone Indicators'

The 'zone indicators' are shown as numbers 1 through 4, 6 or 8 on the top line of the LCD display. These zone numbers show zones that are arming, alarmed zones and also identify the system fault conditions described in the table on page 7.

When the system is arming, the LCD will display all programmed zones, the padlock in locked mode and the area identifier showing the area(s) that is arming. The keypad will sound the 'leave now' warning. If any zone is not secure, that zone number will flash and the keypad will sound a slower beep. The alarm should be disarmed, the problem identified and the system re-armed.

When an alarm condition occurs, the LCD will display the flashing zone numbers that generated the alarm condition, the area identifier flashing the area of the alarmed zones (eg. A), the padlock oscillating between locked and unlocked and the bell symbol in ringing mode. After disarming the system the alarmed zones will continue to flash until the next arming cycle.

If the 'system fault' icon is flashing, the alarm condition may have been caused by a miscellaneous alarm condition. Press 89 then # on the LCD keypad. The zone numbers displayed, as one or more of those shown in the table on page 7, identifies the type of alarm condition(s) that has occurred.

Your installer can program the F1, F2 and F3 custom keys on the LCD keypad for a number of single key functions such as medical, fire or alarm panic.

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

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