

Using the SCORPION Z8 alarm controller

PIN numbers (user codes) and remote Transmitters

SCORPION 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 SCORPION 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'.

The keypad beeper

SCORPION 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. SCORPION 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 announced as one long tone.

The status (yellow) lamp

The yellow status lamps are used to indicate several conditions:

Status lamp (SI) on
- the system is arming or armed

Status lamp (SI) off
- the system is disarmed

Status lamp (S 1) flashing
- an alarm has occurred
a system fault exists
the panic facility has been activated

Partition mode
Status lamp (SI) **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 8 are disarmed
Status lamp (SI) **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

Two key panic

If this function has been programmed into SCORPION it may be activated by pressing * and # simultaneously. A panic activation may be cancelled by entering any valid user code.

Single button Arming:

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 #

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 #

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 SCORPION has been alarmed. Note the number corresponding to the flashing zone lamp and notify your security company.

To arm the system and exclude (isolate) a zone press:

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

To change a user code press:

4 + 6 keys together, then # then old user code then # then new user code then #

SCORPION 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 system in Night Mode press:

9 then 1 then # (only zones which have been pre-programmed as NIGHT ZONES will arm.)

Partition mode

9 then 1 then # for area 'A' night zones.

9 then 2 then # for area 'B' night zones.

SCORPION allows 20 seconds (no beeper) for sensors to stabilise before arming. Arming is confirmed by two key beeps. SCORPION will automatically isolate faulty zones. When a zone is tripped in night mode SCORPION 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 #

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. Scorpion 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 SCORPION 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. If NITEWATCH is not disarmed within the 20 second time frame Scorpion can only be disarmed by entering a valid code at any keypad.

Panic / duress alarm press:

Both bottom keys together.

NOTE: SCORPION can NOT be disarmed from Nitewatch 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 SCORPION acts as a door or area minder while you are at home. Arming Scorpion will automatically disable CHIME mode and you will need to re-enable it when Scorpion is disarmed. CHIME mode may also be disabled as follows:

To turn off chime mode press:

7 then # (two beeps)

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

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