

## Using your SCORPION Z9PC alarm controller

### PIN numbers (user codes)

SCORPION has 8 variable length 4 digit pin numbers, All of these numbers may be selectively programmed to arm and disarm the system.

### 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 annunciated as one long tone.

### The status (yellow) lamp

The yellow status lamps are used to indicate several conditions:

Status lamp (S 1) Area A **on**, the system is arming or armed

Status lamp (S 1) Area A **off**, the system is disarmed

Status lamp (S 1) Area A **flashing**, an alarm has occurred in area 1, or a system fault exists.

Status lamp (S 2) Area B **on**, the system is arming or armed

Status lamp (S 2) Area B **off**, the system is disarmed

Status lamp (S 1) Area B **flashing**, an alarm has occurred in area 2, or a system fault exists.

### PANIC or 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:

Press: 1 then # to arm Scorpion (will not disarm Scorpion)

In PARTITION mode press:

1 then # for area 'A'

2 then # for area 'B'

(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 short 2 beep 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 long 2-beep 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 yellow lamp at this time indicates that one or more zones of SCORPION has been activated.  
To determine which zone has caused the alarm:

Press 8 1 then # to view alarmed zones area A.  
Press 8 2 then # to view alarmed zones area B.

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

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

### **To cancel a smoke 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.

In Night Mode SCORPION allows up to 150 seconds (no beeper) for sensors to stabilise before arming. Arming is confirmed by two key beeps. 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 very young children to use.

## To ARM or DISARM nitewatch press:

The single top key.

If the area is secure, NITEWATCH emits two beeps and lights the 'ARMED' lamp. SCORPION now waits up to 150 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 the pre-programmed entry time 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 or OFF chime mode press:

7 then 1 then # (two beeps)

In Partition Mode:

7 then 1 then # (area A)

7 then 2 then # (area B)

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.

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

"excellence in design"

**micron**  
security products