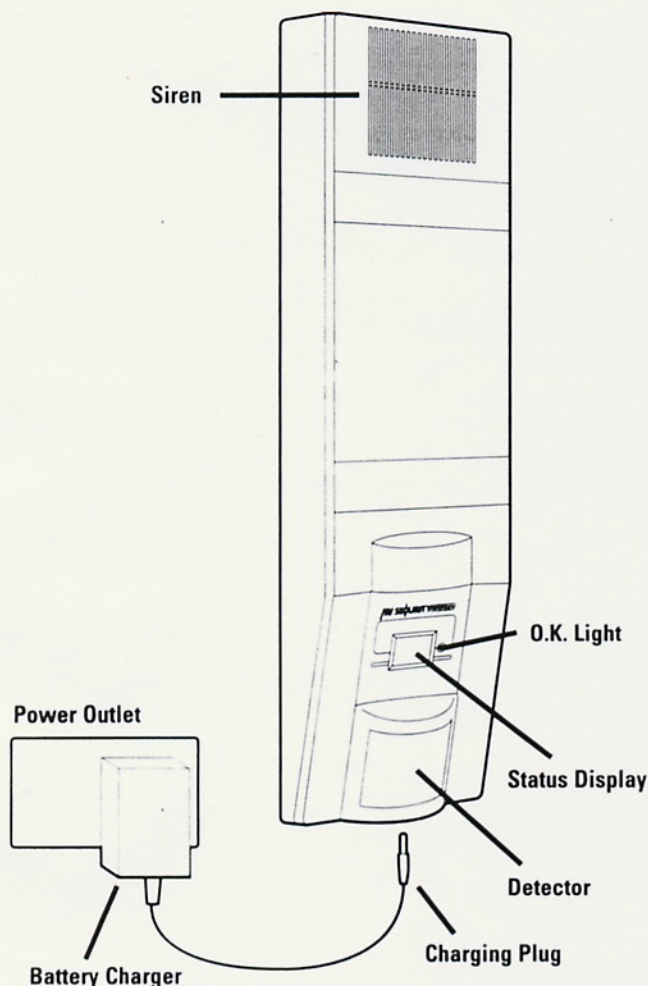


SECURITY GUARD

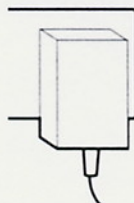


O.K. / BATTERY CHARGE LIGHT



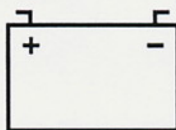
Flashes briefly every 5 seconds if the battery is charged and SecurityGuard is functioning correctly. Flashes every 2 seconds in Home Mode. On constantly and blinks off every 5 seconds while battery is charging.

BATTERY CHARGER



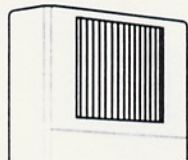
Used to charge SecurityGuard's battery. This low voltage device does not have any dangerous voltages at it's plug connected to SecurityGuard. DO NOT use the charger on any other appliance as damage to the appliance or charger may occur.

BATTERY



The internal rechargeable battery will run SecurityGuard for around 3 to 4 months under normal operating conditions.

SIREN



The extremely loud siren sounds if an intruder is detected or a Radio Key emergency button is pressed. It is also used to give you various "Beep" warnings.

STATUS DISPLAY



A very bright, red, dual 7 segment display which is used to display the status of SecurityGuard and provide various warnings for conditions such as Low batteries etc.

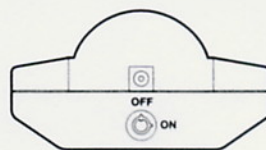
DETECTOR



An inbuilt Infra-Red detector used to detect movement from intruders in an area of up to 12 metres x 12 metres.

EMERGENCY OVERRIDE KEY SWITCH

In case you lose your Radio Key or you cannot stop the Siren on your SecurityGuard with your Radio Key then the Override Keyswitch on the bottom of the SecurityGuard can be used to totally disable SecurityGuard. Two keys are supplied and should be kept in a safe place. Note that the Keyswitch cannot be used to Arm and Disarm SecurityGuard. It completely disables SecurityGuard when it is turned off.



The illustration above shows the keyswitch in the OFF position (SecurityGuard Disabled).

If you have turned the Keyswitch off and back on again wait at least 5 minutes after turning on before you ARM SecurityGuard, to allow the inbuilt PIR to settle otherwise false alarms may occur.

WARNING: Do not press any Radio Key buttons until the display has stopped flashing. If you turned your Keyswitch off because you had a problem and the problem still exists after you have turned back on, then contact the service number you were provided with at the time of installation.

GLOSSARY OF TERMINOLOGY

The following is a compilation of the terminology used throughout this manual and a short explanation of the terms.

Words of interest are written in *Italics*.

The microcomputer based **SecurityGuard** forms the heart of your security system. Your **Radio Key** is a pocket sized device which transmits an encoded radio signal to tell the **SecurityGuard** to go into one of three operating modes; **Arm**, **Disarm** or **Home**. Additionally the **Radio Key** can tell the **SecurityGuard** to create an **Emergency Alarm** at any time.

Additional detection devices called **Passive Infra-Red Detectors** (or **P.I.R.s** for short) can detect the movement of an intruder by sensing their body heat. **P.I.R.s** are used to cover various critical areas of your premises where an intruder might enter or trespass and will transmit an encoded radio signal to tell **SecurityGuard** that there is movement present.

Reed Switches are detection devices which attach to doors and windows and are used to detect if a door or window has opened. A **Reed Switch** is made up of two parts; A Magnet which normally attaches to the moving portion of the door or window and a Reed which detects the presence or absence of the magnet. The **Reed Switch** transmits an encoded radio signal to tell **SecurityGuard** that a door or window has been opened.

Your **SecurityGuard** is said to be Armed or on when it allows all **P.I.R.** and **Reed Switches** to cause a full **Alarm**. Your **SecurityGuard** is said to be in **Home** mode when it allows only selected **P.I.R.** or **Reed Switches** to cause an **Alarm**. This is normally the case when you are home and wish to have part of your alarm active and part of it inactive to allow freedom of movement in that area. At all other times your **SecurityGuard** is said to be **Disarmed** or off when it does not allow any **P.I.R.** and **Reed Switches** to cause a full alarm.

When leaving your premises **Arm** your **SecurityGuard** using your **Radio Key** to enable it to detect intruders and generate an alarm. **SecurityGuard** will ignore detection devices for the **Exit Time** to enable you to depart your premises without triggering an alarm.

When you enter the premises the **SecurityGuard** will delay an alarm for a short **Entry Time**. Failure to **Disarm SecurityGuard** before this time will cause an alarm. Alternatively you can **Disarm** from outside the premises in which case no **Entry Time** is required.

An **Alarm** will cause the **SecurityGuard Siren** and **External Siren** to sound. The **Sirens** will sound for up to 5 minutes unless a **Disarm** signal is received from a **Radio Key** in which case the **Siren** will stop immediately. An optional **Strobe Light** will flash on the **External Siren** cover as a visible warning of an **Alarm** and continue flashing for one hour.

The **External Siren** has an inbuilt **Tamper Switch** which will cause an **Alarm** if an unauthorised attempt is made to disconnect the **Siren**.

An **Emergency Alarm** or **Panic** can be created by pressing the side lever on any **Radio Key** for 2 seconds, an **Emergency Alarm** will sound the sirens in the same manner that a normal **Alarm** does. An **Emergency Alarm** can be used to scare intruders or alert friends or neighbours.

The **SecurityGuard** is fitted with a **Rechargeable Battery** which will normally run **SecurityGuard** for around 3 to 4 months before requiring recharging. A **Battery Charger** is provided which plugs into the **SecurityGuard** and plugs into a standard power point to recharge your battery as required.

The **SecurityGuard** displays all information by way of its **Status Display**. The **Status Display** is a very bright, red, dual 7 segment display which it can be seen from anywhere in the same room as the **SecurityGuard** and will display conditions such as status (**Armed**, **Disarmed** etc.) and warnings such as Low Battery etc.

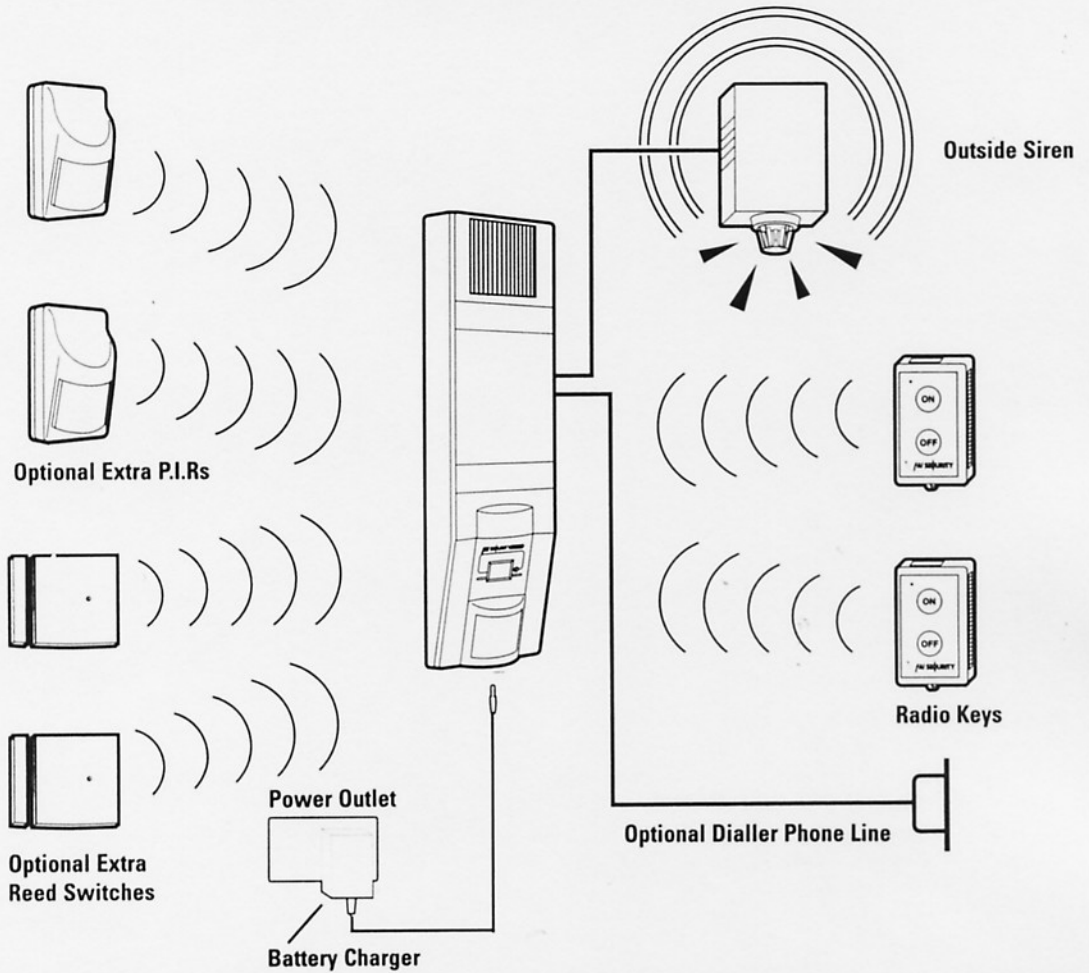
At other times your **SecurityGuard** may have been programmed for one or more **Reed Switches** or **P.I.R. Detectors** sound a **Chime** warning. A **Chime** warning has a lower priority than an **Alarm** and therefore the **SecurityGuard** will only sound a series of beeps from it's siren. **Chime** can be used for things such as front door alarms, pool gates, studies etc.

SYMBOLS USED IN THIS MANUAL



TYPICAL SECURITYGUARD ALARM SYSTEM

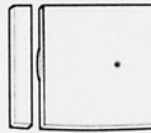
THE FOLLOWING DRAWING SHOWS A TYPICAL SYSTEM.



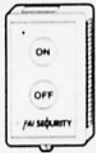
SECURITYGUARD The microcomputer based heart of your Security system.



REED SWITCH An alarm device used to sense the opening of a door or window and transmits an alarm back to SecurityGuard.



RADIO KEY Pocket sized radio transmitter device used to operate your alarm.



SIREN COVER An outside secure housing for the siren which alerts neighbours.



PIR An alarm device which senses movement by detecting body heat and transmits an alarm back to SecurityGuard.



STROBE An optional flashing light to alert police and neighbours.

RADIO KEY

The Radio Key is your means of controlling SecurityGuard. It does this by sending an encoded radio signal which is deciphered by SecurityGuard. The Radio Key is strong, shower proof and uses a long life alkaline battery which under normal use will last approximately 1 year.

You can control SecurityGuard with up to 8 individually identified Radio Keys each with their own unique high security codes programmed into SecurityGuard. Any one of your Radio Keys can be used to; Arm, Disarm or turn on Home mode. All Radio Keys can also create an Emergency Alarm.

ON Button

Press once to ARM SecurityGuard
Press twice within 3 seconds to put SecurityGuard into HOME mode

OFF Button

Press once to DISARM SecurityGuard or to stop an ALARM



EMERGENCY PANIC Button

Press the red side lever for at least two seconds to create an Emergency Alarm (The side lever has an inbuilt delay to minimise the chance of false activations.)



OK LIGHT

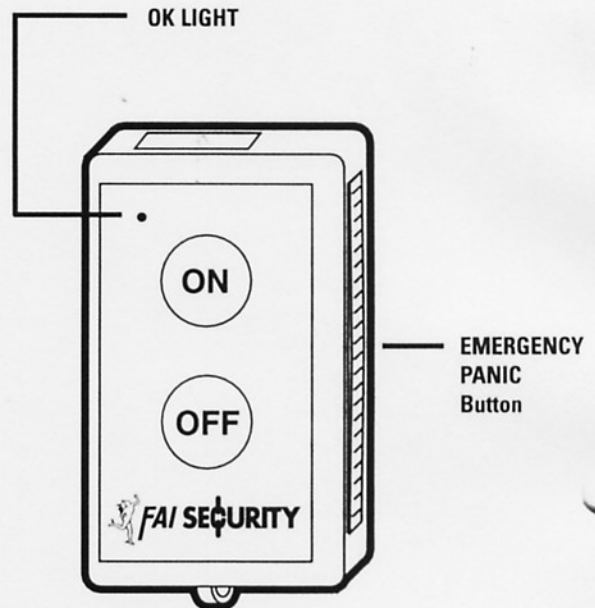
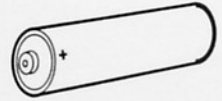
The light illuminates when the Radio Key is transmitting a signal. If the light flashes or does not illuminate then the battery may be low or flat. Under these conditions your Radio Key will still operate, although with possible reduced radio range. You should change the battery as soon as possible.

SecurityGuard will normally warn you of a low battery in your Radio Key.

BATTERY

The Radio Key uses a 12V lighter style battery, we recommend that you use only alkaline type batteries,

Duracell MN21
Energiser A23
Vinnic L1028
Or Equivalents



RADIO KEY

Should you mislay a Radio Key or you require an extra Key, contact the service number you were provided with at the time of installing to arrange the supply of a new Key and have your SecurityGuard reprogrammed to ignore the lost Key and to recognise the new Radio Key.



OPTIONAL PIR OPERATION

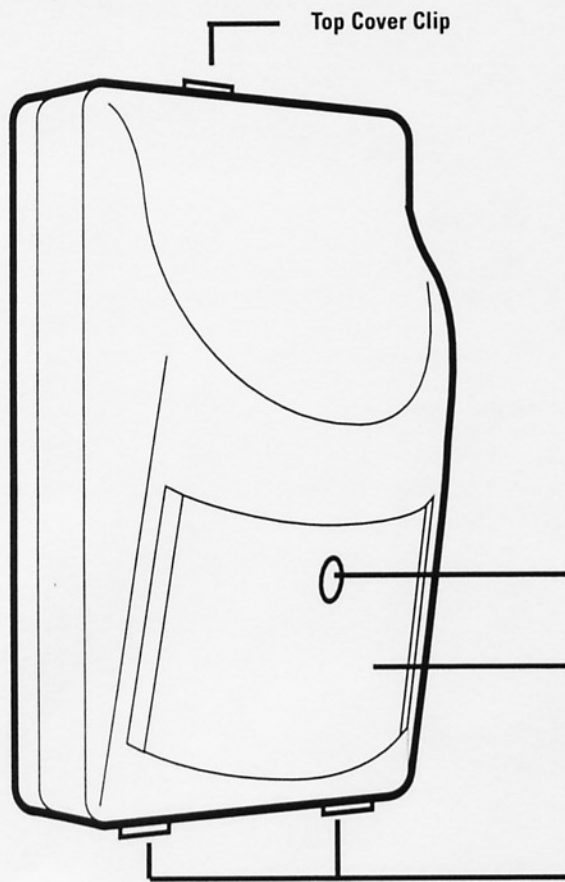


PIR detectors are able to sense movement by detecting small changes of Infra-red energy in the area that they are looking at. PIR detectors use special filters which are tuned to the Infra-red energy produced by human beings, they use advanced lenses to gather the Infra-red energy in a room and focus it back to a sensor inside the unit.

SLEEP MODE

Your PIR detectors are always active by scanning their area for movement. To conserve battery life and to limit unwanted radio transmissions the PIR waits until all movement in the room has ceased for **at least 4 minutes** before it transmits an alarm message to the SecurityGuard. Thus constant movement in a room will not cause constant alarm messages to be sent and battery power is conserved.

Note - Although an alarm message is sent by the PIR, the SecurityGuard determines if it should sound a siren or not depending on whether it is Armed or Disarmed.



RED ALARM LIGHT

Illuminates for 5 seconds whenever an Alarm message is being transmitted to the SecurityGuard.

(There must be no movement in the room for at least 4 minutes before an Alarm message will be sent).

Flashes when an Alarm is transmitted and the battery is low.

LENS

The lens directs Infra-red energy to the sensor inside the unit. Keep the lens clean at all times.

DO NOT PAINT !

LOW BATTERY

The Red Alarm Light will change from a steady light to a flashing light when the battery is low. SecurityGuard will warn you when the battery is low and needs replacing. You should replace the battery as soon as possible after the warning.

The PIR uses a special 9 Volt Lithium battery which should provide a battery life of between 2 and 3 years. We recommend you only use a Lithium battery as a replacement. The life of other types of batteries such as Alkaline is several times less than a Lithium.

Ultralife U9VL or equivalent.

COVER CLIPS

These are used to open the cover of the sensor. To change the battery, use the tip of a pen or a small screwdriver to depress these clips *(see changing batteries)*.

WARNING

Infra-red energy will not pass through solid objects. Do not place furniture etc. in front of the PIR. Do not place heaters or similar devices close to your PIR sensors, as the heat generates Infra-red energy and may cause false alarms when you have ARMED your SecurityGuard.



OPTIONAL REED SWITCH OPERATION



Reed switches are able to detect the opening of doors and windows by detecting the presence or absence of a magnet. The Reed Switch is made up of two pieces; A magnet which normally is placed on the moving part of a door or window and the Reed which is housed inside the main unit.

Your Reed Switch is always active checking to see if the door or window on which they are installed on has opened. When the Reed Switch senses an opening it transmits a coded Alarm message back to SecurityGuard which then determines what it should do with the message i.e. It may choose to sound an Alarm or sound a Chime depending on programming and whether it is Armed, Disarmed or in Home mode.

The Reed switch will transmit an Alarm message to tell SecurityGuard when a door or window is opened and again when it is closed.

RED ALARM LIGHT

Illuminates for 5 seconds whenever an Alarm message is being transmitted to the SecurityGuard.

(An Alarm message is transmitted when the door or window is opened and also closed again).

Flashes or will not illuminate when battery is low.

MAGNET

A small magnet housed inside a plastic case, normally mounted on the moving part of a door or window.

REED SWITCH

The Reed and the main electronics are housed in the larger plastics. The Reed senses the presence or absence of the magnet and transmits an Alarm message accordingly.

LOW BATTERY

The red alarm light will not illuminate when the battery is low and requires replacing. SecurityGuard will warn you when the battery is low. Although the Reed Switch will still function when the battery is low you should replace the battery as soon as possible after a low battery warning.

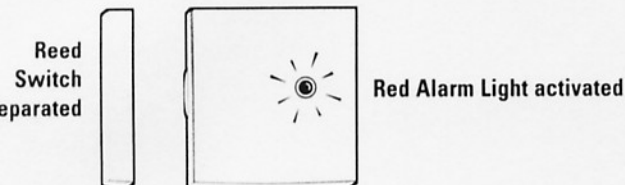
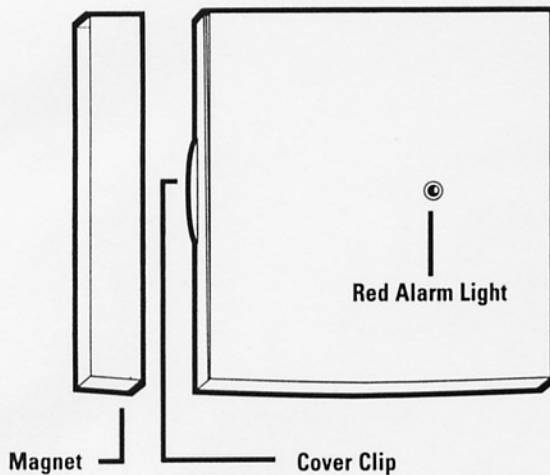
The Reed Switch uses a special 9 volt Lithium battery which should give a battery life of between 2 and 3 years under average usage. We recommend you only use a Lithium battery as a replacement. The life of other types of batteries such as Alkaline is several times less than a Lithium.

Ultralife U9VL or equivalent.

COVER CLIP

This is used to open the cover of the Reed Switch to change the battery. Lever upwards with your thumb or finger.

REED SWITCH



NOTE

The Battery life of your Reed Switch is directly related to the number of times that it is opened and closed.

The Battery will last about 3 years if the Reed Switch is opened and closed approx 25000 times

or about 24 times a day and about 2 years if the Reed Switch is opened and closed about 35 times a day.

Unnecessary opening and closing a window or door, on which the Reed Switch is installed, will diminish the battery life.

OPERATING YOUR ALARM



ARMING



To Arm your SecurityGuard press the **ON** button on any Radio Key.

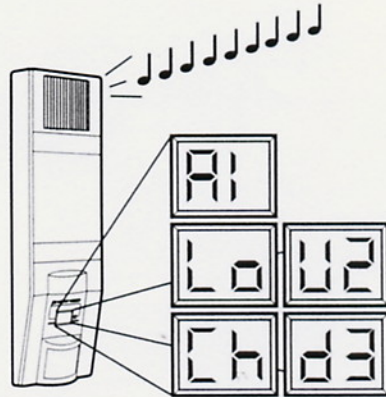
Your SecurityGuard will Beep once and **0n** will be displayed.

Your SecurityGuard will be programmed with a short Exit Time, this allows you to depart your premises without triggering an alarm. Your SecurityGuard will Beep once more to warn that Exit Time has finished and it is now ready to detect intruders.



OTHER WARNINGS

When you Disarm your SecurityGuard it may have some warnings to give you. SecurityGuard will alert you by sounding a series of Beeps or double beeps instead of the normal 3 Beeps and a message will be displayed accordingly.



The warnings may be for Low Battery or Alarms, these are fully explained later in this manual.

The Display will remain flashing for 5 minutes after you Disarm, you may choose to stop the display by pressing **OFF** once. You can also recall warning displays at any time by simply pressing **OFF** again, this will bring the flashing display back for another 5 minutes.

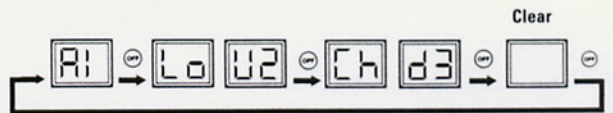
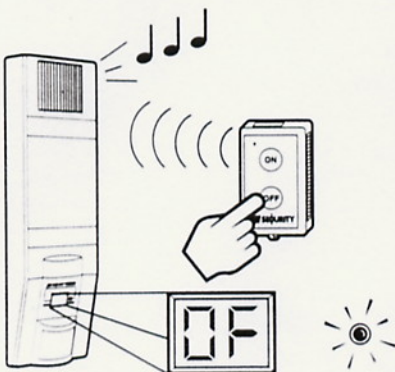
DISARMING



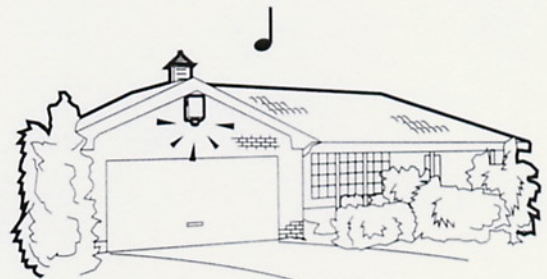
To Disarm your SecurityGuard press the **OFF** button on any Radio Key.

Your SecurityGuard will Beep three times and **0f** will be displayed.

When Disarmed the O.K. light will flash once every 5 seconds to indicate that SecurityGuard is happy and all is O.K. If the Battery Charger is plugged in the O.K. light will be on constantly and blink off once every 5 seconds.



When SecurityGuard has more than one warning to give, pressing the **OFF** button repeatedly will cycle you through the displays.



OPTIONAL

Your outside siren may beep when you Arm and Disarm if programmed.

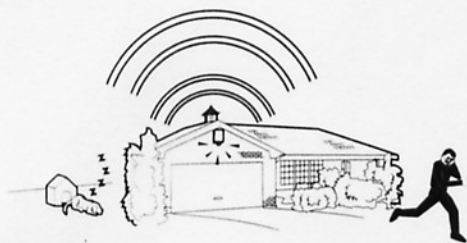
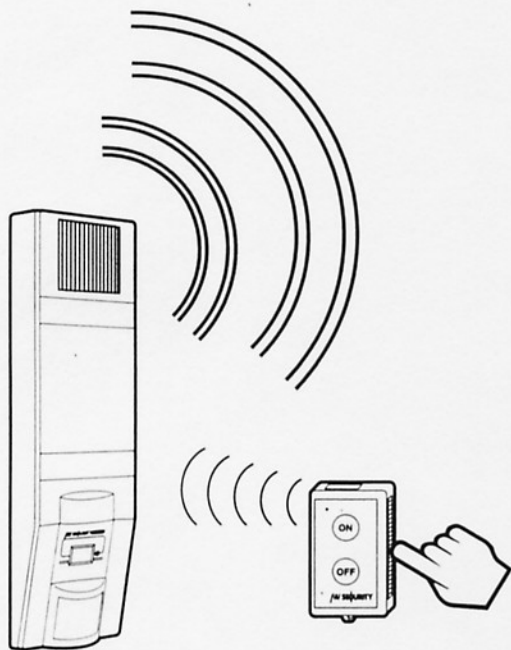
If a Strobe light is fitted to your outside siren, it will flash briefly when you Arm and Disarm



EMERGENCY OR PANIC



In case of emergency you can sound the siren immediately to alert neighbours or to scare away intruders by pressing the red side lever Panic button on any Radio Key for at least 2 seconds. (The Panic button has an inbuilt delay to minimise the chance of creating accidental alarms).



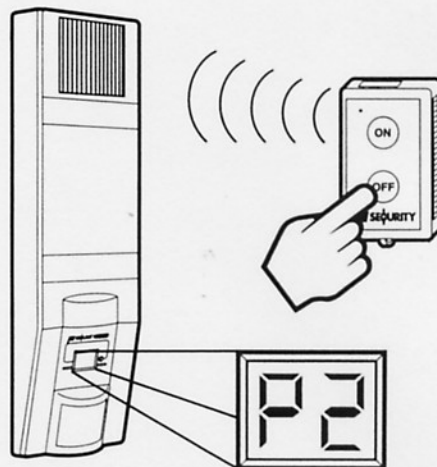
The inside and outside siren will sound and the strobe (if fitted) will flash.

TO TURN THE SIREN OFF

Press the **OFF** button on any Radio Key

When the siren has stopped SecurityGuard will flash the number of the Radio Key which caused the alarm along with a **P** for panic.

This is handy if a Radio Key has accidentally triggered your alarm and you are not sure which Key caused it.



Example

If Radio Key number 2 caused the Panic alarm then SecurityGuard will flash **P2** for 5 minutes. As with all SecurityGuard displays, you may choose to clear or recall the display at any time by pressing **OFF**.

NOTE

Each one of your Radio Keys has been allocated a number from 1 to 8. This number is used to identify things like which Key has a Low Battery or caused a Panic Alarm. The Radio Key Number and user name are listed in the table on the back of this manual.



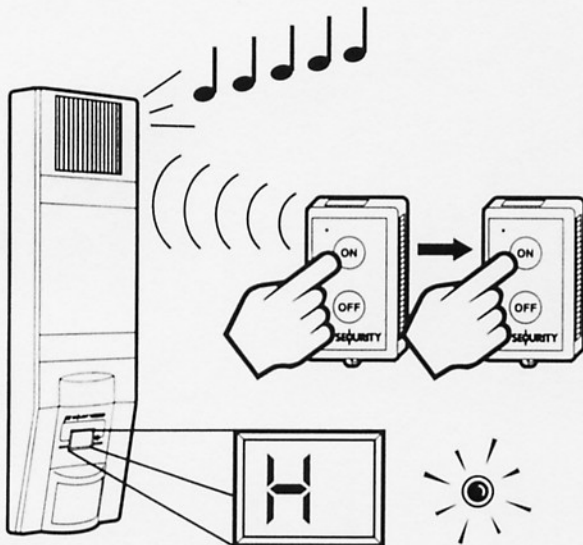
OPTIONAL HOME MODE



Your SecurityGuard alarm system may be programmed to operate a Homemode. Home mode allows some Detection devices (PIRs and Reed Switches) to cause an alarm while other detection devices are ignored. This is normally used while you are at home and want certain areas of your home secure while you are there.

To place SecurityGuard in Home mode

Press the **ON** button on any Radio Key twice within 3 seconds.



Your SecurityGuard will beep 5 times JJJJJ and **H** will be displayed thereafter, the O.K. light will flash once every 2 seconds to indicate SecurityGuard is in Home mode.

If the battery charger is plugged in and the O.K. light is illuminated constantly it will blink off every 2 seconds to indicate SecurityGuard is in Home Mode.

Note - Exit Time applies to Home mode as per normal Arming, therefore one extra beep J will sound at the end of Exit time.

NOTE
The detection devices required to be in Home Mode will be set by your FAI technician at the time of installation

Refer to the table on the back page for home detectors.

ALARMS

Your SecurityGuard will be programmed to sound one of two types of Alarms in Home mode, when a home detector is triggered;

Full Alarm Where the normal Alarm siren will sound for up to 5 minutes.

Home Chime Where your SecurityGuard will sound a low volume two-tone siren for 5 seconds whenever a Home detection device is triggered.



DISARMING

To turn SecurityGuard Off or to stop any alarms that have happened in Home mode Press **OFF** on any Radio Key once.

SecurityGuard will beep 3 times JJJ and **OF** will be displayed.



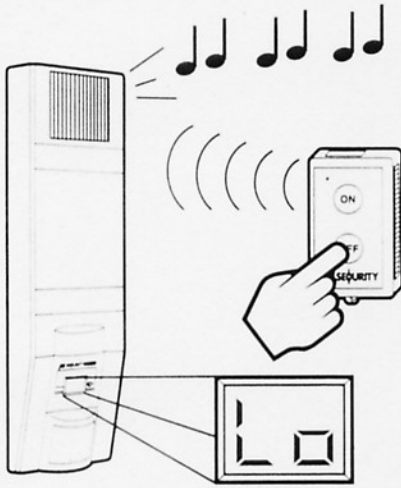


BATTERY CHARGING



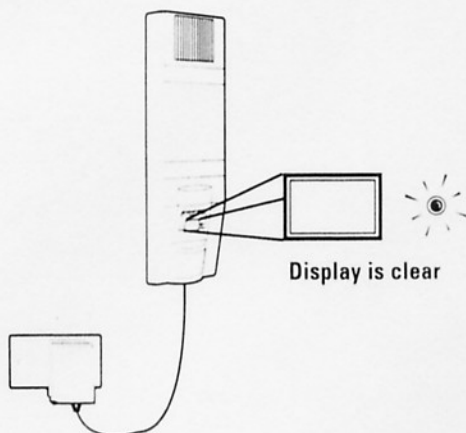
SecurityGuard's battery should only need charging every 3 to 4 months under normal usage. SecurityGuard will warn you when its battery needs charging by sounding a series of double beeps *beep-beep* for 3 seconds when you Disarm after the normal 3 beeps *beep*. SecurityGuard will also flash *Lo* on its display for 5 minutes.

(As with all SecurityGuard displays you may choose to stop the display before the 5 minutes by pressing **OFF** on any Radio Key).



When SecurityGuard has a low battery it will continue to function normally for up to a week, however you should charge SecurityGuard as soon as possible.

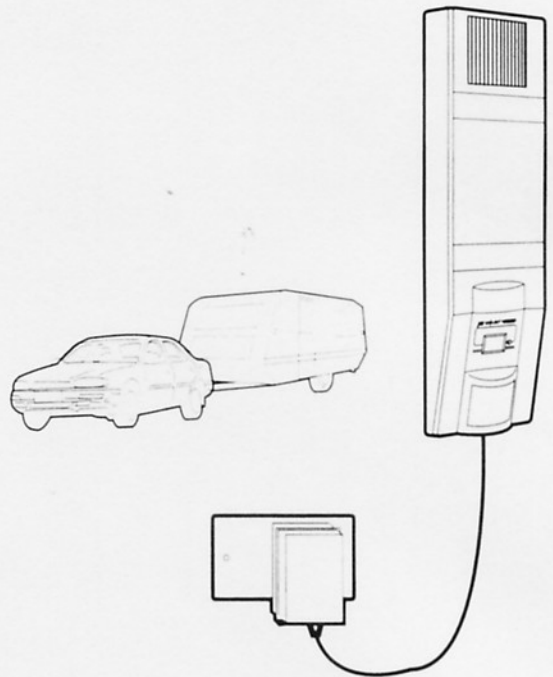
Plug your Charger into the bottom of your SecurityGuard and into the nearest power point.



WHEN YOU PLUG IN THE CHARGER

- The O.K. / Battery Charge light will illuminate constantly and blink off every 5 seconds.
- The *Lo* display will extinguish, to indicate that the battery is charging.
- When the battery is fully charged the O.K. light will revert back to its normal blink on every 5 seconds and the charger may be disconnected.
- The battery will normally take 24 hours to fully charge.

Although SecurityGuard may only need charging every 3 to 4 months you may intend to be away for extended periods of time and you may not be sure when you last charged SecurityGuard. SecurityGuard has been designed to safely leave the charger connected permanently so you may wish to leave the charger plugged in for the time you are away or if it is more convenient you may wish to leave it permanently connected.



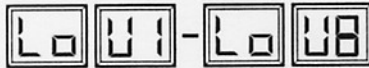
NOTE

There are no dangerous voltages present at your charger and it is quite safe to handle, however please keep it away from excessive moisture as damage may occur to the charger. Keep the charger plug clean and always inspect it before plugging into SecurityGuard to ensure that no dust or other material has collected inside.

RADIO KEY LOW BATTERY

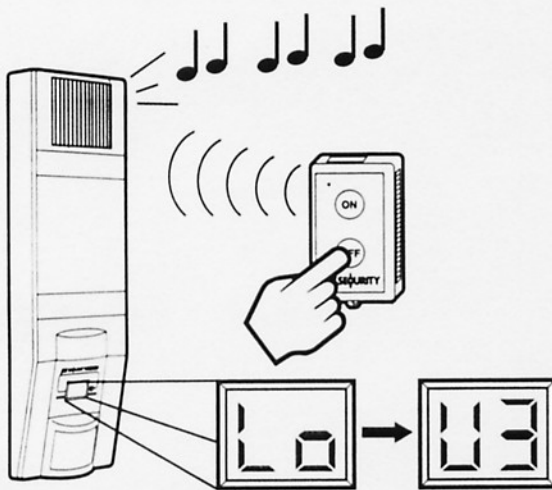


RADIO KEY LOW BATTERY



SecurityGuard will warn you when a Radio Key which has operated recently has a Low Battery. The Low Battery warning is normally given when SecurityGuard is Disarmed.

SecurityGuard will flash the Radio Key number for 5 minutes along with a Lo 03-B on it's display and will sound a series of double beeps ♪♪♪♪ for 3 seconds to warn of the problem.



Example

If Radio Key number 3 (User 3.) has a Low Battery then SecurityGuard will flash Lo 03 for 5 minutes and double beep ♪♪♪♪ for 3 seconds at Disarm.

(As with all SecurityGuard displays you may choose to stop the display before the 5 minutes by pressing OFF on any Radio Key).



The O.K. light on the Radio Key will flash or not illuminate when there is a Low battery, however the Radio Key should still function for some time.

NOTE

Each one of your Radio Keys has been allocated a number from 1 to 8. This number is used to identify things like which Key has a Low Battery or caused a Panic Alarm. The Radio Key Number and user name are listed in a table on the back of this manual.

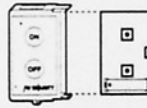
TO REPLACE BATTERY



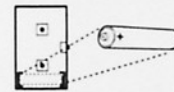
1. Gently lift the tabs outwards with the tip of a pen or with a small screwdriver.



2. Remove the side lever mechanism.



3. Slide the circuit board out being careful not to press any of the buttons which may accidentally activate your Alarm. Hold board by the edges like a photograph.



4. Replace the battery with a 12 Volt alkaline type battery;

Duracell MN21
Energiser A23
Vinnic L1028
or equivalents.

Ensure the Battery is in the correct way, you can test this by pressing the OFF button and checking that the light illuminates before re-assembling the Radio Key.



5. Re-assembly of the Radio Key is the reverse of steps 1 to 3 above. Make sure that the side lever is fully pushed on and the tabs are fully closed.

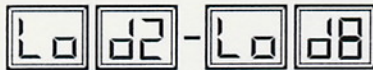
6. Test that the Radio Key is functioning by Arming and Disarming your SecurityGuard and checking that the O.K. light illuminates on the Radio Key.



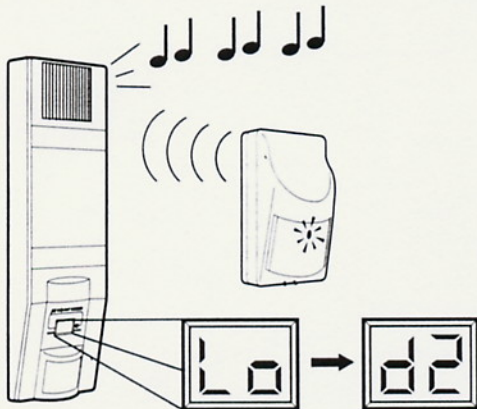
PIR LOW BATTERY



PIR LOW BATTERY



SecurityGuard will warn you when a P.I.R. has a Low Battery. The Low Battery warning is given when the low battery occurs.



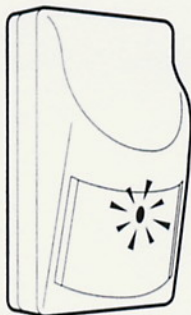
SecurityGuard will flash the P.I.R. number for 5 minutes along with a **Lo d2-8** on its display and it will sound a series of double beeps **♪♪♪♪** for 3 seconds, ten seconds after the low battery occurs to warn of the problem.

Example

If P.I.R. number 2 (*Detector 2*) has a Low Battery then SecurityGuard will flash **Lo d2** for 5 minutes and double beep **♪♪♪♪** for 3 seconds.

(As with all SecurityGuard displays you may choose to stop the display before the 5 minutes by pressing **OFF** on any Radio Key.)

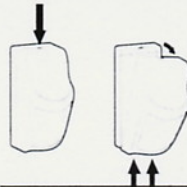
The P.I.R. will flash its Red Alarm Light when it has a Low battery each time it transmits an Alarm message. Remember though that the P.I.R. will only trigger and transmit alarm messages when all the movement in the room has ceased for at least 4 minutes.



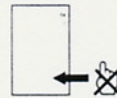
NOTE

Each one of your P.I.R.s has been allocated a number from 2 to 8, (*SecurityGuard is Detector number 1*), these should be identified and listed in the table on the back of this manual.

TO REPLACE BATTERY



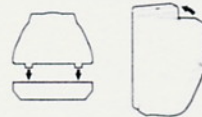
1. Remove the cover of the P.I.R. by depressing either the small catch at the top of the cover or the two bottom catches on the cover, with a small flat bladed screwdriver or similar object and then pull the cover away from the base.



2. Replace the battery with a 9 Volt Lithium type battery;

Ultralife U9V or equivalent.

Try to not place your fingers on the circuitry, particularly the round Infra-red sensor as these are very delicate and easily damaged.



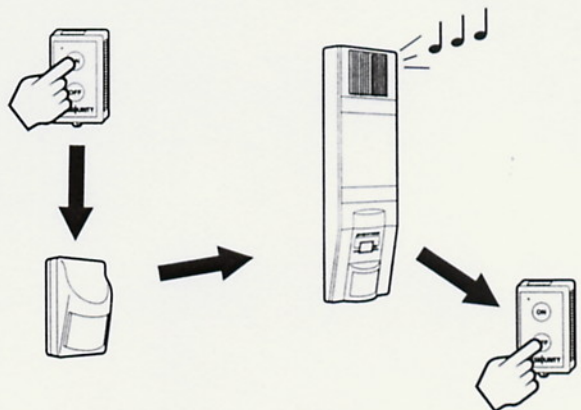
3. Replace the cover by first aligning the bottom clips and the small triangular lens on the bottom of the cover to the slots in the base by holding the cover at an angle, then close the cover and push firmly at the top until it snaps shut into the top clip.

4. To test that the P.I.R. is working correctly you will need to leave the room for at least 4 minutes while the P.I.R. settles after being powered up and it waits for movement in the room to cease.

Before entering the room Arm your SecurityGuard and wait for the exit time to expire (*you will hear a second beep ♪ from SecurityGuard to tell you that exit time has expired*).

Enter the room after the 4 minutes, check that the Red Alarm Light on the P.I.R. illuminates and that SecurityGuard starts beeping. Press the **OFF** button on a Radio Key to Disarm your SecurityGuard and stop the siren from sounding.

Your P.I.R. is working correctly and ready for use.



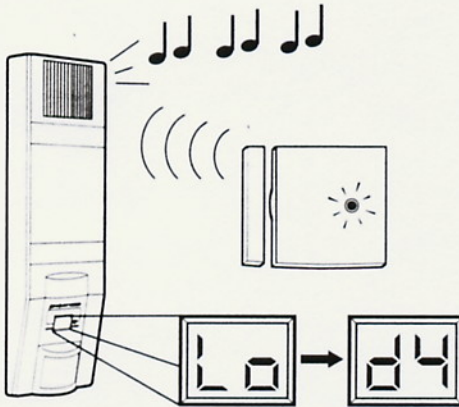
REED SWITCH LOW BATTERY



REED SWITCH LOW BATTERY



SecurityGuard will warn you when a Reed Switch has a Low Battery. The Low Battery warning is given when the low battery occurs.



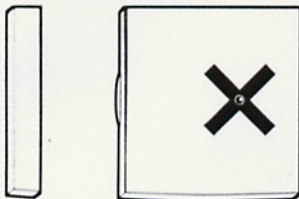
SecurityGuard will flash the Reed Switch number for 5 minutes along with a **Lo d2-8** on its display and it will sound a series of double beeps **JJJJ** for 3 seconds, ten seconds after the low battery occurs to warn of the problem.

Example

If Reed Switch number 4 (*Detector 4*) has a Low Battery then SecurityGuard will flash **Lo d4** for 5 minutes and double beep for 3 seconds.

(As with all SecurityGuard displays you may choose to stop the display before the 5 minutes by pressing **OFF** on any Radio Key.)

The Reed Switch's Red Alarm Light will flash or not illuminate when it sends an Alarm message and it has a Low battery. You can test if the Battery is O.K. by opening the door or window that the Reed Switch is mounted on. The Red Alarm Light should illuminate for 5 seconds. If it flashes or does not illuminate the battery should be replaced as soon as possible.



NOTE

Each one of your Reed switches has been allocated a number from 2 to 8, (SecurityGuard is Detector number 1), these should be identified and listed in the table on the back of this manual.

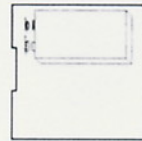
TO REPLACE BATTERY



1. Remove the cover of the Reed Switch by lifting the small catch on the side of the large housing. You should be able to do this with your thumb or finger, if not use a screwdriver to lever it off.



2. Your SecurityGuard may be programmed to recognise that the lid has been taken off a Reed Switch and a Tamper Alarm has been generated. If this is the case SecurityGuard will sound a two-tone siren for 5 seconds and flash **d2-8** for 5 minutes as a warning, this is normal and you can press **OFF** on any Radio Key, to clear the display.



3. Replace the battery with a 9 Volt Lithium type battery;

Ultralife U9VL or equivalent.

Try to not place your fingers on the circuitry as the components are delicate.

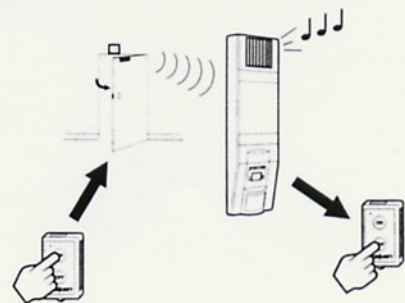
4. Replacement of the cover is the reverse of the removal (step 1.)

5. To test that the Reed Switch is working correctly you can simply open or close the window or door that it is installed on and check that the Red Alarm Light turns on for 5 seconds.

To test the Reed Switch fully you should test that it activates your SecurityGuard. To do this Arm your SecurityGuard and wait for the exit time to expire (you will hear a second beep from SecurityGuard to tell you that exit time has expired).

Trigger your Reed switch by opening the door or window that it is installed on, check that the Red Alarm Light illuminates and that SecurityGuard starts beeping **JJJ**. Press the **OFF** button on a Radio Key to Disarm your SecurityGuard and stop the siren from sounding.

Your Reed Switch is working correctly and ready for use.





SecurityGuard will try and warn you of any problems or if there has been an Alarm by flashing it's display and sounding various beep warnings. Most warnings are provided when you next Disarm SecurityGuard although some may occur as they happen when you are home.

Warnings which have not been dealt with earlier in this manual include things like,

- Alarms that have occurred since you last Armed.
- A Tamper on your external Siren cover is opened.
- A PIR or a Reed Switch that has not triggered recently.
- A Dialler which is not working correctly.

ALARM



If you have had an Alarm from one of your PIRs or Reed Switches while you were away, SecurityGuard will warn you when you Disarm by giving a rapid series of beeps *JJJJ* for 5 seconds and flashing the number of the device which caused the Alarm along with an **A**, on it's display.



Example

If SecurityGuard's inbuilt PIR (*Detector 1*) alarmed while you were away, SecurityGuard will flash **A 1** on it's display for 5 minutes and beep rapidly *JJJJ* for 5 seconds at Disarm.

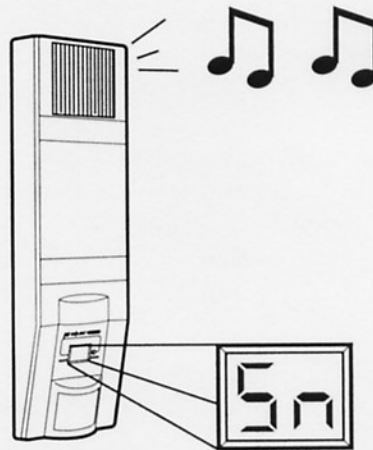
(As with all SecurityGuard displays you can cancel the display by pressing **OFF** on any Radio Key).

TAMPER



While you were away

If you have had an Alarm caused by your External Siren Cover Tamper switch being opened while you were away, SecurityGuard will warn you when you Disarm by giving a rapid series of beeps for 5 seconds and flashing **5n** on it's display for 5 minutes.



While you are home

If you have an Alarm caused by your External Siren Cover Tamper switch being opened while you are at home, SecurityGuard will warn you by sounding a low level 2 tone siren for 5 seconds and it will flash **5n** on it's display for 5 minutes.

(As with all SecurityGuard displays you can cancel the display by pressing **OFF** on any Radio Key).



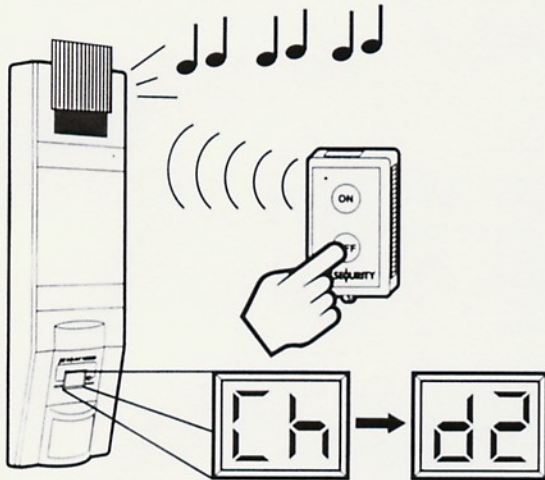
CHECK DETECTORS



(Optional)

Your SecurityGuard has a special inbuilt feature which always ensures that your optional detection devices (*PIRs and Reed Switches*) are operating correctly and sending alarm messages as they are triggered.

Your SecurityGuard is constantly monitoring the alarm messages sent by your PIR and Reed Switch detectors and expects to receive messages on a regular basis, caused by your normal day to day activities. Of course SecurityGuard decides if it will create an alarm from those "alarm" messages depending on whether it is Armed or not.



However if SecurityGuard does not receive an alarm message from each one of your additional detectors on a regular basis, SecurityGuard will warn you when you Disarm by sounding a series of double beeps for 3 seconds and flash the number of the suspect detector along with CH d2-B on its display for 5 minutes.

(As with all SecurityGuard displays you can cancel the display before 5 minutes by pressing **OFF** on any Radio Key).

Example

If your PIR number 2 has not regularly alarmed then SecurityGuard will flash CH d2 and beep a series of double beeps for 3 seconds when you Disarm. JJ JJ JJ

What you Should do

If you receive this warning from a detector that you know should have triggered recently, then before you do anything else you should test the detector, if it is still not working you should replace the battery and test the detector as described in the

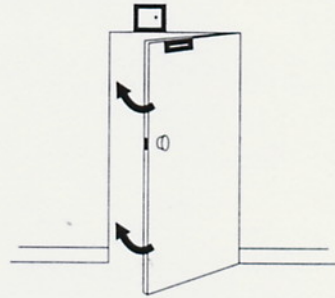
PIR or Reed Switch Low Battery sections of this manual.

If you still have a problem you should contact the service number you were provided with at the time of installation.

CHECK DETECTOR WARNING (Optional) WHEN ARMING (Reed Switches only)

If you receive the Check Detector warning CH d2-B when you try to Arm your SecurityGuard then this is a warning that you have left a window or door open which has a Reed Switch detector on it.

SecurityGuard will warn you by flashing CH d2-B along with the detector number and give a series of double beeps JJ JJ JJ for 3 seconds after you Arm.



If you receive this warning you should immediately Disarm your SecurityGuard. The warning is repeated when you Disarm, so that you can see the display and check the Reed Switch which caused the warning. Close the window or door before Re-Arming.

FAULT DIALLER (Optional)



If your SecurityGuard has a back to base dialler installed to convey alarm information, then it will warn you if it has had trouble communicating to the base by beeping a series of double beeps JJ JJ for 3 seconds and will flash Fd on its display for 5 minutes.

If this occurs you should check your phone line connection if it is accessible to make sure the dialler has not been unplugged otherwise you should contact your nearest FAI Home Security Service Centre immediately.



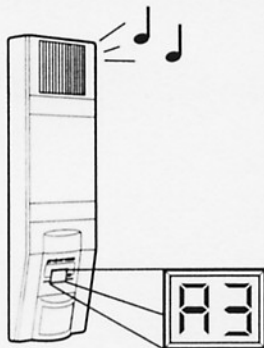
Your SecurityGuard allows for each of its detectors D1 to D8 to operate in various modes to suit your particular needs. Your installer has programmed these for you at installation. The more commonly used of those have been described earlier in this manual e.g. Alarm when Armed, Alarm when Home etc.

The way the detector has been setup is summarised on the back page of this manual under the column headed "Mode".

Two of the least used setups or "Modes" of operation not described earlier in the manual are described below, they are Chime and Fire.

CHIME DETECTORS

Chime mode allows a Detector to sound a single pleasant two tone warning beep ♪♪ similar to a doorbell if the detector is triggered when your alarm is Disarmed.



This may be useful if you want a warning if someone has entered or left a room without causing a full alarm while you are home e.g. You want to know if the children have gone into the study, or you want to know if the children have gone into the backyard (particularly if you have a pool). A Chime Mode detector if triggered will flash the display with its number as well as an **A** to show which detector caused the alarm.

Example

Detector 3 is setup for chime mode and is triggered, **A3** is displayed for 5 minutes and a single two tone beep is sounded. ♪♪

24 HOUR DETECTORS

Detectors setup to operate in 24 Hour mode are operational at all times whether SecurityGuard is Armed, Disarmed or in Home mode.

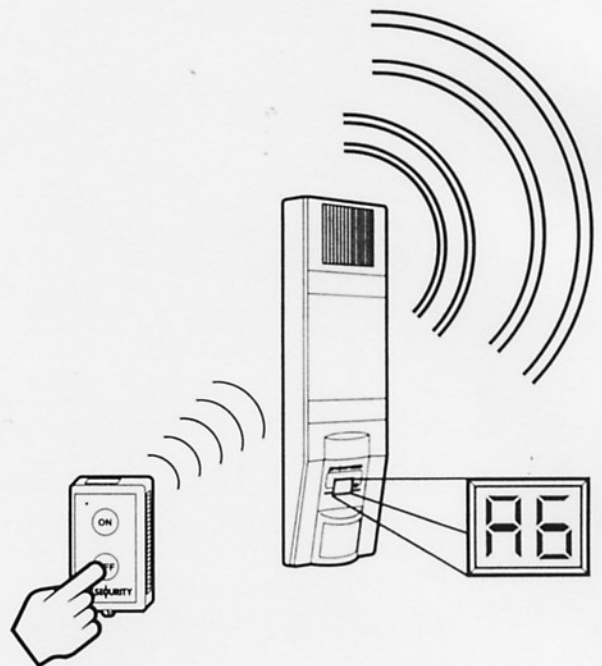
When these detectors are triggered SecurityGuard will sound a full alarm with inside and external sirens sounding.

To silence the alarm

Press **OFF** on any Radio Key, the detector number along with an **A** will be displayed for 5 minutes to identify which detector caused the Alarm.

Example

Detector 6 triggers then **A6** is displayed for 5 minutes when an **OFF** button is pressed on any Radio Key.



DETECTOR OPERATING MODE SUMMARY

A	Alarm	Alarm when Armed, inactive in Home and Disarmed.
H	Home	Alarm when Armed and in Home mode, inactive when Disarmed.
F	24 hour	24 Hour Alarm, always active.
C	Chime *	Chime only in Disarmed, inactive in Armed and Home modes.
AC	Alarm/Chime **	Alarm when Armed, Chime when Disarmed, inactive when Home.
HC	Home/Chime **	Alarm when Armed, Chime when Home, inactive when Disarmed.
*		Chime is a single two tone beep ♪♪
**		Chime is a low volume two tone siren which sounds for 5 seconds ♪♪

SUMMARY OF OPERATION AND DISPLAYS

OPERATION	DISPLAY	SOUND	ACTION/DESCRIPTION
Arm	On	Single Beep 	Press  once
Disarm	OF	3 Beeps 	Press  once
Home	H	5 Beeps 	Press  twice within 3 seconds
Emergency	P1-8	rapid beeps for 5 seconds	Press Red side lever for 2 seconds

WARNINGS

at Disarm	Lo	double beeps 3 seconds	SecurityGuard Low Battery
at Disarm	Lo U1-8	double beeps 3 seconds	Radio Key Low Battery
anytime	Lo d2-8	double beeps 3 seconds	PIR or Reed Switch Low Battery
at Disarm	P1-8	rapid beeps for 5 seconds	Alarm from a Detector
at Disarm	P1-8	rapid beeps for 5 seconds	Panic Alarm from a Radio Key
at Disarm	Sn	rapid beeps for 5 seconds	Alarm from Siren Cover Tamper
at Disarm	Ch d2-8	double beeps 3 seconds	Check Detector for correct operation
anytime	Fd	double beeps 3 seconds	Dialler not working correctly

DETECTOR GUIDE

	TYPE	LOCATION	MODE	SIGNAL STRENGTH
D1	Main Unit			—
D2				
D3				
D4				
D5				
D6				
D7				
D8				

MODE TYPES

A	Alarm
H	Home
F	24 hour
C	Chime
AC	Alarm/Chime
HC	Home/Chime

RADIO KEYS

	USER NAME	SIGNAL STRENGTH
U1		
U2		
U3		
U4		
U5		
U6		
U7		
U8		