

HOUSEWATCH ACTIVE 5

USER GUIDE (CONT)

Setting with isolated circuits:

If a circuit has been programmed as able to be isolated the user can set the alarm and leave these circuits unset.

a. Enter your code followed by ☐ and then the number of the circuit you wish to isolate (1 to 5). The relevant LED will flash and exit time will commence.

E.g. ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 1 for zone 1 isolate.

Note: Once the system is unset, all isolate settings are cancelled. You must isolate the zones manually next time.

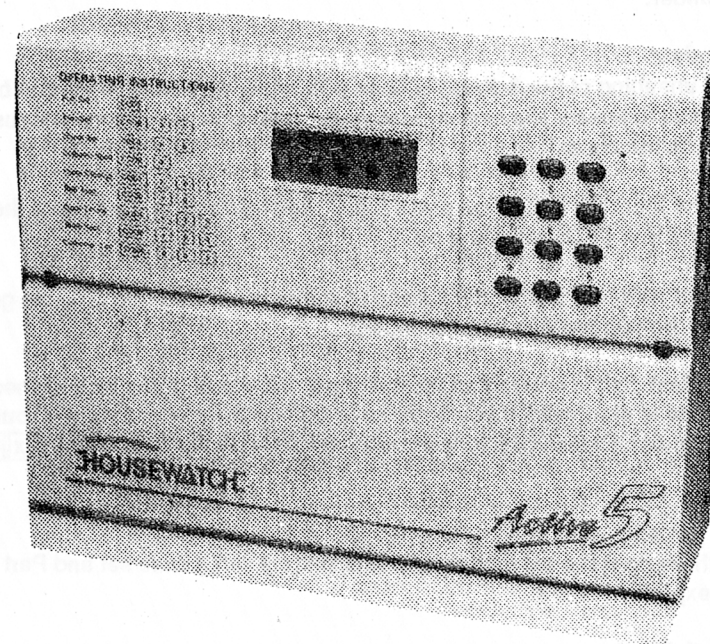
LED, buzzer, siren test.

To test all the outputs of the Active 5 enter your code followed by ☐ 9. The LEDs will light for 10 seconds, then the buzzer will sound for 5 seconds, followed by the satellite siren and internal siren.



HOME & SAFETY AUSTRALIA

HOUSEWATCH



Active 5

USER GUIDE

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USER GUIDE:

The Active 5 electronic alarm system is a highly flexible security system which is suitable for domestic and small business applications.

The system consists of a main control unit which houses the printed circuit board, main power supply and back-up battery. The main control unit has a convenient keypad which is used for both setting and unsetting the unit and for programming. Indication of system status and alarm conditions is provided by 8 panel-mounted LEDs and an internal sounder.

Operator codes:

Setting and unsetting of the Active 5 is done with a four digit code which can be changed to suit the user. The system recognises one code. To change your user code follow these instructions:

- Enter your four digit code then press the $\square$ key followed by the $\square$ and the $\square$ key. The right-hand four LEDs will come on.
- Enter your new four digit code. As each number is pressed one LED will go out showing that the number has been accepted.
- After the last digit is entered an "accept tone" will sound (three high pitched tones). Your new code is then valid. If you enter an invalid code an error tone will sound (two low pitched tones). Please pick a new code e.g. $\square\square\square\square\square\square\square\square$ (new code).

Setting the system:

There are three possible set modes - Normal set (full set), Home set and Part set. These are explained below.

Normal set (full set):

- Ensure all windows and doors are secure.
- Enter your four digit code. The sounder will make a steady or pulsing tone. Leave the building by your exit door (the zone designated exit). The system will set when the programmed exit time has expired giving you time to leave the building. Note: The unit cannot be set when any detector circuit is open. If this is attempted the sounder will make a pulsed tone and the relevant LED will come on. Press the $\square$ to abort setting. Clear the open zone and start setting again, e.g. $\square\square\square\square$

Home set:

The home set function allows the user to set a programmed part of the system. For example, a user could arm the downstairs rooms in a house and then freely move around upstairs. In Home Set mode the external sirens will not sound on alarm.

- Enter your code followed by $\square$ then $\square$.

The sounder will change tones and the LEDs for the isolated circuits will flash. Once the exit time has expired the system will Home set. E.g. $\square\square\square\square\square\square$

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Part set:

The Part set function also allows the user to set a programmed part of the system. With this option the system provides an extra entry/exit zone to allow the user to pass through an extra zone if this is necessary. For example, a user may need to pass through two zones to reach upstairs and this would not be possible in Home set.

- Enter your code followed by $\square$ then $\square$.

The sounder will change tone and the LEDs for the isolated circuits will flash. Once the exit time has expired the system will Part set. E.g. $\square\square\square\square\square\square$

Unsetting the system:

On entering the building the sounder will make a steady tone.

Proceed immediately to the keypad and unset the system as follows:

- Enter your code. The sounder will stop and the Day LED will come on.

Note: If less than ten seconds of entry time is left the sounder will change to a series of short, high pitched beeps. E.g. $\square\square\square\square$

Unsetting the system after an alarm:

After an alarm condition the keypad will need to be reset. Proceed as follows:

- Enter your code - the sounder will stop, the LED for the circuit which first caused the alarm will come on and any other tripped circuit will be shown by a flashing LED.
- Enter your code again. The sounder will emit an alternating two tone sound. Press $\square$. The sounder will stop and all red LEDs will turn off. E.g. $\square\square\square\square$ - to unset. $\square\square\square\square\square$ - to reset.

Chime setting:

If a circuit has been programmed as a chime circuit you can use it to alert you to the presence of people in the same manner as a door minder.

- Enter your code followed by $\square$ then $\square$ and $\square$. Any circuits that have chime function programmed will have their LED on. When the detector is tripped the internal sounder in the panel will make a short two tone beep. E.g. $\square\square\square\square\square\square$

- To turn a chime on or off. Press the relevant key for the zone you wish to turn on or off. E.g. Press $\square$ for zone $\square$.

Note: Any zone with chime function reverts to an alarm or entry/exit zone when the unit is set.