

SPECIFICATIONS

3AC input 16 VAC from transformer

Aux output
13.8 V DC, 600 mA

Formaldehyde

Atanum relay Change over. 1 Amp non-inductive

Set output 100 mA sink (negative)

Strobe output 100 mA sink (negative)

Fire output 100 mA sink (negative)

1 no output 100 mHz sum (negative)

Battery fuse 3 amp, fast blow

Aux fuse 1 amp, fast blow

EOL resistor 4K7

[illegible]

DEPT. OF THE ARMY
WASHINGTON, D. C. 20315

!! WARNING !! WARNING !! WARNING !!

Do not connect any component or wire to the product, other than to the terminals on the circuit board. The current and voltage capability of each terminal is as specified - do not exceed them. Doing so will invalidate all warranties, and repairs will be chargeable. MICRON technicians shall be the only referee in this matter.

23 January 1992

Designed and manufactured by:
MICRON Group Holdings LTD
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Grey Lynn Auckland

New Zealand

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THE SUPER PLUS

12-19-63

SCOTT'S BACILLIUM STUBS

CLEARING OUT ALL PROGRAMMED DATA FROM MEMORY

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MICRO-6-PAC

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Non-Profit Solutions

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WITNESS

[illegible]

OPERATING

INSTRUCTIONS

Spinning Control

It is the responsibility of the spinning control system to maintain the correct spinning speed and tension. The spinning control system is responsible for the following:

- Maintaining the correct spinning speed
- Maintaining the correct spinning tension
- Maintaining the correct spinning temperature
- Maintaining the correct spinning humidity
- Maintaining the correct spinning pressure
- Maintaining the correct spinning flow rate
- Maintaining the correct spinning quality

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Micron Group Holdings Ltd

Function	Address	Data	Pre-set
User code #1	100	then ENTER then ENTER then ENTER then ENTER	Unused
Scorpion: a user code can have 1 to 4 digits. if less than 4, clear the unused last digits by entering 1 & 3 pressed together			
Code 1 priority 1 = Arm 2 = Arm & disarm 3 = Arm, disarm & isolate 4 = Night arm 5 = Night arm & disarm			
User code #2	105	then ENTER then ENTER then ENTER then ENTER	Unused
User code #3	109	then ENTER then ENTER then ENTER then ENTER	Unused
User code #4	114	then ENTER then ENTER then ENTER then ENTER	Unused
User code #5 (scorpion only)	119	then ENTER then ENTER then ENTER then ENTER	Unused
User code #6 (scorpion only)	125	then ENTER then ENTER then ENTER then ENTER	Unused
Master code	129	then ENTER then ENTER then ENTER then ENTER	0 0 0 0
Must have 4 digits			

USER CODES

MICRO 6 PAC S.P. is equipped with 4 user codes, each containing 4 digits. It is not possible to enter less than 4 digits as this will be treated as invalid data by **SUPER PLUS**.

SCORPION S.P. allows the installer to select 6 user codes. Each user code may be as short as a single digit, or contain 2, 3 or 4 digits. In this manner, it is possible to select a single digit arming code while retaining a 3 or 4 digit code for disarming.

ARMING and DISARMING

The panel is armed or disarmed by entering a valid **USER CODE** with the correct priority followed by the **ENTER** key.

ZONE ISOLATION

STEP 1 Enter a valid **USER CODE** with a **PRIORITY** of 3.
STEP 2 Press the **MODE** key. (Zone leds will all turn on)
STEP 3 Press key number corresponding to the zone(s) to be isolated. (Leds will turn off for zone(s) isolated)
STEP 4 Press the **ENTER** key. (Exit beeper and exit delay start)

PANIC FACILITY

Pressing the **MODE** and **ENTER** keys together will generate a 24HR alarm condition if you have selected **PANIC** in the panel options at **ADDRESS 144**.

SECONDARY ENTRY DELAY

A secondary extended entry delay may be selected at **ADDRESS 144**. When selected, this option extends the programmed entry time by 20 seconds on zone 2 only. For example, zone 1 may be programmed for 10 seconds of entry delay while zone 2 would have 30 seconds. **NOTE:** zone 2 must be programmed as an 'or' entry zone (not sequential).

ZONE LOCKOUT

This option allows only **ONE** activation per zone when the panel is armed. A zone which activates will automatically isolate and will not generate another alarm condition until the panel is disarmed. This option is selected at **ADDRESS 144**.

PRE-ALERT

The entry **PRE-ALERT** beeper may be disabled at address 144. **Note !!** This will not disable the exit beeper or the nite Watch pre-alert. The pre-alert is disabled to facilitate silent entry when the panel is fully armed.

TERMINAL 13

Enter a 6 at **ADDRESS 144** to convert terminal 13 to an alternative use.
 Factory Pre-set **STROBE output**
 General purpose arming output.

FIRE ZONES

Address 145 allows the installer to select zones to be designated as fire or auxiliary 24 Hour zones, with a separate output at terminal 14. When a **FIRE** zone activates, the led for that zone will flash rapidly. To reset the **FIRE** output, enter a valid **DISARM** or **NiteWatch DISARM** code. A **FIRE** activation turns on terminal 14 for the alarm reset time programmed at address 139.

NITEWATCH (Scorpion S.P. only)

Programme zones to be armed in NITEWATCH mode at address 146. When a NiteWatch arming code is entered, the panel will arm in 12 seconds, and include only those zones specified at address 146. The panel will NOT arm with violated active zones.

Zones selected as ENTRY zones at address 142 will permit entry in NiteWatch mode. A 10-second silent entry is allowed, followed by a pulsed pre-alert for the entry time selected at address 141.

Zones not selected for entry also generate pre-alert but do not allow the 10 second silent period.

CHIME ZONES (Scorpion S.P. only)

Zones selected for CHIME are entered at address 147. When the panel is in CHIME mode, selected zones will sound the pre-alert beeper for approximately 5 seconds. Zones which have activated the chime will not re-sound until a 30 second "clear" period has elapsed. To enter CHIME mode:

Press 7 then ENTER (6 seconds of continuous tone) and 7 again.

Repeat this process to exit CHIME mode. The panel may be armed without exiting from CHIME mode. (This will fire the trapped alarm).

INSTALLER TEST MODE

To access INSTALLER TEST, enter the MASTER CODE followed by a 6. The status led blinks to confirm access. In this mode all timing functions are reduced to approximately 7 seconds. To return to end user mode, enter the MASTER CODE followed by a 3.

The 24hr zone alarm output is also disabled in this mode to allow silent access to the control cabinet.

WALK TEST MODE

Start WALK TEST mode by entering the MASTER CODE followed by a 9. The exit beeper emits a continuous tone, changing to pulsed tone each time a zone is violated. The panel does not arm in this mode. Press any key to exit from WALK TEST mode. WALK TEST mode will automatically terminate if no keys are pressed within 15 minutes.

MEMORY ACCESS

To access SUPER PLUS memory, enter the MASTER CODE followed by a 1. Scroll back through the last 5 groups of events by pressing the ENTER key. MEMORY mode will automatically terminate if no keys are pressed within 30 seconds.

KEYSWITCH ARMING (6-PAC S.P. only)

6-PAC may be keyswitch armed and disarmed by the application of a momentary short between terminal 18 and ground.

REMOTE ARMING LED (6-PAC S.P. only)

A remote led may be connected between terminal 17 and +13.8V aux. Connect the negative leg of an led to terminal 17. Fit a 680 ohm to 1K ohm resistor between the positive leg of the led and a +13.8V aux terminal. The remote arming led will mimic the operation of the keypad status led.

SUPER PLUS

CONNECTIONS

Terminal numbers from left	Function	Notes
1	REIM AC in	Fire alarm
2	REIM AC in	Fire alarm
3	REIM 13.8 volts to aux	13.8V aux
4	+13.8 volts to aux	13.8V aux
5	+13.8 volts to aux	13.8V aux
6	Negative	13.8V aux
7	Negative	13.8V aux
8	REIM Negative	13.8V aux
9	Alarm relay	13.8V aux
10	"	13.8V aux
11	"	13.8V aux
12	Set output, sink	13.8V aux
13	The function of this output is programmable (address 144)	13.8V aux
14	REIM Strobe	13.8V aux
15	REIM Fire output, sink	13.8V aux
16	REIM Remote clock	13.8V aux
17	REIM Remote data	13.8V aux
18	REIM Remote data	13.8V aux
19	REIM Remote data	13.8V aux
20	REIM Remote data	13.8V aux

6-PAC REIM in

17	REIM Status LED out	Negative on armed (must have resistor)
18	REIM Keyswitch in	Momentarily connect to negative to arm/disarm
19	REIM Do not use	
20	REIM Do not use	

Scorpion connections to NiteWatch station

17	REIM Buzzer out, sink	Negative to sound
18	REIM (This output copies the remote keypad's buzzer)	Momentarily connect to negative to arm/disarm
19	REIM NiteWatch arm switch	Momentarily connect to negative to arm/disarm
20	REIM NiteWatch Armed signal	13.8V aux
21	REIM NiteWatch Safe/unsafe signal	13.8V aux

21	REIM Zone 1	13.8V aux
22	REIM Zone 2	13.8V aux
23	REIM Ground	13.8V aux
24	REIM Zone 3	13.8V aux
25	REIM Zone 4	13.8V aux
26	REIM Ground	13.8V aux
27	REIM Zone 5	13.8V aux
28	REIM Zone 6	13.8V aux
29	REIM Ground	13.8V aux
30	REIM 24HR input	13.8V aux

SUPER PLUS

Green/Yel = Tri-Alert
White = Common
Blue = Alarm

NOTCH = LOUPE/KITING
MAKES B/RAIN

MULTIPLE ENTRY ADDRESS 144

This is the address where SUPER PLUS stores PANEL OPTIONS. Proceed as follows:

Press **0 0 0 0 ENTER MODE 1 4 4 MODE**

You may now enter the option(s) you require. If, for example you select PANIC and ZONE LOCKOUT, then you will press a **2** and a **3**. This is a multiple entry address so you DO NOT press ENTER until you have entered all the options chosen, eg:

Press **2 3 ENTER MODE ENTER**

(The options)

As you enter options, the zone leds corresponding to your choice light. In the example above, the zone 2 and 3 leds are on.

MULTIPLE ENTRY ADDRESSES 145, 146 and 147: (146 & 147 Scorpion S.P. only)

These addresses are treated in exactly the same manner as 144 above. They are a multiple choice address and ALL ZONES required should be entered before pressing the ENTER key. As in address 144, the zone leds corresponding to the installer's choice turn on.

THREE BEEPS

If all of the data entered into SUPER PLUS is valid, the keypad remote sounds 3 beeps after the last address and jumps back into ADDRESS mode. Press ENTER to exit from programming mode.

CHANGING USER CODES IN 'EXCHANGE MODE'

It is not good practice to allow the end user to access PROGRAMMING mode or to divulge the final master code. In order to allow the end user a simple method of changing his/her user code, SUPER PLUS provides a powerful routine called 'EXCHANGE MODE'. Access to EXCHANGE mode is simple. Enter the following keys:

3 1 ENTER MODE 'OLD CODE' ENTER 'NEW CODE' ENTER

If the 'OLD CODE' entered is valid, SUPER PLUS will beep twice, followed by a further two beeps if a valid 'NEW CODE' is entered.

NOTE: The following rules apply in EXCHANGE mode.

- 1 When an old code is changed to a new code, the PRIORITY will not change
- 2 6 PAC S.P. can only exchange old 4-digit codes for new 4-digit codes.
- 3 SCORPION S.P. can exchange any length old code for any length new code, eg. An old 4-digit code may be exchanged for a new 1, 2, 3 or 4-digit code or vice versa.

MASTER CODE FUNCTIONS

NOTE: The MASTER CODE can only be entered in the disarmed state.

The MASTER CODE allows the installer to access various test functions including programming.

Press **0 0 0 0**, then the ENTER key. (This is the MASTER CODE.)

Press **1** Starts memory re-call. Scan back 5 levels using the ENTER key.

Press **2** Not used.

Press **3** End user mode. (Cancels installer or walk test mode)

Press **4** Enable communicator. (Control communicator only)

Press **5** Disable communicator. (Control communicator only)

Press **6** Starts installer test mode. Disables 24hr zone alarm

Press **7** Enable control panel.

Press **8** Disable control panel.

Press **9** Starts walk test mode. Press any key to EXIT.

MODE Starts programming mode. (See programming section)

SCRUB MODE

WARNING This routine scrubs all programmed data from memory. To perform a 'scrub' routine, proceed as follows:

Press **0 0 0 0**, then the ENTER key. (This is the MASTER CODE)

Press **0** then the ENTER key. (All zone leds turn on. You may ABORT at this point by pressing MODE)

Press **0** then the ENTER key. (Data clears to factory pre-sets)

PROGRAMMING SUPER PLUS

Look over the programming sheet and you will see that each function or option has an address. Think of this address as a street address where somebody lives. In our case, this address is the place in the memory chip that SUPER PLUS will store the DATA that you program in to it. When new, you will need to program in USER CODES, EXIT DELAYS, ENTRY DELAYS etc etc. If you need to change anything in memory after the panel has been fully programmed, you need only go to the address that it is stored at & enter new data. You do NOT need to re-program everything

Each time you enter a correct piece of data into an address, SUPER PLUS will give two short beeps. If you try to enter an illegal piece of data (eg. a 20 in address 140 would give us 200 seconds of EXIT DELAY) SUPER PLUS gives a single long beep.

Fill out the boxes in the programming sheet and step into PROGRAMMING MODE by entering the factory pre-set MASTER CODE (0 0 0 0). Next press ENTER. (SUPER PLUS gives two beeps.) Press the MODE key (two beeps). The STATUS led turns on. Now we are ready to enter our ADDRESS. If this is the first data to be entered into a new panel, our starting address would be 100 as shown on the programming sheet. Enter 100 and press the MODE key. The status led starts flashing to indicate SUPER PLUS is ready to accept data at this address (two beeps). You can now begin programming.

FOR EXAMPLE TO PROGRAM USER CODE 1 AS CODE 2 4 4 9 WITH A CODE PRIORITY OF - ARM, DISARM, and ISOLATE:

Press 0 0 0 0 then the ENTER key. Two beeps. (The MASTER CODE)

Press MODE (THIS TAKES US TO ADDRESS MODE. THE YELLOW STATUS LED WILL BE ON STEADY)

Press 1 0 0 0 (THIS IS THE BEGINNING ADDRESS THAT USER CODE 1 IS STORED AT IN THE MEMORY CHIP)

Press MODE (THIS TAKES US TO ADDRESS 100 AND ALLOWS US TO PROGRAM IN USER CODE 1. THE STATUS LED WILL FLASH IN THIS MODE)

Press 2 then the ENTER key.

Press 4 then the ENTER key.

Press 4 then the ENTER key.

Press 9 then the ENTER key.

Press 3 then the ENTER key. (THIS IS THE CODE PRIORITY)

CODE PRIORITY SELECTION:

- 1 = THIS CODE CAN ARM ONLY.
- 2 = THIS CODE CAN ARM & DISARM.
- 3 = THIS CODE CAN ARM, DISARM & ISOLATE.
- 4 = NITEWATCH ARM (Scorpion only)
- 5 = NITEWATCH ARM & DISARM (Scorpion only).

If all of the above was entered correctly, SUPER PLUS will beep twice and automatically shift to the next address to be programmed (address 105). You do not need to enter each address. Just step through the programming sheet NOT FORGETTING to press the ENTER key after each box of data. If you make a mistake, SUPER PLUS will warn you with a long beep and return you to the beginning of the address where the mistake occurred.

Special care is required when programming a 'short' user code (less than 4 digits) in SCORPION S.P. eg. if a code of 1 is required this digit must be programmed into the first address. In order to tell the SCORPION that there are no further digits, the installer must programme the remaining 3 memory locations with 'blanks'. This is done by pressing 1 & 3 together. Remember to press the ENTER key after each 'blank'. When you have finished the 4th memory location of the user TO code SUPER PLUS will beep twice. Now program in the priority.

FOR EXAMPLE TO PROGRAM USER CODE 2 AS 11 WITH A PRIORITY OF ARM:

Let us assume you are in programming mode:

Press 1 0 5 (The beginning of user code 2) Press MODE (The beginning of user code 2) Press 1 1 (This is our first digit) Press ENTER (This is our first digit)

Press 1 & 3 then the ENTER key. (This is our priority of ARM only)

Press 1 & 3 then the ENTER key. (This is our priority of ARM only)

Press 1 then the ENTER key. (This is our priority of ARM only)

TO FINISH PROGRAMMING

To finish programming at ANY time, and return to end user mode:

Press MODE (CHECK THAT THE YELLOW STATUS LED IS ON)

Press ENTER (THE STATUS LED WILL GO OUT AND YOU ARE RETURNED TO END USER MODE)

TO CHANGE ONE PIECE OF DATA

To change just one piece of data, eg. EXIT DELAY to say 120 seconds, on a panel which has already been fully programmed, proceed as follows:

Press 0 0 0 0 then the ENTER key. Two beeps. (This is the Master code)

Press MODE (Two more beeps - Status led lights)

Press 1 4 0 (The address where EXIT DELAY is stored)

Press MODE (Two beeps - Status led flashes)

Press 1 2 (12 X 10 second increments = 120 seconds)

Press ENTER (The data is entered into memory)

If you have finished programming, you must now EXIT from programming mode by pressing MODE then ENTER.