

200 CLYDE ST
4598?

SPECIFICATIONS

AC input	16 VAC from transformer
Aux output	13.8 V DC, 600 mA
Alarm 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)
Battery fuse	3 amp, fast blow
Aux fuse	1 amp, fast blow
EOL resistor	4K7

!! 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.

16 July 1991

Designed and manufactured by:

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200 CLYDE ST 4598?

FROM THE MICRON GROUP HOLDINGS LTD 200 CLYDE ST
AUCKLAND NEW ZEALAND

MICRON

MICRO 6-PAC

&

SCORPION

INSTALLATION

MANUAL

MICRO 6-PACK & SCORPION SUPER PLUS

CLEARING OUT ALL PROGRAMMED DATA FROM MEMORY

Hold down keys 1 & 3 during power-up. This command will "scrub" all data from memory (including all programmed USER CODES) and load the factory settings.

See also SCRUB MODE for an alternative 'scrub' method.

The default or factory settings are listed below:

ALARM RESET TIME 5 Minutes

EXIT DELAY TIME 60 Seconds

ENTRY DELAY TIME 20 Seconds

ENTRY ZONES 1 or 2

MASTER CODE 0000

TERMINAL 13 Strobe

24HR or 7TH ZONE 24-hour

2-KEY PANIC..... Disabled

ZONE LOCKOUT Disabled

PRE-ALERT Enabled

AUTO-ISOLATE Enabled

FIRE ZONES None

FEATURES EXCLUSIVE TO "SCORPION S.P."

- NiteWatch instant Nite arming.
- 6 variable length user codes.
- Selectable Chime (Entry Guard) zones.

REMOTE DISPLAY

Zones 1to 6 are displayed by LEDs in the conventional manner. In normal operating mode the STATUS LED acts as an ARMED indicator.

If the **MODE** key is 'held down' the 6 zone leds will display the following data:

LED #	FUNCTION
1	MAINS. Flashes on mains failure
2	BATTERY. Flashes on LOW battery
3	24 HR or 7th ZONE. Flashes on activation
4	No operation
5	No operation
6	INSTALLER TEST. Flashes in I.T. mode

If any of the above functions are flashing, the STATUS led will 'blink' to alert the end user to an abnormal condition.

Alarm reset time	2-15 minutes, 1 = no reset	139	then ENTER	5 minutes
Exit time	1to 15, sec x 10	140	then ENTER	60 seconds
Entry time	1to 15, sec x 10	141	then ENTER	20 seconds
Entry sequence	0 = no zones, 1to 142	142	then ENTER	1 or 2
Panel options				
Press 0 to clear all options				
Press 1 to select 7th zone				
Press 2 to select PANIC				
Press 3 to select zone lockout				
Press 4 to select no auto-isolate at arm				
Press 5 to select quiet entry				
Press 6 to make terminal 13 instant arm out, strobe out, zone 13 is strobe out				
Fire zones	Select for the 145	145	then ENTER	none
Nite arm zones	Select for the 146	146	then ENTER	none
Chime zones	Select for the 147	147	then ENTER	none

Function	Address	Data	Pre-set
User code #1	First digit Second digit Third digit Fourth digit	then ENTER then ENTER then ENTER then ENTER	Unused 4598
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	then ENTER	Unused
User code #2	First digit Second digit Third digit Fourth digit	then ENTER then ENTER then ENTER then ENTER	Unused
User code #3	First digit Second digit Third digit Fourth digit	then ENTER then ENTER then ENTER then ENTER	Unused
User code #4	First digit Second digit Third digit Fourth digit	then ENTER then ENTER then ENTER then ENTER	Unused
User code #5 (scorpion only)	First digit Second digit Third digit Fourth digit	then ENTER then ENTER then ENTER then ENTER	Unused
User code #6 (scorpion only)	First digit Second digit Third digit Fourth digit	then ENTER then ENTER then ENTER then ENTER	Unused
Master code	First digit Second digit Third digit Fourth digit Must have 4 digits	then ENTER then ENTER then ENTER then ENTER	0000

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)

(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**.

ZONE 7 SELECTION

The 24HR zone may be converted to a 7TH ZONE simply by the selection of that option at **ADDRESS 144**. When selected, this zone is displayed by the zone 3 led when the **MODE** key is held down. (See **REMOTE DISPLAY** prev page.)

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 nightWatch 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.

6 at address 144 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 "instant" arm, and include only those zones specified at address 146.

The panel will NOT arm with violated active zones. If a zone is violated, the panel will not arm.

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. Enter a valid NiteWatch or any other DISARMING code to silence the panel.

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)

Repeat this process to exit CHIME mode. The panel may be armed without exiting from CHIME mode.

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.

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.

When the panel is armed, the remote arming led will illuminate. When the panel is disarmed, the remote arming led will not illuminate.

SUPER PLUS

CONNECTIONS

Terminal numbers from left:

Terminal	Function	Connection
1	AC in	AC in
2	AC in	AC in
3	AC in	AC in
4	+13.8 volts to aux	+13.8 volts to aux
5	+13.8 volts to aux	+13.8 volts to aux
6	Negative	Negative
7	Negative	Negative
8	Negative	Negative
9	Alarm relay	NO
10	"	NC
11	"	Common
12	Set output, sink	Negative after expiry of exit delay
13	Strobe	Negative alarm activated
14	Instant arm	Negative when armed
15	Fire output, sink	Negative when fire zones activated
16	Remote clock	Blue wire on remote
17	Remote data	Yellow wire on remote

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

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17	Buzzer out, sink	Negative to sound
18	(This output copies the remote keypad's buzzer)	Do not connect
19	NiteWatch arm switch	Momentarily connect to negative to nite arm/disarm
20	NiteWatch Safe/unsafe signal	

21	Zone 1	Zone 1
22	Zone 2	Zone 2
23	Zone 3	Zone 3
24	Zone 4	Zone 4
25	Zone 5	Zone 5
26	Zone 6	Zone 6
27	Zone 7	Zone 7
28	Zone 8	Zone 8
29	Ground	Ground
30	Zone 9	Zone 9

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MULTIPLE ENTRY ADDRESS 144

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

Press **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** (This exits you from programming)

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 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.
- 2 Not used.
- 3 End user mode. (Cancels installer or walk test mode)
- 4 Enable communicator. (Control communicator only)
- 5 Disable communicator. (Control communicator only)
- 6 Starts installer test mode.
- 7 Enable control panel.
- 8 Disable control panel.
- 9 Starts walk test mode. Press any key to EXIT.

MODE Starts programming mode. (See programming section)

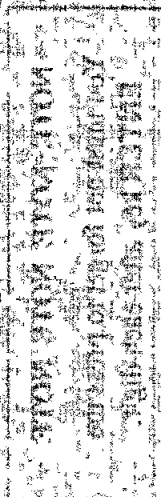
SCRUB MODE

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 you program, you will need to program in USER CODES, EXIT DELAYS, ENTRY DELAYS 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 (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.

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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 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 if you are in programming mode (The beginning of user code 2) - wait 4 seconds.

Press MODE

Press 1 1 then the ENTER key. (This is our first digit) - wait 4 seconds.

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

Press 1 & 3 then the ENTER key.

Press 1 & 3 then the ENTER key.

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 STEADY, IF FLASHING, PRESS MODE AGAIN)

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.

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