



Mounting & Wiring Instruction for Pepper Spray Alarm System

Once the unit has sprayed six times it will warn the customer that the unit needs to be serviced. The warning will be on every activation after six sprays and will beep eight times when arming instead of the normal two beeps. The Sound Bomb will also beep briefly on every 250th detection from the passive on movement as an added reminder. To reset this function remove all power and short all four pins on A and B together. Power up and the Sound Bomb will sound continuously until the short is removed from the pins A and B. This function is now reset.

Please note that the blue connector blocks pull up and off the PCB and the wording for the wiring will then be visible.

Mounting:

Mount unit approximately 2.2meters high from floor if possible. The unit can be mounted higher with the passive remaining approximately 2.2meters from the floor.

Terminal blocks on top of PCB

KEYSW: Arms and Disarms unit. Comes standard with a code hopping receiver. Can be connected to a key- switch, keypad, remote control or any switching device.

PANIC: N\O input. Connects to a panic button. Wired in series if more than one. This function does not activate the pepper spray, only a Siren.

Door: N\C input. Connects to a door magnet. Wired in series if more than one. This function allows the user eight seconds to arm the unit and leave the protected area and alerts the user the unit has not been deactivated upon entering the premises, allowing eight seconds for deactivation. The passive remains an instant zone. The bridge must be left in the door connector block if no door contacts are used. Mode A must be used for this function.

-PIR O\P+: Connects to a passive, beam or any triggering device. This is an instant zone. Wired in series if more than one passive is used , if wired for extra safety then read 2nd Passive in next paragraph.

2nd Passive: A second passive is installed to eliminate false alarms on game farms and plots or for extra safety. Both passives need to be activated simultaneously by an intruder in order to activate the unit. Both passives must be wired in parallel.

Terminal blocks on right hand side of PCB

+LED- This is the armed indicator (red LED)

+12- Extra 12v output

+BZ- Siren output

+CH- This is the charge indicator (green LED)

Terminal blocks on bottom of PCB

-12v+ Wired to back up battery, check polarity.

-O/P+ Are wired in parallel to other Slave units. **NB: a minimum of one and a half millimetre wire (panel wire) must be used to connect Slave units to the Master unit (Solenoid Only).** No more than three Slave units are to be connected to a Master unit.

NC NO COM: Is used for a siren which will sound for three minutes. Wired from 12V + COM on PCB, siren positive to NO and siren negative to 12 – on PCB.

16VAC: 16vac Minimum of a 20VA transformer must be connected for battery charging.

MODE A: With no jumper on MODE A, no time delay. With jumper on MODE A, eight second delay for entry\exit of premises on unit activation

RED LED: LED indicating whether the unit is armed or not. LED ON- unit is armed. LED OFF- unit is not armed

Green LED: LED indicating whether unit is charging or not. LED ON- unit is charging. LED OFF- unit is not charging.

SOUND BOMB: Will sound twice for activation and once for deactivation.

TESTING:

A) Test unit without pepper spray first, make sure all functions work properly, then install pepper spray canister

B) The Battery must be connected in order for the unit to work properly

Programming the Receiver:

Press red button on receiver. Will flash once.

Press and hold remote button until LED on receiver stops flashing.

Repeat the last step until all remotes have been programmed (max 16 remotes)

To erase receiver memory:

Press and hold down red button on receiver until red light on the receiver flashes continuously, then release.

AFTER AN ACTIVATION DO NOT SWEEP. USE A WET MOP OR CLOTH TO WIPE DOWN AFFECTED AREA