



## Mounting & wiring instruction for Entry Level Unit pepper spray alarm system

The Entry Level Unit was designed for DIY installation typically in homes, Wendy houses, tool rooms, garages, caravans, boat sheds etc. and for any small areas. Bigger Skunk pepper spray alarm systems are available from **Skunk** with much longer battery standby times, metal enclosures and bigger pepper canisters.

Gas Canister: **225ML** Disposable fog pepper spray canister.  
Spray Time: 5 seconds with up to **4 sprays** per canister.  
Battery: **1.3Amp/h 12V** battery giving approximately 24hours standby.

**SMS units** can be added to the Entry Level Unit notifying of power loss, power reinstate, unit activation and arm disarm functions.  
**The Entry Level Unit is housed in a white metal enclosure box.**

**Dimensions:** Length 28cm  
Width 11,5cm  
Depth 6.5cm  
Weight

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

### Terminal blocks on top of PCB

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

**-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 **2<sup>nd</sup> passive** in next paragraph.

**2<sup>nd</sup> 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)  
**+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!  
**GAS 1:** Green wire from the black solenoid is wired to GAS 1 +  
Blue wire from the black solenoid is wired to Gas 1 –  
**GAS 2:** Is for an Entry Level Unit slave unit and is wired the same as GAS 1.

**GAS 1** and **GAS 2** are wired in parallel to other slave units. **NB.** A MINIMUM OF ONE AND A HALF MILLIMETER WIRE (**PANEL WIRE**) MUST BE USED TO CONNECT SLAVE UNITS TO THE MASTER UNIT (SOLINOID ONLY). No more than three slave units are to be connected to a master unit.

**16VAC:** 16vac minimum of a 20VA transformer must be connected for battery charging.  
**RED LED:** LED indicating whether unit is armed or not.  
LED **on:** unit **armed**. LED **off:** unit **not armed**.  
**GREEN LED:** LED indicating whether unit is charging or not.  
LED **on:** unit **charging**. LED **off:** unit **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) **NB.** The battery must be connected in order for the unit to work properly.

### Programming the receiver

Press red button on receiver and let go. A LED will flash once.  
Press and hold remote button until LED on receiver stops flashing.  
Repeat 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 LED on the receiver flashes continuously then release.

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

Manufactured in South Africa by Skunk Distributors cc