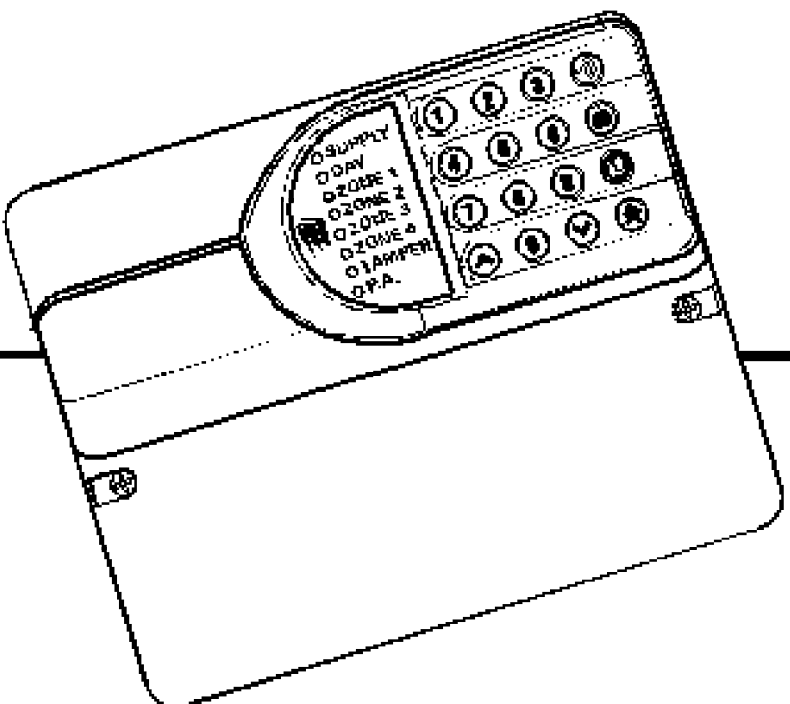





CONQUEROR

USER INSTRUCTIONS



RD0C2e 1A Issue 1.

4 ZONE PROGRAMMING STATUS LABEL

	ZONE 1	ZONE 2	ZONE 3	ZONE 4
 ROOM				
0 PULL SET				
1 PULL SET				
2 PULL SET				

STATUS KEY:

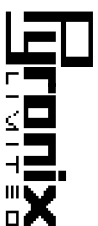
E = ENTRY / EXIT A = ACCESS I = IMMEDIATE O = OMITTED

INSTALLATION COMPANY:

TEL:

ADDRESS:

CONTACT:



ENTRY/EXIT TIME	SECS
BELL OUTPUT	SECS
BELL TIME	MIN
PER LEDS	ENABLED / DISABLED

ENGINEER NAME	
NO.	
INSTALLATION DATE	
SERVICE DATE ACTION	
SERVICE DATE ACTION	
SERVICE DATE ACTION	

RLB1098 Issue 3.



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WARRANTY

This product is sold subject to our standard warranty conditions and is warranted against defects in workmanship for a period of 2 years. In the interest of continuing improvement of quality, customer care and design, Pyronix reserve the right to amend specifications without giving prior notice.

A copy of our warranty can be obtained from the above address.

RDOC261Hissue1

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1 INTRODUCTION

The Conqueror is a full featured intruder alarm control panel, based around a micro-processor with 4 fully programmable zones and 2 dedicated '24-hour' zones (Personal Attack alarm and a System-Tamper alarm.). It is operated via a 16-key onboard keypad and has an arrangement of 8 LEDs to show the status of the system.

All features are fully programmable and there are two levels of access to the system. These are:

User & Engineer.

The User level gives access to all setting and unsetting facilities, and also allows the changing of code numbers and testing of the system.

The Engineer level gives total access to the system including the ability to reconfigure the system. The Engineer cannot, however, unset the system.

2 FEATURES

- 2 Access-Level Codes, both programmable
- Easy-set facility
- 4 Programmable alarm zones
- 3 Set / Part Set modes
- Configurable fire zone with unique alarm sound.
- Personal Attack alarm zone
- Tamper zone
- 16 key backlit keypad
- Dedicated Personal Attack key on keypad
- Dedicated Fire alarm key on keypad
- 8 LEDs for immediate indication of panel status
- Walk Test facility
- System Test Function
- Built in sounder with volume control and software override
- Separate Bell and Strobe lamp outputs
- Zone omit facility on exit
- Silent part set
- 4 Event extended memory.



NB your installation engineer will have programmed all the system features to ensure easy and convenient day to day use of your system. (see section "Engineer Programmable Zones".)



9 USER QUICK REFERENCE GUIDE

1. Unsetting. Enter 
User code
 Re enter  to clear LEDs.


2. Full set. Enter  or 
(Silent on exit) User code (Full volume)

3. Part set.

a. Part set 1 (Downstairs)  or 


b. Part set 2 (Upstairs)  or 

NOTE. Part sets are silent on exit. Tones will be heard on entry.

4. To activate the Personal Attack alarm enter 





5. To activate the Fire alarm enter 


6. Zone omit in exit mode.

7. Chime facility 


8. Read Event Log  Press any key to view next event.

9. Clear Event Log 

10. Changing User code  →  Old User code
 →  New User code
 →  New User code

11. Enter System Test Mode  → All LEDs are switched on
 Press any → The strobe is switched on.
 number Key → The bell is switched on.
 to select next test → The internal sounder is switched on.

Enter  to exit.

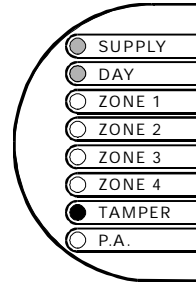
12. Walk test  All zones chime when activated.
 LEDs light when zones open.

Enter  to exit.

5. Tamper Alarm activated sounding internal audible alarm. Panel unset / Day mode.

Enter user code to clear internal audible alarm. Re-enter user code to clear TAMPER LED. Now try setting the system. If the system goes straight into an alarm condition contact the engineer.

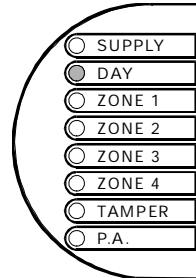
5



6. Mains Failure. Panel unset / Day mode.

Supply LED off indicating no mains supply to panel. Check that there is mains supply elsewhere on the premises. If no supply in premises wait for mains power to return. If there is mains supply to the system contact the engineer.

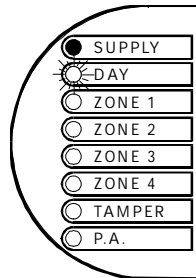
6



7. Panel Waiting for Further Commands. Day LED will flash if you have started a function but not finished the sequence.

Enter  to terminate.

7



3 FUNCTIONAL DESCRIPTION

3.1 Operating Modes

Day Mode This is the state of the panel when unset (not armed). Fire, Personal Attack and Tamper inputs, however remain active 24hours a day. (These are referred to as 24 hour zones). Day mode is identified by the green day LED on the front of the panel.

Set Modes When the panel is set (armed) an activation of any Access, Immediate or 24 hour zone will cause an alarm condition. When an alarm is generated the internal and external sounders will operate for the length of time programmed and the tone of the internal sounder will be two notes repeated rapidly. The strobe lamp will also be activated and will continue to operate until the panel is reset.

Fullset / Partset

At the time of setting the control panel, any one of three set modes can be selected. i.e

- Full set : Whole system armed; nobody on premises.
- Part set 1: Upstairs off, Downstairs armed.
- Part set 2: Upstairs armed, Downstairs off.

The above are purely examples. The Engineer has the ability at the programming stage to configure all the circuits to the customer's exact requirements.

3.2 Entry / Exit Mode

Entry When the panel is set and an Entry / Exit zone is triggered the Entry / Exit timer will begin to count down. During this period an Entry / Exit tone (single repeated bleep) will be produced by the internal sounder and any zones which are programmed as Access zones will be ignored. If the user code is entered before the end of the count down period the panel will return to 'day' mode. If the timer is allowed to elapse before the user code is entered the panel will go into an alarm state. In this case the system needs to be 'Unset'

Exit With the panel in 'day' mode, if either the user code or an Easy-set key sequence is entered the Entry / Exit timer will begin. If all the Immediate zones are clear, then the Entry / Exit tone will be heard. Leave the protected area by the predetermined Entry / Exit route. As you trigger Access zones the tone will change temporarily to a repeated low tone. When all the zones are clear, the Entry / Exit tone will continue again until the end of the time-out period. The panel will then be set.

4 ZONES

4.1 Engineer Programmable Zones

Entry / Exit This is a zone which allows limited-time access to the premises in order to set or unset the system.

Access This is a zone which, on setting the panel, allows access to the Entry / Exit zone. However, if the panel is set and an Access zone is triggered before an Entry / Exit zone then an alarm will be generated immediately.

Immediate This is a zone which will, when entered create an alarm when the panel is set.

Omitted If a zone is programmed as an Omitted zone by the Engineer, then it is ignored by the panel. Primarily used for Part set options. It also allows the user to continue to use the alarm system even if a fault has been discovered on one or more zones.

4.2 24 hour zones

Personal Attack Triggering of the Personal Attack (P.A) zone will always be cause a full alarm activation regardless of whether or not the panel is set.

Tamper A tamper zone activation will only generate an internal alarm, if the panel is in Day mode. If a tamper fault is present and the panel is then set, the system will give a second internal alarm. Triggering of a tamper zone when the panel is set will always give an external as well as internal alarm

Fire Triggering the fire zone will only operate the internal sounder. A fire alarm is identified by a three note rising sound which is easily distinguished from all other tones. Zone 4 may be configured as a fire zone.

**The Fire Zone is intended as an extra feature to the Intruder Alarm system and must

8 TROUBLESHOOTING

KEY:

○ = LED OFF

● =LED ON

☀ =LED FLASHING

1. Panel set / on

2. Panel unset / off.

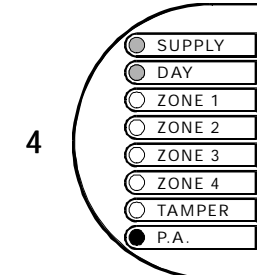
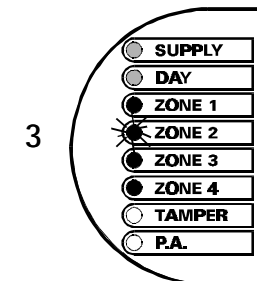
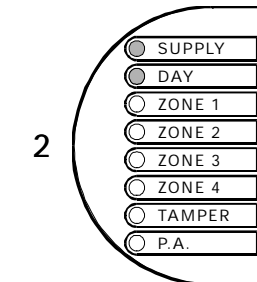
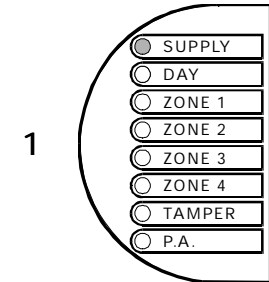
3. Panel unset . Zone1, Zone 2, Zone 3 ,

Zone 4 LEDs on.





This shows an alarm has occurred on Zones 1 to 4. Zone 2 was activated first. To clear alarm lights enter User code. If the LEDs do not clear call engineer.

4. Personal attack activated.















Enter User code to clear P.A light. Reset Personal Attack buttons if necessary. If the LED does not clear call the engineer.



6.10 Clearing the display after an activation




After an alarm condition enter the User code :    
This unsets the panel. The LEDs will display any activated zones.
Enter User code again. This clears the display.

6.11 Changing User Code

Enter  
then     User code - 3 Bleeps
then     New user code - 3 Bleeps
then     New user code again - 3 Bleeps




The 'DAY' led will flash when this function is entered and an acknowledge tone will be sounded after each code has been entered. If an incorrect key is entered an error tone will be given and the function ended.

6.12 System Test Mode

Enter  
This function performs a number of tests which are listed below.
The next test is selected by pressing any numeric key.
To exit system test mode press the  key again.

- Test
- 1) All LED's are switched on
 - 2) The strobe is switched on.
 - 3) The bell is switched on
 - 4) The internal sounder is switched on

6.13 Walk Test Mode

Enter  
When the walk test mode is enabled any activated zone will cause a chime and the LED display to indicate.
To exit walk test mode press the  Key again

7 LED FUNCTIONS

Supply light on	:	Indicates there is mains on the system
Day light on	:	Indicates the system is unset. (Day mode)
Zone light on	:	Indicates an Alarm activation
Tamper light on	:	Indicates a Tamper alarm
P.A light on	:	Indicates a Personal Attack activation
Tamper light flashing	:	Engineer mode

not be regarded as a total fire protection system**

5 CONTROLS AND FUNCTIONS

Volume Control

This is only accessible when the front cover has been removed and will only affect the volume of the internal sounder together with any extension speakers. The volume control is overridden when the panel is in an alarm state, and also if the panel has been set by the User code.

Chime

Chime function applies to 'day' mode only and if selected will cause the panel to generate a three-note sound when an entry/exit zone is triggered. This feature is to inform the occupants of the building that someone has entered.

Latch

The latch facility is designed to be used with intruder detectors fitted with a latch memory. This feature is very useful when more than one detector has to be wired to a particular zone as it will show which detectors were triggered if an alarm occurred. If there has been an alarm and latch memory was used, then when the panel is reset an LED indication will be given at the relevant detector(s). Resetting of latch memory requires the panel to be set again for not less than 5 seconds, and then unset.

Auto Rearm

After an alarm the panel will automatically reset itself when the bell timer has expired. Any zones which still remain triggered at that time will be omitted automatically.

Walk test

The walk test function verifies that all the intruder detectors on the alarm system are functioning correctly. When the walk test mode is enabled any activated zone will cause a chime and the LED display to indicate

6 USER FACILITIES

- | | |
|--|--|
|  SHIFT |  PA (PERSONAL ATTACK) |
|  EASY-SET |  UP ARROW |
|  FIRE |  DOWN ARROW |

6.1 Full Setting the panel

Enter either of the following:

    User Code

By using this method, maximum volume of the entry / exit tone will be heard.

or   

By using this method, no sounds will be emitted except for an acknowledge tone at the beginning and the end of the entry / exit time.

6.2 Part setting the panel

Part set 1 (eg downstairs only armed):

   or    both will give a silent setting



Part set 2 (eg upstairs only armed):

Enter    or    both will give a silent setting



6.3 Unsetting the panel

The panel can be unset by entering the building via the entry / exit route and then keying the user code.

6.4 Activating the Personal Attack Alarm (PA).

To activate the personal attack alarm enter  

6.5 Activating the Fire Alarm.

To activate the Fire Alarm enter  

6.6 Turning Chime On and Off (Panel must be in 'day' mode)

Enter  

When the chime mode is selected a three note chime will be produced by the internal sounder and any extension speakers when an Entry / Exit zone is activated. The same key sequence can be used to turn off the chime facility.

6.7 Recalling the Event Log.

The event log can now be displayed at any time, when the Conqueror is unset. The event log is displayed by pressing,

The 'Day' led will flash and event information from the latest alarm activation is displayed. Pressing any key will then show the previous event information. When all the four have been displayed the day led will stop flashing and another function can be selected.

6.8 Omitting one or more zones

If one or more zones are triggered whilst in exit mode a low pitched error tone will be produced. If any zones remain triggered at the end of the exit timer, the error tone will continue. Key in the User code. The display will show the zone(s) which remained triggered. Make a note of any triggered zones. Key in the User code which will clear the display.

Check for any obvious reason for these zones to have been activated. This may simply be due to a monitored door or window being left open or a pet being left in a protected area. If the fault cannot be rectified it is possible to omit faulty zones, but this should only be used as a last resort if the building is to be left unoccupied.

Example

Set panel (error tone will be heard).

Wait for the end of the exit timer.

Error tone is still being produced.

Key in the User code.

Triggered zones will be displayed.



Note triggered zones.

Key in User code to clear display then investigate fault(s) if possible.


Set panel again.

then: Check the display if the zone(s) are not being triggered exit via normal route.

or: If displays shows zones are as still being triggered:

then enter:  

now enter: the number of the zone to be omitted (1 to 4)

then:  - Entry / Exit timer will start again.

then: exit building by normal route.

6.9 Clearing the Event Log.

The User if allowed by the Engineer can clear the log. This is achieved by pressing,