

FIXED PANIC PANEL

Code Hopping Version

Part No: FPP2 (C)

Ver: 4 Auto low battery cutoff



Battery not included

Installation Guide

Description and functions of the Fixed Panic Panel

The Ver 4 Fixed Panic Panel is designed to activate its Relay output when either a remote or hard-wired panic button is pressed. The unit will switch the PANIC output relay for 3 seconds. The unit will Latch the Strobe output. The Siren output will stay on for 3 Minutes. The unit can be reset thus switching the Strobe Light and Siren Outputs off by either the Reset input or by Pressing the remote transmitter again.

The battery voltage is monitored and in a power-failure the battery will be isolated from the circuit if the voltage measures below 10V. When the AC input is restored the unit will switch back on and start to charge the battery.

Specifications

EncryptionFrequency	0 0.
Range open air line of site	
Range indoors	60m
Voltage range	.110 - 240 Volt AC / 50Hz
Internal Power supply	14.2V DC 3 Amp
Current drain	20mA, @ 12.6VDC
Relay Output	
	, ,
	.Latching till reset (Strobe)

Dimensions	270	X 240 2	X 70mm
Weight of packaged product	0.8	0Kg	

Package Contents:

One Fixed Panic Panel unit Two Single Button Remote panic buttons. Model: PTX1 One Installation guide



Model: PTX1

Defaulting

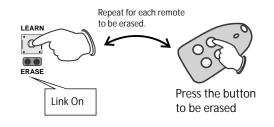
This function will Default (Erase all) remotes from the units memory



Press and hold for longer than 10 Seconds. When the unit sounds a Long Beep you can stop pressing the button and then wait for it to silence.



Erasing Individual remotes





You must erase one remote at a time.

Programming

Please follow the steps below to Learn in remotes to the receiver. The unit can store up to 80 remotes. When memory has reached its limit the unit will automatically exit out of program mode and sound a long beep. The unit auto exits after 10 seconds.





Enters Learn mode

Press button twice

Step 3.

Continue with Step 2 to Learn in all the remotes A Max of 80 remotes can be learnt to memory

Step 4.



Exits from Learn

2 beeps