

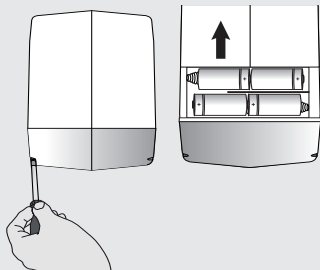
**USER MANUAL
MULTI LANGUAGE**



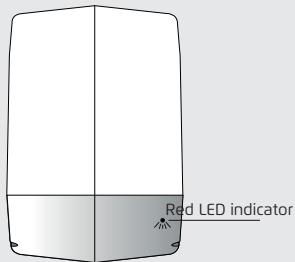
Item 71112 Version 1.0
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ALSIR-2000 SIREN

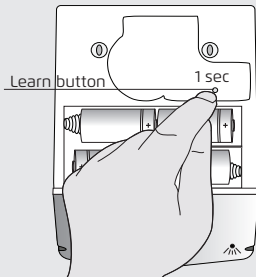
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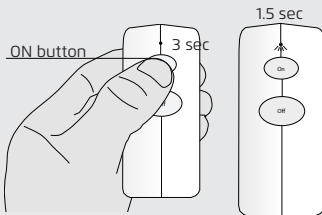
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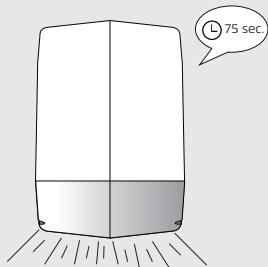
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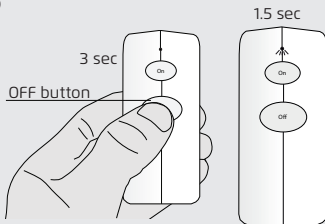
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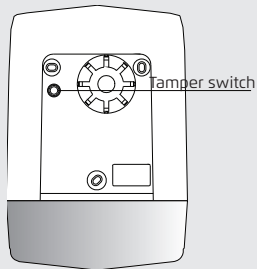
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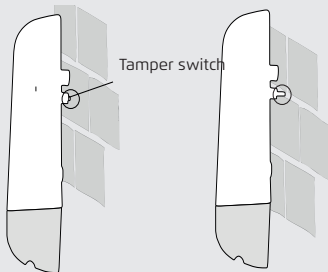
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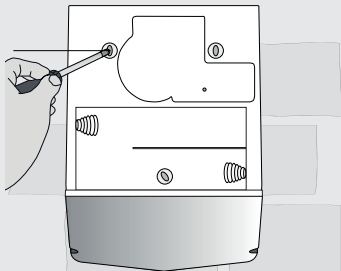
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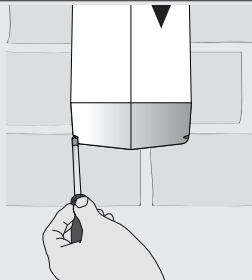
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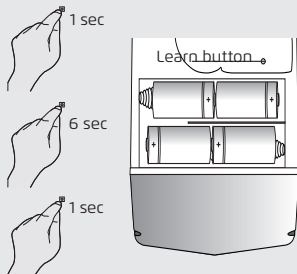
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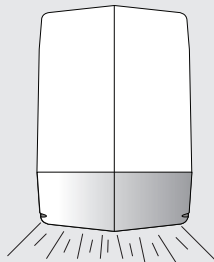
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11



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1. Place batteries

Open the Siren by unscrewing the two screws beneath the light cap. When the screws are removed the cap of the Siren can be slid open. When the cap of the Siren is slid open place 4x Alkaline D type 1.5V battery in the Siren. Observe the correct polarity of the batteries. When the battery is low the Siren will give 1 beep every 5 seconds while entering arm/disarm mode for the duration of 3 minutes.

2. LED indicator

The Siren has a LED indicator in the light cap. The LED behaviour is as followed.

Confirm pair: LED will blink 5 times

Confirm unpair: LED will blink 5 times

Learn mode: LED will blink for 15 sec.

3. Learn mode

When the Siren is disarmed slide open the cap and press and hold the Siren learn button for about 1 second to enter learn mode. The LED of the Siren will be blinking (in the light cap). The learn mode lasts 15 seconds. While in learn mode press the SET button on a sensor to pair it with the Siren (check manual of the sensor how to pair it). The LED of the Siren will flash quickly 5 times to confirm the pairing was successfully. Close the cap of the Siren.

4. Arm the ALSIR

To arm the Siren press and hold the ON button for 3 sec on the ALKCT-2000.

If the Siren is armed successfully the LED on the ALKCT will light up for 1.5 seconds.

If the Siren is armed unsuccessfully the LED on the ALKCT will blink shortly 3 times.

5. Walk-out time

When the Siren is armed there is a 75 sec walk-out time. Within these 75 sec the system checks all the sensors if they are responding and it is possible to leave the building without triggering the alarm. When a window or door is open during this walk-out time the alarm will go off for 20 sec reminding that one of the doors or windows isn't closed. After the window or door sensor is closed the alarm will stop and continue in armed mode.

6. Disarm ALSIR

To disarm the Siren press hold the OFF button for 3 sec on the ALKCT-2000.

If the Siren is disarmed successfully the LED on the ALKCT will light up for 1.5 seconds.

If the Siren is disarmed unsuccessfully the LED on the ALKCT will blink shortly 3 times.

7. Tamper switch

The Siren contains a tamper switch. This is a switch that prevents the Siren from being moved when it is armed. The tamper switch is pressed when the Siren is mounted on a wall or placed on another flat surface. When the Siren is moved and it is armed the tamper switch will activate the alarm immediately.

8. ALSIR placement

When placing the Siren on a wall keep attention that the tamper switch isn't placed on a groove or crack in the wall. Make sure that the tamper switch is placed on a location of the wall where it is firmly pressed

9. Mount the ALSIR

To mount the Siren slide the cap off (see page 5) and screw the casing with screws on a flat surface according to the screwholes. (Screws are included). Keep attention that the tamper switch is pressed to the surface after mounting the Siren.

10. Close the ALSIR

Place the batteries in the Siren (see page 5) and slide the cap back on. Screw the screws back in to secure the cap. When the Siren is triggered by a sensor it will flash and sound the alarm for approximately 4 minutes.

11. Delete all paired devices

To delete all the devices that are paired with the Siren press the Siren learn button for 1 second until the LED is blinking. Release the button and press the button for another 6 seconds. The LED will begin to flash quickly. Release the learn button and press it again for 1 sec to delete all paired devices.

12. ALSIR flash behaviour + sound

Siren alarm: Siren will flash + sound for 4 min

Low battery: Siren will flash + sound if alarm active

Door/window open in walk-out time: Siren will flash + sound for 20 sec









1. Podłącz lampę/urządzenie i umieść odbiornik

Najpierw sprawdź, czy lampa lub urządzenie jest włączone. Następnie podłącz lampę lub urządzenie do odbiornika i włącz odbiornik do gniazda zasilania. Nie należy przekraczać maksymalnego obciążenia: 1000 W.





1. Свържете лампата/устройството и сложете приемателя

Първо проверете дали лампата или устройството е включено. След това включете щепсела на лампата или устройството в приемателя и включете приемателя в контакт. Не надвишавайте максималната мощност: 1000 W.







