Remote Panic

When the Arm and Disarm buttons on the *Nano* are pressed simultaneously, the *Alarm I/O* will trigger the Panic output for 2 seconds, and will also drive the Siren output.

NOTE: The Nano will remain silent for this function and will not emit a beep.

Stand Alone Siren and LED Outputs

An *Askari Nano* must be programmed into the Alarm I/O.

When the Arm button is pressed on the *Nano* the siren output will be armed for all active zones and the Status Led (if connected) will switch on.

When the Arm signal is received by the *Alarm I/O*, it will confirm receipt (the Nano will beep once) and all the active zone LED's will automatically reset to solid lights (ie: those active zones that were flashing due to being triggered will now stop flashing and burn solid).

If an intruder signal is received the siren will run for 30 seconds and the Status LED will start to flash.

While the siren is running, pressing the Disarm button on the *Nano* will reset the siren, but will not disarm the system but will reset Status LED to 'Armed' (on), and the *Alarm I/O* will confirm receipt of the signal (the *Nano* will beep twice)

When the siren is not running, pressing the Disarm button on the *Nano* will disarm the system and turn off the LED, and the *Alarm I/O* will confirm receipt of the signal (the *Nano* will beep twice).

If the system has been triggered, the disarm signal confirmation will cause the *Nano* to beep twice with an additional high tone to alert the owner that the system has been triggered.

On receipt of the disarm signal from the Nano, the Alarm I/O will also send the system zone status to the *Nano*. The *Nano* LED's will now show all the active and triggered zones on the *Alarm I/O*. This will alert the owner of any intrusion, and identify where the intrusion took place, allowing the owner to make an informed decision about re-entering the property after an intrusion has occurred.

TO ARM , DISARM & PANIC THE ASKARI I/O BOARD

1   ARM – push right hand side button twice.
2   DISARM – push right hand side button & the left hand side button
3   PANIC – push both side buttons similtamously then release them to send PANIC signal

Pin number	Description
1	Housing Tamper
2	Housing Tamper
3	12 Volts
4	Ground (Com)
5	Guard 1
6	Com
7	Guard 2
8	Guard 3
9	Com
10	Guard 4
11	Guard 5
12	Com
13	Guard 6
14	Guard 7
15	Com
16	Guard 8
17	Latched Arming Input
18	Pulsed Arming Input
19	Pulsed Arming Output
20	Latched Arming Output
21	Com
22	Guard Tamper
23	Com
24	Panic
25	Speaker -ve
26	Siren -ve
27	Aux + Output
28	Led -ve

NOTE: Disarm does not reset the zone LED's on the Alarm I/O.

ASKARI

ASKARI ALARM I/O

OPERATORS MANUAL

The Askari Alarm I/O is a multifunctional receiver/transmitter, stand-alone alarm system and Alarm panel I/O Interface

Receiver
- Monitors up to 8 *Askari Scouts* signals for intruder, auto-test and tamper
- Receives arm, disarm and panic signals from the *Askari Nano*

Transmitter
- Transmits confirmation of receipt of all transmissions from the *Askari Nano*, except panic

General

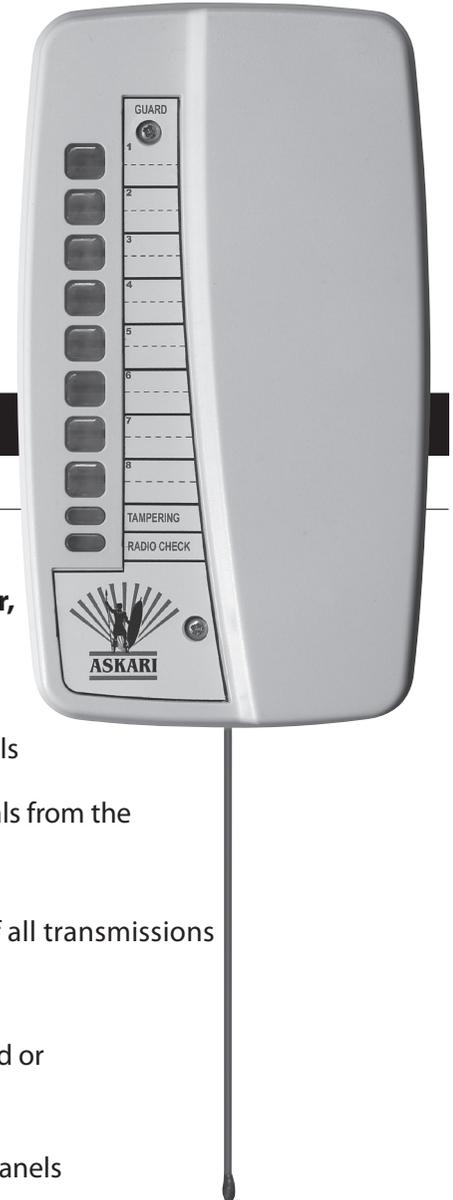Can be armed and disarmed via a Pulsed or Latched input

Pulsed from cheap RX and TX set
Latched from GSM modules or Alarm panels

Has an Armed / Disarmed O/P

Pulsed
Latched

ISO 9000-2000 Approved CE

PROGRAMMING

The *Askari Scout Detector* needs to be programmed into both the *Askari Alarm I/O* and the *Askari Nano* for systems using both devices. These functions need to be performed separately for each device. If the *Askari Nano* has already been programmed with *Askari Scout Detectors*, it can clone the information to the *Alarm I/O*. (See the *Askari Scout* user manual for Detector data cloning)

There are 3 programming functions for the *Askari Alarm I/O:*
A. Programming *Askari Scout* Detectors
B. Deleting zones
C. Programming *Askari Nano*

Before programming, remove the cover from the Alarm I/O and connect to 12 volts at the indicated terminal, the power indicator LED will switch on.

A. **Programming Askari Scout detectors**
1. Remove the battery cover from the *Askari Scout* you wish to program (or set the Nano into clone mode)
2. Press and release the Program switch on the Alarm I/O – the Programming/Deleting LED will light up
3. All programmed zone LED's will light up (none will light up if nothing is programmed in)
4. Wait for the Program LED to briefly go off and on again, all programmed zone LED's will switch off – you are now in programming mode
5. Press and release the required zone button – the zone LED will light up
6. Trigger the tamper switch on the *Askari Scout* (or trigger the required zone on the *Nano*)
7. The *Alarm I/O* will accept the programming, return to standby mode, and all programmed zone LED's will be on.
8. Repeat as above for all other zones

B. **Deleting zones**
1. Press and release the Delete switch on the Alarm I/O – the Programming/ Deleting LED will light up
2. All the programmed zone LED's will light up
3. Wait for the Programming LED to briefly go off and on again, all programmed zone LED's will switch off
4. Press and release the required zone button
5. The Alarm I/O will accept the programming, return to standby mode and all programmed LED's will be on, the deleted zone will be off.

C. **Programming an *Askari Nano***
A programmed *Askari Nano* will be able to arm and disarm the siren output and LED output on the Alarm I/O, and trigger the panic output relay.

1. Press and release the Program switch on the Alarm I/O – the Programming LED will light up
2. All the programmed zone LED's will light up
3. Wait for the Programming LED to briefly go off and on again, all programmed zone LED's will switch off
4. Press and release the zone 1 button
5. The zone 1 led will light up

6. Simultaneously press the Left and the Right side buttons on the *Askari Nano*. Release the buttons
7. The *Alarm I/O* will accept the programming and return to standby mode
8. The *Nano* will beep once to confirm programming

System Operation
The Askari Alarm I/O is an alarm panel interface with the following N/C outputs;

8   separate zone outputs
1   Device tamper outputs
1   Detector tamper outputs
1   Remote (Nano) panic outputs
1   Pulsed Arm / Disarm input
1   Latched Arm / Disarm input
1   Pulsed Arm / Disarm output
1   Latched Arm / Disarm output

To Operate as a stand-alone alarm system (or combined with the alarm panel interface) the *Alarm I/O* has the following outputs, controlled by a Programmed *Nano*
1 Siren output
1 System status LED output

Intruder detection

Zones can be turned on and off with the zone switches. Active zones will have lit LED's
When the zone is active the Led will burn solid, when it has been triggered it will flash
When an intruder signal triggers the zone it will drive the outputs for 2 seconds if the unit is armed

Autotest
The system conducts auto-test every 20 minutes and will trigger after 3 consecutive test failures. The auto-test clock will reset after every successful intruder signal. When auto-test failure triggers the zone, the Sensor Check LED will switch on. To determine which Detector has failed auto-test, and reset the Sensor Check light, turn each zone off and on, starting at zone 1, until the failed zone turns the Sensor Check light off. A sound will be heard if a speaker is connected.

Device Tamper
The *Alarm I/O* has its own tamper switch and output. The outputs will latch open when the cover is removed.

Askari Scout Detector Tamper
When the battery cover is removed from the Askari Scout Detector it will transmit a Tamper signal to the *Alarm I/O*.

On Receipt of a Tamper signal the Tamper light will switch on and the Tamper output will trigger for 2 seconds.

To determine which Detector has triggered the tamper signal, and to reset the Tamper light, turn each zone off and on, starting at zone 1, until the tampered zone turns the Tamper light off. (a beep will be heard if the speaker is connected).

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