

## 8) 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 simultaneously then release them to send PANIC signal

### To send a Panic signal from the Nano

## 9) Copy the master code from another Nano

### Copy Panic Code

- 1 Enter programming mode and select menu 8 (press button 8).
- 2 The Nano will emit 2 double beeps with a low tone. lights 1—4 will light up.
- 3 Select menu 1 (Push Button 1).
- 4 Press 'panic' on the master Nano (press LEFT and RIGHT buttons simultaneously).
- 5 The slave Nano will emit 2 double beeps and a low tone to confirm copying.

### Nano audible tones

When the Nano receives intruder signals the corresponding zone light will flash and the zone will beep as follows:

Zone 1 – 1 beep
Zone 2 – 2 beeps
Zone 3 – 3 beeps
Zone 4 – 4 beeps
Zone 5 – high tone then 1 beep
Zone 6 – high tone then 2 beeps
Zone 7 – high tone then 3 beeps
Zone 8 – high tone then 4 beeps

If there is a Tamper condition on any of the Zones the zone trigger tone will be followed by a high tone

Press Left and Right buttons simultaneously, on release of both buttons a Panic signal is sent to other components of the system.

### Charging the Nano

- 1 The Nano is supplied with a 5 volt DC docking station.
- 2 Approximate charging time for an empty battery is 3 hours.
- 3 Approximate fully charged battery life is 48 hours.

The **Nano** is splash proof, but not immersible.



# ASKARI NANO

## OPERATORS MANUAL

# ASKARI

Active Zones are indicated by a solid red light. Press and release the zone button to turn the zone OFF – no light showing, press and release the zone button to turn the zone ON – red light showing. If no light comes on there is no Askari in that zone.  
(Light ON = Sound, Light OFF = No Sound)

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**RED ZONE LIGHT FLASHING:** Indicates intruder – the Askari connected to that zone has been triggered. The flashing light is merely a visual indicator that the zone has been triggered and does not affect the operation of the system.  
A. To re-set the light to solid RED – press the zone button once to clear the flashing.

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**RED TAMPER LIGHT ON:** Indicates the cover of your Askari has been removed.  
A. To see which Guard has been tampered with, press and release each zone button starting at 1.  
B. The Guard that triggered the Tamper will make it's normal Beeps plus a EEE AAA and clear the RED Tamper light.

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**GREEN STATUS LIGHT:** Indicates your Nano is having trouble communicating with one or more guards. The Guard sends an 'auto-test' radio signal to the Nano every 20 minutes. From this silent test, the Nano is able to determine the radio signal strength and battery voltage of each guard. If either is low the Nano will indicate this by the Green 'Status' light. To establish which Guard is reporting the status condition and to reset the light, you must do the following:  
A. To see which Guard has triggered the Status Light, press and release each zone button starting at 1.  
B. The Guard that triggered the Status will make its normal Beeps plus an EEE AAA and clear the Green Status light.

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**STEALTH MODE:** Stealth mode is entered via the left hand side button. This will silence all Guards sounds for approximately 5 min. It will reset all flashing Guard light. Each time the Stealth button is push it will reset the lights and soundless timer. After the timer has expired it will go back to normal operation.



ISO 9000-2000 Approved



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## Operation

### Receiver

- Monitors up to 8 **Scouts**.
- Gives audible and visual indication of the activated **Scout**.
- Stealth mode function.
- In its learning format it will receive programming data from a **Scout**, or another **Nano**.

### Transmitter

- Transmits 11 different instructions to **Scout**, Relays, Lights or Alarm I/O.
- For programming purposes, it can transmit any programmed **Scouts** to another **Nano**, Alarm I/O Interface or Relay.
- It can transmit configuration, sensitivity and other instructions to a programmed **Scout**.
- Transmits its own master code to enable the cloning in of other **Nanos**.

## Programming

Entering programming mode involves 3 steps to avoid accidental program tampering. To enter programming mode press and hold button 1, now press button 8 and release both buttons. The lights for buttons 1, 4, 5, 6, 7 and 8 will stay on. Now press the right side button to enter programming mode – the **Nano** will emit a high tone to confirm you are now in programming mode, now select the program Menu you want.

### Programming Menu's:

- 1) Button 1: program in a **Scout**.
- 4) Button 4: deleting a **Scout**.
- 5) Button 5: copy a Scout from a **Nano**.
- 6) Button 6: view/change a **Scouts** sensitivity.
- 7) Button 7: view/change a **Scouts** hit mode and/or trigger window configuration.
- 8) Button 8: 1 = copy the master code from another **Nano**, 2 = **Scout** settings for Light / Relay, 3 = **Nano** Settings for Light / Relay, 4 = Teach **Nano** to Light / Relay.

LEFT  
HAND SIDE  
BUTTON



RIGHT HAND  
SIDE BUTTON

TAMPER  
& RADIO  
CHECK

### 1) Program in a Scout

- 1 Enter programming mode and select menu 1 (press button 1).
- 2 The **Nano** will emit 1 beep.
- 3 Select the zone you wish to program (in this case zone 1).
- 4 Zone 1 light will stay on.
- 5 Activate the Tamper switch of the **Scout** that you want in that zone.
- 6 You will hear a beep and all lights will flash to signal the programming is complete.
- 7 Repeat the above to program all the **Scouts** into the **Nano**.

### 4) Delete a Scout

- 1 Enter programming mode and select menu 4 (press button 4).
- 2 The **Nano** will emit 4 beeps.
- 3 All the programmed Scout's lights will stay on.
- 4 Press the button of the zone you wish to delete.
- 5 4 beeps confirms the zone has been deleted.

### 5) Copy a Scout from a Nano.

- 1 Enter programming mode and select menu 5 (press button 5).
- 2 The **Nano** will emit 1 beep and a low tone.
- 3 All the programmed zones lights will stay on.
- 4 Activate Programming menu 1 on the slave **Nano** and select the zone you wish to program.
- 5 Press the corresponding button on the Master **Nano** to copy the data to the slave **Nano**.

### 6) View/ change a Scout's sensitivity.

- 1 Enter programming mode and select menu 6 (press button 6).
- 2 The **Nano** will emit 2 beeps and a low tone.
- 3 All the programmed zones lights will stay on.
- 4 Press the zone number of the **Scout** you wish to check.
- 5 Lights 1 to 4 will show the current sensitivity setting on the **Scout** – light 1, least sensitive, light 4, most sensitive.
- 6 Select the new range by pressing the appropriate button, 1 – 4.
- 7 Trigger the **Scout** once to download the changes.

*NOTE: Ranges are approximate and will depend on intruder size, body temp ambient temperature and speed of target.*

### 7) View / change a Detector's hit mode and/or trigger window.

- 1 Enter programming mode and select menu 7 (press button 7).
- 2 The **Nano** will emit 3 beeps and a low tone.
- 3 All the programmed zones lights's will stay on.
- 4 Press the zone number of the **Scout** you wish to check.
- 5 Lights 1 to 8 will show the current setting on the **Scout**.
- 6 Select the new setting by pressing the appropriate button, 1 – 8.
- 7 1 – 4 are for single hit. 1 = very narrow window 4 = largest window 5 – 8 are for double hit 8 = largest double hit window.
- 8 Wait a few seconds for the **Nano** to confirm transmission of the data package – 3 beeps and a low tone.
- 9 Trigger the **Scout** once to download the changes.

