### Product Features

- Dual, fixed beam PIR's
- On installation, in walk-test mode, the unit will confirm RF communication with the *Askari* Alarm I/O
- Detection range adjustable from 5 meters to 15 meters
- Optional Double Hit mode setting
- Optional Trigger sensitivity setting
- 4 x 'C' cell batteries with battery life expectancy of over 2 years
- Weather proof

#### Installation:

With the **Askari Scout** in walk-test mode, and programmed into a Alarm I/O, it will trigger intruder (3 beeps) which will be followed by a low tone. The low tone is transmitted by the Alarm I/O and indicates receipt of the intruder signal.

Choose a location for your Scout and ensure you are getting signal confirmation at that location by triggering both beams and waiting for the low tone.

The **Askari Scout** has a single ball-joint mounting bracket with 3 possible bracket mounting locations on the back of the spine.

Survey the area you wish the beams to cover. If the ground is relatively flat, install the bracket in the middle mounting location. If the unit is to be angled upward, choose a higher mounting location, and if the unit is to angled downward, choose a lower mounting location.





# The Askari Scout is a Wireless, Dual PIR Motion Detector with Bi-Directional Communications

#### Transmitter

- Transmits intruder signal to the *Askari* Alarm I/O and the *Askari Nano*
- Transmits Autotest and Tamper signals to the Askari Alarm I/O and Nano
- Has an open-field transmitter/receiver range of 400 meters

## Receiver

- Receives confirmation of transmissions from the Askari Alarm I/O and Nano
  - Receives configuration update data from the Askari Nano

## Programming

The *Askari Scout* can be programmed into the *Askari* Alarm I/O or the Askari Nano

Remove the battery cover from the *Askari Scout* using the Allen Key supplied (in the Alarm I/O package)

Remove the battery-saver tag.

The Scout will start up, hit Tamper SW to 'Walk-Test' mode. The on-board buzzer will activate and will beep once for a bottom eye trigger, twice for a top eye trigger and 3 times for both

The Scout will settle after 1 minute

### Programming into an Alarm I/O

- To enter programming mode on the Alarm I/O, press and release the Program switch on the Alarm I/O
- The Program/Delete LED will switch on and the LED's of all programmed zones will switch on
- Wait a few seconds, the Program/Delete LED will switch off and then on again, and all the programmed zone LED's will switch off
- You are now in Programming mode
- Press and release the appropriate zone switch on the Alarm I/O, the zone LED will switch on
- Trigger the Scout Tamper code by pushing the Tamper switch
- The Alarm I/O will accept the programming, return to standby mode, and all programmed zone LED's will be on
- Replace the battery cover
- Repeat as above for all other Scouts, programming them to individual zones

- NOTE: A) The on-board walk-test buzzer will continue to be active until the Scout has had no intruder triggers for 20 minutes
  - B) When the Scout is programmed into a Alarm I/O, and in walk-test mode, intruder signal (3 beeps) will be followed by a low tone to confirm RF communication. This allows the installer to position the Scout anywhere on the property where RF communication is confirmed.

# Programming into a Nano

To enter into programming mode on the Nano, press and hold button 1, now press button 8 and release both buttons.

The LED's for buttons 1, 4, 5, 6, 7 and 8 will light up.

Now press the right hand side button to activate programming mode - the Nano will emit a high tone to confirm you are now in programming mode.

Press button 1 for detector programming – the Nano will beep once to confirm you are in detector programming mode

- The Nano zone LED's will switch on for any programmed zone.
- Select the appropriate zone on the Nano, the Zone LED will switch on and all other zone LED's will switch off
- Trigger the Scout Tamper code by waving your hand in front of it with the battery cover off
- You will hear a beep and all lights will flash to signal the programming is complete and the Nano will return to standby mode
- Repeat as above for all other Scouts, programming them to individual zones

