

Luminite Electronics Ltd.

2a Bellevue Road, Friern Barnet, London N11 3ER info@luminite.co.uk 020 8368 7887

Alert System Alert System

- NXISB / NXESB
- NXICSB / NXECSB



Luminite Electronics Ltd.

2a Bellevue Road, Friern Barnet, London N11 3ER info@luminite.co.uk 020 8368 7887 Internal and External Wireless Sounders with optional Call-Points for Fire Alert and Lockdown

www.luminite.co.uk www.luminite.co.uk

Important Notes

- 1. The Alertex system requires a 6 minute rest period after activation or test due to this being a wireless system
- 2. Units are set to NOT be Call Repeaters by default. On larger sites, it is recommended that at least one unit is set to Call Repeat
- 3. After the Alertex system is reset from a Master unit, the initially activated call-point will still continue to flash and needs to be physically reset using the black plastic key that comes supplied inside the unit
- 4. On very large sites, the Master unit may need to be used more than once to fully reset the system. In this case, wait for 1 minute after the initial reset request has been sent and perform the reset action again
- 5. Please take care when removing the lid of the Alertex unit as excessive force may disconnect the wires from the sounder or annunciator / beacon
- 6. Please take care when removing the top of the sounder or annunciator / beacon to change the sound pattern or volume as excessive force my disconnect the wires within the unit

www.luminite.co.uk www.luminite.co.uk www.luminite.co.uk 11

To initiate a silent test:

- 1. Insert the silver master key into a ALERTEX master unit
- 2. Turn the key clockwise for 10 seconds until the LED lights and then return it anticlockwise to the neutral position
- 3. Wait until the LED on the callpoint starts to flash once a second. The system is now in silent test mode
- 4. Activate a call point. This can be the one on the master unit or any other callpoint on the system
- 5. All the beacons on the system will now flash
- 6. Reset the call point that was activated by using the plastic cross key
- 7. After a while the beacons will turn off. Wait until all beacons are off
- 8. Wait until the LED on the master unit or other callpoints returns to flashing once a second. This will take a minute or so
- 9. When the LED returns to flashing once a second another callpoint can be tested
- 10. To test another call point go back to number 6
- 11. To take the system out of silent test mode turn master unit key clockwise for 3 seconds and return to the neutral position
- 12. Wait for the LED on the master unit to go out. The system is now operating normally

How to Stop and Reset the Alarm

After the system has been activated, you need to use a Alertex Master unit to reset it:

- 1. Insert the silver master key provided into a Alertex master unit
- 2. Turn the key clockwise for 3 seconds and then return it to the neutral position
- 3. All units on the same site will begin to reset
- 4. Depending on the size of the site, the system may require an additional reset. In this case, wait 3 minutes and then reset the system from the master unit again

Table of Contents

System Overview	3
Master and Slave Units	4
Quick Start	4
How to Program the Unit	5
Change the Sounder Volume and Pattern	8
Initiate a Silent Test	9
How to Stop and Reset the Alarm	9

System Overview

Alertex is a wireless critical alert system that comprises a combination of master and slave units that work together to create a mesh network. Up to 64 units can operate together per site and each unit is totally wireless and battery-powered. Each unit has the ability to act as a repeater and can relay the transmission up to 16 times outside the initial wireless range in order to navigate large or difficult sites.

Alertex can be used as a standalone system or can be monitored and controlled from one centralised location by incorporating a Genesis IP Masthead Receiver, allowing the use of the Alertex PC App.

When a Alertex call-point, keyfob or smoke/heat detector is activated, the Alertex sounder and annunciator units will sound an alert and flash a beacon light. Sounder units can play one of 32 different alert sounds, and annunciator units can play a standard lockdown message or a bespoke lockdown message that is chosen at the time of ordering.

Master Units

Every Alertex system requires at least one Master unit per site. The Master unit allows the system to be reset post-activation, as well as to be silently tested. Without a Master unit, the Alertex system cannot be reset. The Master unit comes with a reset key which should be kept in an easily accessible place to authorised staff members.

Slave Units

Alertex Slave units will be activated after a call-point is pressed, and will relay the wireless transmission across the Alertex mesh network. Most Alertex units act as repeaters and have up to a 1km wireless transmission range. The wireless transmission can 'hop' up to 16 times to units that are out of the initial 1km wireless transmission zone, giving the system a maximum potential range of 16km line of sight. Alertex call-points only, keyfobs, and smoke and heat detectors do not act as repeaters.

Quick Start

- 1. Remove the lid using a screwdriver to undo the push and quarter-turn screws
- 2. Taped inside the lid you will find a black plastic reset key (for units with a fitted call-point) along with the power jumper (JP2). The black reset key is used for resetting the call-point post-activation but does not reset the entire Alertex system
- 3. Insert the Lithium D cell batteries into the battery holders. Polarity is displayed on the PCB board, with positive facing towards the aerial at the top of the unit
- 4. Connect the JP2 jumper to the pins on the left-hand side of the PCB board
- 5. The LED screen will light up with 'HI' to indicate that it is powered on
- 6. You can set-up the units easily using the buttons underneath the LED screen (see page 6 for details)
- 7. Replace the lid and tighten the screws

1 800 Hz to 950 Hz swept at 120 Hz 2 800 Hz to 950 Hz swept at 9 Hz 3 800 Hz to 950 Hz swept at 3 Hz 4 Continuous at 900 Hz 5 830 Hz to 970 Hz swept at 9 Hz 5 830 Hz to 970 Hz swept at 1 Hz 5 830 Hz to 970 Hz swept at 1 Hz 7 Continuous at 950 Hz 8 Intermittent at 950 Hz 1 sec on, sec off 9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 1 Hz 10 800 Hz to 100 Hz swept at 1 Hz 11 Alternating 800Hz/100 Hz at 1 Hz 12 2400 Hz to 2900 Hz at 3 Hz 13 2400 Hz to 2900 Hz at 3 Hz 14 2400 Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz at 3 Hz 18 Alternating 800 Hz 1 Sec on, 1 sec off 19 DDDUD Banshee Buzz HF 10 Banshee Buzz HF 11 Alternating 800 Hz 2000 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 3 Hz 13 2400 Hz to 2900 Hz at 3 Hz 14 2400 Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz at 3 Hz 18 Alternating 7 sones 800Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 ms and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 1000 UDUD Swedish Tone (Fire) 27 Continuous 660 Hz 28 Intermittent 660 Hz 150 mS on, 500mS off 29 Intermittent 7900 Hz 500 mS on, 500mS off 29 Intermittent 7900 Hz 500 mS on, 500mS off 20 1000 UDUU Swedish Tone (All Clear) 20 1000 UUDU Scodish Tone (All Clear)	
3 800 Hz to 950 Hz swept at 3 Hz 4 Continuous at 900 Hz 5 830 Hz to 970 Hz swept at 9 Hz 6 830 Hz to 970 Hz swept at 1 Hz 7 Continuous at 950 Hz 8 Intermittent at 950 Hz 8 Intermittent at 950 Hz 1 Hz 9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 1 20 Hz 13 2400 Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 DDUD Banshee Fast Sweep HF 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 DDUD Banshee Slow Sweep HF 10 Banshee Slow Sweep HF 11 Alternating Tones 2400Hz/2900 Hz at 3 Hz 10 DDUD Banshee Fast Sweep HF 10 DDUD Banshee Fast Sweep HF 11 DDUD Banshee Slow Sweep HF 12 DDUD Banshee Slow Sweep HF 13 DDUD Banshee Fast Sweep HF 14 DDUD Banshee Slow Sweep HF 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 S00 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 DDDD Back Up Alarm HF 18 Alternating Tones 2400Hz/2900 Hz at 5, silence 10mS 10 DDDD Slow Whoop 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 10 DDDD French Fire Sounder 21 S50 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 S00 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 DDDDU Australian Evacuation Signal 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 10 DDDU Swedish Tone (Fire) 26 Intermittent 660 Hz 150 mS on, 150 mS off 10 DDDU Swedish Tone (All Clear)	
4 Continuous at 900 Hz 5 830 Hz to 970 Hz swept at 9 Hz 6 830 Hz to 970 Hz swept at 1 Hz 7 Continuous at 950 Hz 8 Intermittent at 950 Hz 1 sec on, sec off 9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 1 DDUD 13 Banshee Slow Sweep HF 14 2400Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 Jobu DDDD 10 Banshee Slow Sweep HF 10 Bob Hz to 100 Hz sweep at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 DDUDD 13 Banshee Slow Sweep HF 14 2400Hz to 2900 Hz at 3 Hz 15 DDUUD 16 Banshee Slow Sweep HF 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 Jobu DDDD 10 Banshee Fast Sweep HF (Ne DDDDU 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 Jobu Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 J1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 J554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 J200 Hz fare perting 0.625 sec on, 0.625 sec off 23 J00 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 DDDU 25 J290 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs DDDUU 26 Juduud 27 Swedish Tone (Fire) 28 Intermittent 660 Hz 29 Intermittent 970 Hz 500 mS on, 500mS off UDDUU 30 Swedish Tone (All Clear) 28 Intermittent 970 Hz 500 mS on, 500mS off	
5 830 Hz to 970 Hz swept at 9 Hz 6 830 Hz to 970 Hz swept at 1 Hz 7 Continuous at 950 Hz 8 Intermittent at 950 Hz 1 sec on, sec off 9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 120 Hz 14 2400Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 24 Intermittent 660 Hz 150 mS on, 150 mS off 25 Intermittent 660 Hz 150 mS on, 500mS off 26 Intermittent 970 Hz 500 mS on, 500mS off 27 Intermittent 970 Hz 500 mS on, 500mS off 28 Intermittent 970 Hz 500 mS on, 500mS off 28 Intermittent 970 Hz 500 mS on, 500mS off 29 Intermittent 970 Hz 500 mS on, 500mS off 20 Intermittent 970 Hz 500 mS on, 500mS off 20 Intermittent 970 Hz 500 mS on, 500mS off	
6 830 Hz to 970 Hz swept at 1 Hz 7 Continuous at 950 Hz 8 Intermittent at 950 Hz 1 sec on, sec off 9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 3 Hz 14 2400 Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz at 3 Hz 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 DUUU Banshee Slow Sweep HF 10 2450 Hz to 3100 Hz swept at 9 Hz 10 Intermittent at 2900 Hz at 3 Hz 10 DUUU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 19 S00 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 10 DDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 11 DDDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 12 DDDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 13 DDDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 14 DDDDU Banshee Fast Sweep HF (Nector 1) Intermittent at 2900 Hz at 3 Hz 15 DDDDU Banshee Fast Sweep HF (Nector 1) Intermittent Efector 1 Interm	
7 Continuous at 950 Hz 8 Intermittent at 950 Hz 1 sec on, sec off 9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 3 Hz 14 2400Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 DUDU 10 Banshee Fast Sweep HF 10 DUUUD 11 Banshee Slow Sweep HF 12 DUUUD 13 Banshee Slow Sweep HF 14 DUUUD 15 Banshee Continuous HF 16 DDDDU 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 DDDU 10 DDDU 11 DDDU 12 Slow Whoop 12 DUUDD 13 Slow Whoop 14 DUDDU 15 St Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 15 DDUDU 15 St Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 15 DUDDU 15 St Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 15 DDUDU 16 DDUU 17 Sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 17 DDDUU 18 DDUU 18 DDUU 19 DDUU 10 DUDDU 20 Seedish Tone (Fire) 21 DDUU 22 Seedish Tone (All Clear) 23 Intermittent 660 Hz 24 DDUU 25 Seedish Tone (All Clear) 26 Intermittent 970 Hz 500 mS on, 500mS off	w)
8 Intermittent at 950 Hz 1 sec on, sec off 9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 120 Hz 14 2400Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz at 3 Hz 18 Alternating Tones 800Hz/2900 Hz at 3 Hz 19 DDUUD Banshee Slow Sweep HF 10 DDUUD Banshee Slow Sweep HF 11 DDUUD Banshee Slow Sweep HF 12 Continuous 2900 Hz 13 DDUUD Banshee Slow Sweep HF 14 Continuous 2900 Hz 15 Continuous 2900 Hz 16 DDDDU Banshee Fast Sweep HF (Ne 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 DDDDU Banshee Fast Sweep HF (Ne 19 S00 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 DDDU Slow Whoop 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 UDDDU Jin Tone (DK) 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 S00 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 DDDUU Australian Evacuation Signal 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 29 Intermittent 970 Hz 500 mS on, 500mS off 20 UDDUU Swedish Tone (All Clear) 28 Intermittent 970 Hz 500 mS on, 500mS off	
9 Alternating 800Hz/100 Hz at 1 Hz 10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 9 Hz 14 2400Hz to 2900 Hz at 9 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz at 3 Hz 18 Alternating Tones 800Hz/2900 Hz at 3 Hz 19 DDUUD 10 Banshee Slow Sweep HF 10 DDUUD 11 Banshee Slow Sweep HF 12 2400Hz to 2900 Hz at 3 Hz 13 DUUUD 14 Banshee Continuous HF 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 DDDU 10 DDDU 11 Slow Whoop 12 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 11 DUDDU 12 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 13 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 14 DUDDU 15 Secs 15 DDUDU 16 Australian Alert Signal 27 Sounder Australian Evacuation Signal 28 1500 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 17 DDDUU 18 Swedish Tone (Fire) 29 Continuous 660 Hz 10 DDDUU 10 Swedish Tone (All Clear)	
10 800 Hz to 100 Hz swept at 0.5 sec 11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 120 Hz 14 2400Hz to 2900 Hz at 3 Hz 15 2400 Hz to 2900 Hz at 3 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 1 sec, silence 0.5 sec 10 DDDU 10 Banshee Slow Sweep HF 11 BAlternating Tones 2400Hz/2900 Hz at 3 Hz 11 DDDDU 12 DDDDU 13 Banshee Fast Sweep HF (Ne 14 DDDDU 15 Banshee Fast Sweep HF (Ne 16 DDDDU 17 Banshee Fast Sweep HF (Ne 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 DDDDU 10 Back Up Alarm HF 10 DDDDU 11 Alternate HF 12 DDDDU 12 Slow Whoop 13 DDDDU 14 Slow Whoop 14 DDDDU 15 Sec DDDDU 16 DDDDU 17 French Fire Sounder 18 DDUDU 19 French Fire Sounder 19 Sou Hz reapeting 0.625 sec on, 0.625 sec off 10 DDDDU 20 Australian Alert Signal 21 Sou Hz for 1200 Hz sweeping 3.75 secs on, 0.25 secs off 22 DDDDU 23 DDDU 24 DDDU 25 DDDUU 26 Australian Evacuation Signal 27 Sou Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 10 DDDU 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 10 DDDU 15 Swedish Tone (All Clear) 28 Intermittent 970 Hz 500 mS on, 500mS off	
11 Alternating Tones 800Hz/950 Hz at 3 Hz 12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 120 Hz 14 2400Hz to 2900 Hz at 9 Hz 15 2400Hz to 2900 Hz at 3 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 1 sec, silence 0.5 sec 10 DDDU 20 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 500mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 28 Intermittent 970 Hz 500 mS on, 500mS off 29 UDDU 20 IUDDU 20 Sharke Barsk Sweep HF 20 UDDU 30 Banshee Buzz HF 40 UDUUD 40 Banshee Slow Sweep HF 40 UDUUD 40 Alternate HF 40 UDDU 40 DDDU 40 Australian Alert Signal 40 UDUDU 40 Australian Evacuation Signal 40 UDUUD 40 Australian Evacuation Signal 40 UDUUD 40 Swedish Tone LF 40 Intermittent 660 Hz 150 mS on, 150 mS off 40 UDUUD 40 Swedish Tone (All Clear)	
12 2400 Hz to 2900 Hz at 120 Hz 13 2400 Hz to 2900 Hz at 9 Hz 14 2400Hz to 2900 Hz at 9 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 UDDDU 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 500mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 28 UDDUU 29 Sanshee Buzz HF DDUUD Banshee Buzz HF DDUUD Banshee Slow Sweep HF (Ne DDUUD Banshee Slow Sweep HF (Ne DDUUD Banshee Slow Sweep HF NDUUD Banshee Slow Sweep HF NDUDU Banshee S	
13 2400 Hz to 2900 Hz at 9 Hz 14 2400Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 27 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 28 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 29 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 29 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 29 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 29 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 20 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 20 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 20 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 20 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 20 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 21 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 22 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 23 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 24 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 27 100 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs	
14 2400Hz to 2900 Hz at 3 Hz 15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 10 DDDU 20 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 28 UDDUU 29 Intermittent 970 Hz 500 mS on, 500mS off 20 UDDUU 20 Sanshee Slow Sweep HF (Ne DDDDU 21 Banshee Continuous HF 22 Houdup Alternate HF 23 DDDDU 34 Slow Whoop 24 UDDDU 45 DDDDU 46 DDDDU 57 Ench Fire Sounder 47 DDDDU 47 Australian Evacuation Signal 48 Spo Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 48 DDDDU 49 Swedish Tone (Fire) 49 DDDUU 58 Swedish Tone (All Clear) 59 Swedish Tone (All Clear)	
15 Continuous 2900 Hz 16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 28 UUDDU 29 Banshee Continuous HF UUUUD Banshee Continuous HF UUUUD Banshee Continuous HF NEW UUUUD Banshee Continuous HF UUDDU Alternate HF DUDDU Din Tone (DK) French Fire Sounder UUDDU Australian Alert Signal DUDUU Australian Evacuation Signal UUDDU US Temporal Tone LF UDDUU Swedish Tone (Fire) 27 Continuous 660 Hz DUDUU Swedish Tone (All Clear) 18 NOR OFF UUDDUU Swedish Tone (All Clear)	
16 2450 Hz to 3100 Hz swept at 9 Hz 17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 28 UUUDUU ISONE201 LF	
17 Intermittent at 2900 Hz 1 sec on, 1 sec off 18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 28 UDDUU ISO8201 LF	
18 Alternating Tones 2400Hz/2900 Hz at 3 Hz 19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 29 UDDUU ISO8201 LF	ew)
19 500 Hz rising to 1200 Hz over 3.5 sec, silence 0.5 sec 20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 29 DDDUU ISO8201 LF	
20 1200 Hz falling to 500 Hz over 1 sec, silence 10mS 21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS 22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 29 UDDUU Din Tone (DK) DDUDU Australian Alert Signal DUUDU Australian Evacuation Signal UUDDU US Temporal Tone LF UDDUU Swedish Tone (Fire) DUDUU Swedish Tone (All Clear) 18 Intermittent 970 Hz 500 mS on, 500mS off	
21 554 Hz for 100 mS and 440 Hz over 1 sec, silence 10mS DDUDU French Fire Sounder 22 420 Hz reapeting 0.625 sec on, 0.625 sec off UDUDU Australian Alert Signal 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off DUUDU Australian Evacuation Signal 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs UUUDU US Temporal Tone LF 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs DDUU US Temporal Tone HF 26 Intermittent 660 Hz 150 mS on, 150 mS off UDDUU Swedish Tone (Fire) 27 Continuous 660 Hz DUDUU ISO8201 LF	
22 420 Hz reapeting 0.625 sec on, 0.625 sec off 23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs 26 Intermittent 660 Hz 150 mS on, 150 mS off 27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off 29 UDDUU Australian Alert Signal DUUDU US Temporal Tone LF UDDUU Swedish Tone (Fire) DUDUU Swedish Tone (All Clear) 18 Intermittent 970 Hz 500 mS on, 500mS off	
23 500 Hz to 1200 Hz sweeping 3.75 secs on, 0.25 secs off DUUDU Australian Evacuation Signal 24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs UUUDU US Temporal Tone LF 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs DDDUU US Temporal Tone HF 26 Intermittent 660 Hz 150 mS on, 150 mS off UDDUU Swedish Tone (Fire) 27 Continuous 660 Hz DUDUU Swedish Tone (All Clear) 28 Intermittent 970 Hz 500 mS on, 500mS off UUDUU ISO8201 LF	
24 950 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs UUUDU US Temporal Tone LF 25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs DDDUU US Temporal Tone HF 26 Intermittent 660 Hz 150 mS on, 150 mS off UDDUU Swedish Tone (Fire) 27 Continuous 660 Hz DUDUU Swedish Tone (All Clear) 28 Intermittent 970 Hz 500 mS on, 500mS off UUDUU ISO8201 LF	
25 2900 Hz for 0.5 sec on, 0.5 sec off for 3 phases, silence for 1.5 secs DDDUU US Temporal Tone HF 26 Intermittent 660 Hz 150 mS on, 150 mS off UDDUU Swedish Tone (Fire) 27 Continuous 660 Hz DUDUU Swedish Tone (All Clear) 28 Intermittent 970 Hz 500 mS on, 500mS off UUDUU ISO8201 LF	al
26 Intermittent 660 Hz 150 mS on, 150 mS offUDDUUSwedish Tone (Fire)27 Continuous 660 HzDUDUUSwedish Tone (All Clear)28 Intermittent 970 Hz 500 mS on, 500mS offUUDUUISO8201 LF	
27 Continuous 660 Hz 28 Intermittent 970 Hz 500 mS on, 500mS off UUDUU Swedish Tone (All Clear) UUDUU ISO8201 LF	
28 Intermittent 970 Hz 500 mS on, 500mS off UUDUU ISO8201 LF	
· · · · · · · · · · · · · · · · · · ·	
29 Intermittent 2900 Hz 500 mS on, 500mS off DDUUU ISO8201 HF	
30 Yodel 800 Hz /100 Hz, 0.25 sec UDUUU BT Banshee (FP1063.1)	
31 Continuous 100 Hz DUUUU BT Banshee (FP1063.1)	
32 Bell Tone UUUUU Bell Tone	

^{*} U = Up, D = Down

**Sound table for Vimpex Sounders

Initiate a Silent Test

*Only Master units can initiate Silent Tests across the Alertex system

^{**}Please note that Annunciator units cannot initiate a silent test

Change the Sounder Volume and Pattern

On Sounder variants, the sound volume and sound pattern can be adjusted using the dip-switches on the back of the sounder. On Annunciator variants, only the sound volume can be adjusted. Sound files for the Annunciator must be provided at the time of ordering and cannot be changed once the unit has been sent out.

Adjusting the Volume

Unscrew the sounder beacon. You will see 8 dip switches. Switches 1 to 5 are concerned with the alert sound and switches 7 and 8 are to adjust the volume

- When both switches are in the UP position this is the maximum sound level
- Switch 7 UP and switch 8 DOWN will reduce the sound by 10 decibels
- Switch 7 DOWN and switch 8 UP will reduce the sound by 20 decibels

Changing the Sound

There are 32 different sounds to choose from and you can adjust these using dip switches 1 to 5. All 5 switches DOWN will give you the regular banshee sound. All 5 in the UP position gives a bell tone. Here is a full list of all 32 variants.

How to Program the Unit

Name	Range	Default	Description
SI	1 - 32	1	Site Number
SU	1 - 8	1	Subnet Number
Un	1 - 64	1	Unit Number
Cr	0/1	0	Call Repeater: 1 = Enabled, 0 = Disabled
СР	3 - 99	99	Call Period: Value increases in 1 minute increments up to 50 minutes. After 50 minutes, value increases in 5 minute increments, ie. 55, 60, 65, etc.
ми	0/1	0	Master Unit: 1 = Enabled, 0 = Disabled
SP	0/1	1	Serial Port: 1 = Enabled, 0 = Disabled (not used)
ts	0 - 30	10	Time Set: Values in minutes (0 means infinite)

Site Number

Site codes separate one site from another. The site is the area covered by all the Alertex units on one system. Choose a number between 1 and 32 and set this on all units in the system. Nearby units will be detected by the system but as long as they are on a different site code, they cannot active your system.

Subnet

Currently Alertex is set to default subnet 1. This is a future feature which is not currently used and should be left on the default setting.

Unit Number

Unit numbers identify individual Alertex units on the site. There are 64 unit numbers available which is the maximum number of Alertex units per site. If an IP Masthead is used with the system then this must have the

same site number. Although it cannot be set with a unit number, it counts as one of the 64 units and reduces the total available units to 63.

Call Repeat

Enables or disables which units can act as a repeater to relay the wireless transmission across longer distances. Call repeating is disabled by default and should only be enabled on units that are required to create a larger mesh network as battery life is affected. Alertex sounder or annunciator / beacon units have a wireless transmission range of up to 1km. Units set to call repeat can relay the transmission up to 16 times out of the initial 1km radius, providing a maximum line of sight transmission range of up to 16km.

Call Period

Determines how frequently the units will check in with the IP Masthead to give their status and provide updates such as low battery or poor signal notifications. The frequency of the call period can be set from 3 to 99 minutes and is <u>set to 99 minutes by default.</u> From 3 to 50 minutes, the value can be increased and decreased in 1 minute increments (ie. 4, 5, 6, 7, etc...). From 50 to 99 minutes, the value can be increased and decreased in 5 minute increments (ie. 55, 60, 65, etc...). More frequent call periods can affect the battery life of Alertex units.

Master Unit

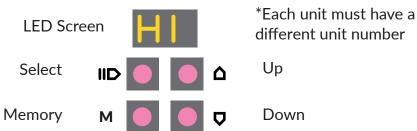
Enables or disables which units are identified as Master units. Master units are the only units that are able to reset the system post-activation and are fitted with a master reset key.

Time Set

Determines how long the sounder or annunciator / beacon will produce an audible alert. By default, it is set to 10 minutes. This means that after the initial 10 minute period is over, the units will stop creating an audible alert but will continue to produce a visible alert. The beacon can be set to produce an audible alert from 1-30 minutes. Setting the TS to 0 will cause the beacon to produce an audible alert indefinitely until the system is reset.

How to Program the Unit

For the Alertex system to work correctly, the units need to be on the same Site and Subnet but have unique Unit numbers. Use the pink buttons in the lower right corner of the PCB to program the unit.



- 1. Press and hold Select until the LED screen displays - at the top of the screen
- 2. Press Select to first change the SITE value
- 3. Use the Up and Down buttons to change the SITE value (SI)
- 4. Press Select again to save the value and move on to the SUBNET value (SU)
- 5. Use the Up and Down buttons to change the SUBNET value
- 6. Press Select again to save the value and move on to the UNIT value (UN)
- 7. Use the Up and Down buttons to change the UNIT number value
- 8. Press Select again to save the value and move on to the CALL REPEAT value (Cr)
- 9. Use the Up and Down buttons to change the CALL REPEAT value
- 10. Press Select again to save the value and move on to the CALL PERIOD value (CP)
- 11. Use the Up and Down buttons to change the CALL PERIOD value
- 12. Press Select again to save the value and move on to the MASTER UNIT value (MU)
- 13. Use the Up and Down buttons to change the MASTER UNIT value
- 14. Press Select again to save the value and move on to the TIME SET value (ts)
- 15. Use the Up and Down buttons to change the TIME SET value
- 16. To save the values, press and hold the Memory button until the LED screen displays - at the bottom of the screen