

CONTENTS:

[PIN Numbers \(user codes\)](#)

[The Keypad Beeper](#)

[The Status \(yellow\) Lamp](#)

[The 'Mains' Lamp](#)

[The 'Armed' Lamp](#)

[Two Key Panic](#)

[To Arm the System](#)

[To Disarm the System](#)

[To Arm the System and Exclude a Zone](#)

[To Change a User Code](#)

[To Cancel a Fire Alarm Activation](#)

[To Arm the System in Night Mode](#)

[Nitewatch Station](#)

[To Turn on/off Chime Mode](#)

## Using the Scorpion Z6 alarm controller

### PIN Numbers (user codes)

**Scorpion Z6** is capable of storing up to twelve PIN numbers. Each of these PIN numbers may be two to four digits in length and each may **be used** to arm or disarm the system.

### The Keypad Beeper

The Scorpion Z6 signals system status through the keypad beeper. During an arming cycle the beeper will sound for the entire exit time. This is a 'leave now' warning. Scorpion Z6 will arm at the expiry of this period. On entry, the beeper sounds for the programmed entry period. If a valid user code is entered to disarm the system, the beeper emits two short tones. An incorrect entry is signalled by one long tone.

### The Status (yellow) Lamp

The yellow status lamp is used to indicate several **conditions**.

**Yellow lamp on:** the system is armed or arming

**Yellow lamp off:** the system is disarmed

**Yellow lamp flashing:** an alarm has occurred; a system fault exists or the panic function has been activated

### The 'Mains' Lamp

The 'Mains' lamp is on when mains power is applied. After a mains failure of more than 12 minutes, the 'Mains' light flashes until mains power is restored and an arm/disarm cycle is completed. The 'Mains' lamp also flashes to indicate a low battery condition. When the battery is restored to full charge and an arm/disarm cycle is completed, the 'Mains' lamp stops flashing.

### The 'Armed' Lamp

The 'Armed' lamp illuminates when the system is armed. The 'Armed' lamp also flashes to indicate when an alarm condition has occurred.

### Two Key Panic

If this function has been programmed into the Scorpion Z6 it may be activated by pressing the keypad \* and # keys simultaneously. A **panic** activation may be cancelled by entering any valid user code then #.

### To Arm the System

**Quickarm:** enter 1 then # (**this is** a technician selectable option. Ask your installer to advise you.)

**Alternatively:** enter a valid two, three or four digit user code then #. If **all** zones are **clear**, the keypad sounds a sequence of two short beeps for the duration of the exit delay, the yellow **status lamp turns** on. The lamps for all zones to be armed are also turned on. If an alarm condition exists during arming, the lamp(s) for those zone(s) flash and are accompanied by a sequence of two long beeps. This indicates that one or more of the zones are faulty or not secure.

**To Disarm the System:**

Enter a valid two to four **digit** user code then #, The keypad will beep twice and the yellow status light will turn off. A flashing yellow status lamp indicates that one or more zones has been alarmed. To determine the zone that **has alarmed, press 8 1** then # on your keypad, note the flashing zone lamp number and check this against the installer's zone listing on the inside of the keypad door. Notify your installer or security company. To determine the cause of an alarm condition, press **8 3** then # on your keypad. The flashing zone lamp indicates the type of alarm condition that has occurred:

<b>Zone 1 lamp flashes</b>	Alarm caused by a nitewatch panic
<b>Zone 2 lamp flashes</b>	Alarm caused by a keypad panic
<b>Zone 3 lamp flashes</b>	Low battery condition
<b>Zone 4 lamp flashes</b>	Power failure condition

**To Arm the System and Exclude a Zone:**

Enter a valid user code then \* followed by the zone number to be excluded, then **press #**.

**To Change a User Code:**

Enter your existing user code, then press keys 1 and 3 together, enter the new user code, then press #. Scorpion **beeps** twice each time you enter a valid number. At the end of the above sequence the old user code is exchanged for the new user code.

**To Cancel a Fire Alarm Activation:**

Enter a valid user code then #.

**To Arm the System in Night Mode:**

Enter 9 1 then #. Scorpion waits for the pre-programmed delay then arms those zones selected for night arming. When a zone is activated in night mode Scorpion signals a pre-activation warning prior to alarming. To deactivate the system during the pre-alert, enter your user code then #. **To Disarm the System in Night Mode:**

Enter a valid user code then #.

**Nitewatch Station (if connected):**

To nitearm the system, simply press the 'Armed' key on the Nitearm station. If the system is armed by Nitewatch and an activation occurs, the system can only be disarmed at the alarm keypad by entering a valid user code then #. To generate an alarm condition from Nitewatch, press the two 'emergency' keys simultaneously.

**To Turn on/off Chime Mode:**

Enter 7 1 then #. Each time a sensor is activated while the system **is disarmed** and chime mode is turned on, the keypad beeps for approximately five seconds. In this mode Scorpion acts as a door or area minder.