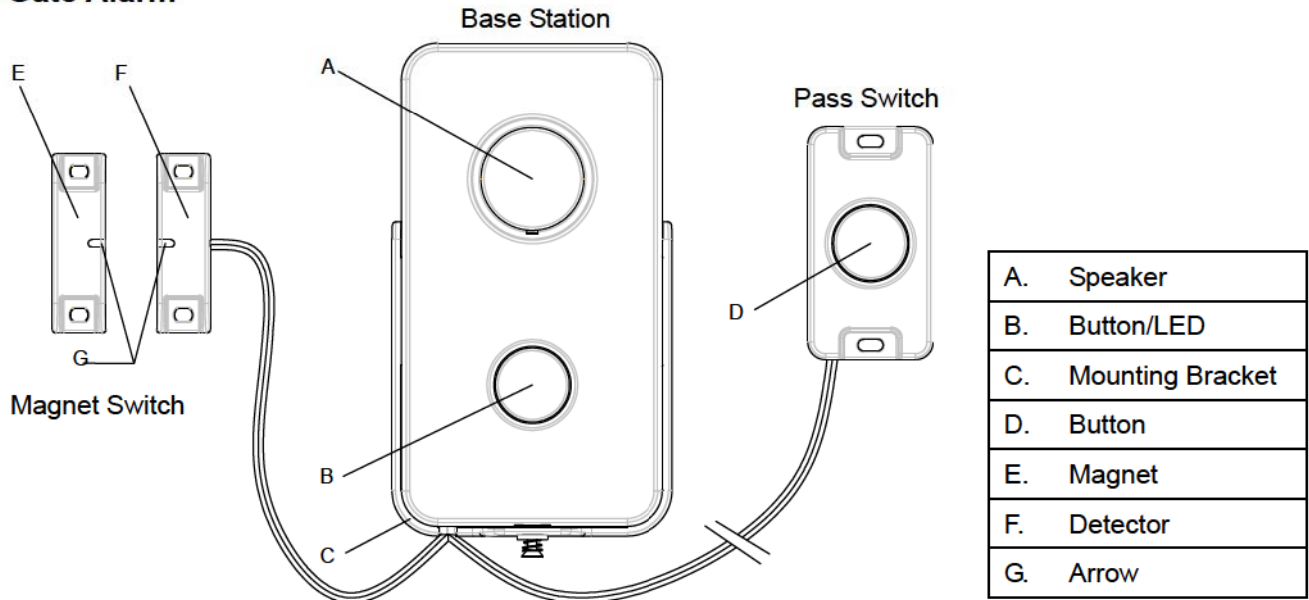


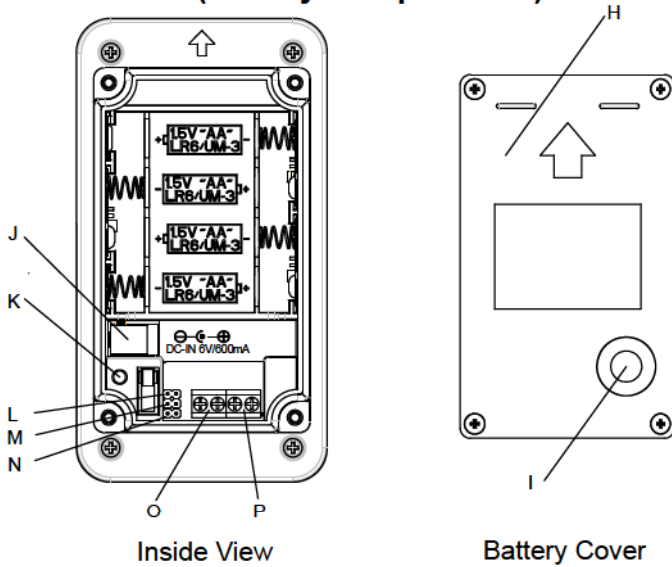
Gate Alarm SA809-2

PRODUCT LAYOUT

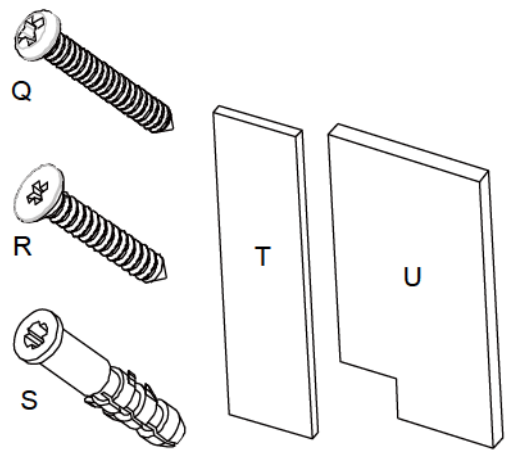
Gate Alarm



Inside view (Battery Compartment)



Mounting Package



H.	Battery Cover	M.	Mode Jumper Link
I.	Cable Hole	N.	Sound Jumper Link
J.	DC Jack	O.	Pass Switch Connector
K.	Learning Key	P.	Magnet Switch Connector
L.	Function Jumper Link		

Q.	Round Screw x 6
R.	Flat Screw x 2
S.	Plastic Wall Plug x 4
T.	Double Side Foam Tape x 2 (for Magnet Switch)
U.	Double Side Foam Tape x 1 (for Pass Switch)

INTRODUCTION

The Gate Alarm is a safety monitor that reinforces the weakest link of a pool gate or property fence/door. The Alarm contains three parts: Base Station, Pass Switch and Magnet Switch.

Re-latch after adult entry, alarm alerts if a child opens the door/fence. Seven minutes bypassing time is allowed for adult passing if Pass Switch is pressed.

The Gate Alarm can either be powered by 4 AA size 1.5V alkaline batteries or AC adapter. When battery level drops to a defined low value, the LED will flash once every 30 seconds, and the system will enter shutdown mode. When this occurs, replace the batteries as soon as possible or reconnect with an AC adapter.

POWER UP

To power the unit with batteries:

1. Undo the screw and then remove the back cover. Slide the base up (FIGURE 1).
2. Unscrew screws from each corner of the battery cover and remove the cover.
3. Insert 4 AA-size 1.5V batteries to the battery compartment, ensuring that correct polarity is put (FIGURE 2).
4. Refit the battery cover by fastening its screw.

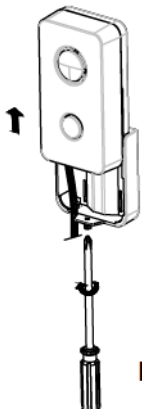


FIGURE 1

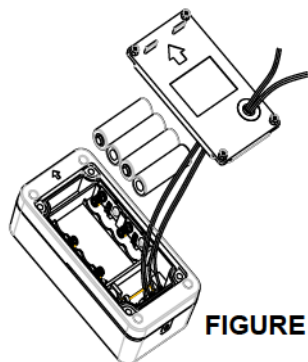


FIGURE 2

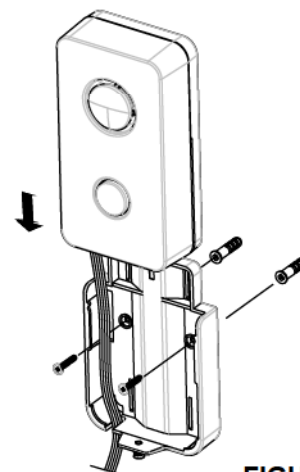


FIGURE 3

Note: please ensure the battery cover is tightly screwed onto the base to prevent any water from getting into the battery compartment.

CHOOSING A SUITABLE LOCATION

The Gate Alarm is designed for outdoor/indoor use and the Base Station must be mounted on a concrete wall or wooden wall/fence. The location of each part of Gate Alarm should be chosen carefully.

Base Station

The Base Station should be mounted on a height which is hard to be reached by a child and can be easily approach for adult entry.

1. Place the mounting bracket over a solid surface, 1.5m or higher above the ground. Through 2 screw holes of the bracket, mark the mounting surface with a pencil.
2. Where marked, drill holes into mounting surface using appropriate size drill bit and insert the plastic wall plugs. If wooden wall is chosen, please skip this procedure.
3. Screw mounting bracket onto the mounting surface. Ensure that the screws are flushed with the bracket.
4. Slide the base down to the bracket (FIGURE 3).

Pass Switch

The Pass Switch is to be mounted on outer side of the pool gate or door. Fix the Pass Switch to the door using either the double sided foam tape or screws provided (FIGURE 4 or 5). If it is to be mounted on wooden wall, plastic wall plugs aren't required.

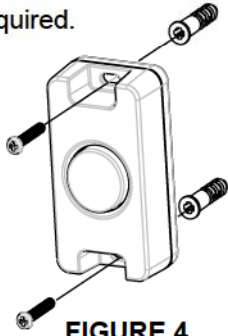


FIGURE 4

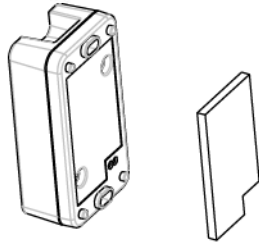


FIGURE 5

Magnet Switch

1. The Magnet Switch is to be mounted on the inner side of the pool gate or door by using either the double sided foam tape or screws provided (FIGURE 6 or 7). Mount the Magnet to the door and the Detector to the door frame.

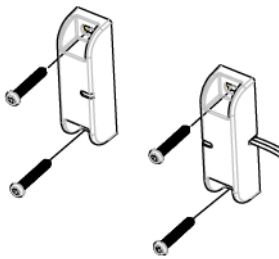


FIGURE 6

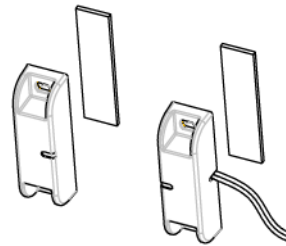


FIGURE 7

2. Ensure that the arrows on the Magnet and Detector are aligned. The gap between Magnet and Detector must be less than 15mm (FIGURE 8)

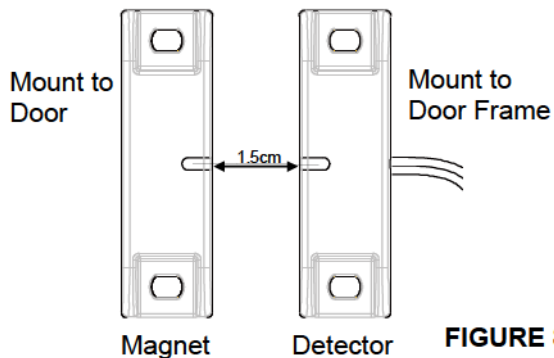


FIGURE 8

The following picture illustrates an ideal mounting location of the Gate Alarm.

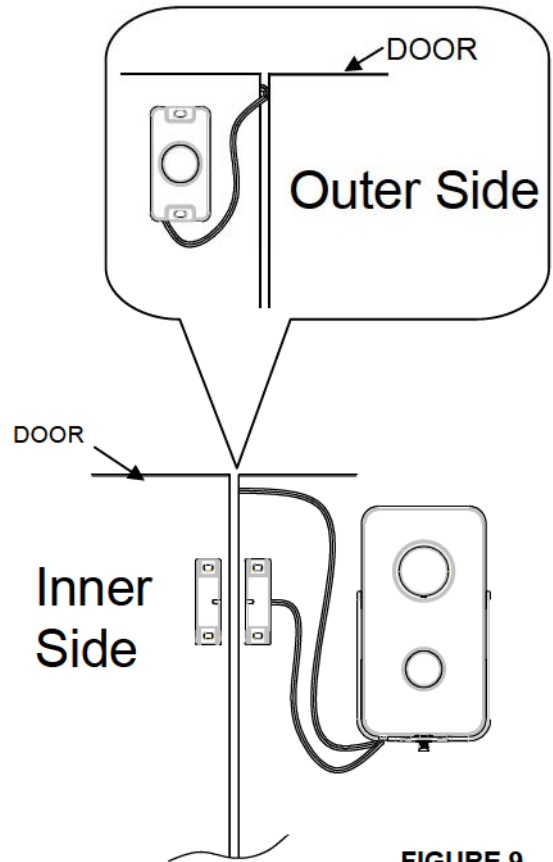


FIGURE 9

SET UP

In order to prevent any unauthorized attempt to operate or disarm your system, the Gate Alarm must be configured to accept radio signals only from its own system devices (e.g. Indoor Siren). The Gate Alarm and Indoor Siren have their unique codes, they must learn with each other for the system to operate correctly.

To learn ID code, press and hold the learning key more than 3 seconds so as to enter learning mode. 30-second countdown will start during which the LED will be flashed at 1 second interval. If code learning is successful, the LED will be on shortly then off. If failed, the LED will flash rapidly three times before exits learning mode.

To clear ID code, press and hold the learning key more than 3 seconds and then release immediately so as to enter learning mode. 30-second countdown will start during which the LED will be flashed at 1 second interval. Press and hold the learning key again more than 6 seconds within 30-second

countdown. If ID code is cleared, the LED will flash once every 2 seconds repeatedly, representing no ID code.

LED INDICATION

Event	Status of Learning Key	LED Status	Sound Status
Press learning key to enter learning mode	Keep pressing the learning key more than 3 seconds	Within 3 seconds, LED will illuminate steadily.	Beep once every second and continue 4 seconds
Under learning mode		LED flashes repeatedly	Rapid beep once every 3 seconds during 30-second countdown
Successful learning		LED on then off	Beep once
Failed learning		LED flashes rapidly 3 times	Rapid beep three times
Press learning key to clear ID code	Keep pressing the learning key for more than 3 seconds. Within 30-second countdown, press learning key again for at least 6 seconds, all ID codes will be cleared	Repress the learning key during 6 seconds, LED will illuminate steadily	Beep once every second and continue 6 seconds
Successful clearance the ID code			Long beep once
Failed clearance the ID code	Keep pressing the learning key for more than 3 seconds. Within 30-second countdown, press learning key again not exceeding 6 seconds	LED flashes rapidly 3 times	Rapid beep three times
No ID code		LED flashes repeatedly	Rapid beep once every 10 seconds

SETTING OF JUMPER LINK

There are three jumper links. The functions of Jumper Links are listed as follows:

1. Function Jumper

The Gate Alarm can be used either indoor or outdoor. To ensure correct signal is emitting when the unit is triggered, placing or removing Function Jumper Link should be consider.

Jumper Link fitted: gate alarm (outdoor use)

Jumper Link removed: door alarm (indoor use)

2. Mode Jumper Link

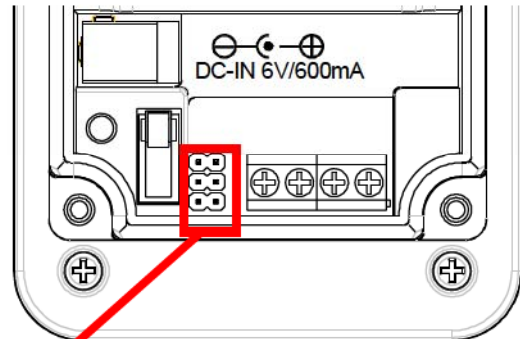
Instant Mode and Delay Mode are two modes available for selection.

Instant Mode: Jumper Link is removed; the Gate Alarm is alerted after the gate/fence is opened even Pass Switch is pressed.

Delay Mode: Jumper Link is fitted. The gate/fence can be opened without triggering Gate Alarm if Pass Switch is pressed (alarm will not alert). Please note, the bypassing time is 7 seconds.

3. Volume Jumper

Fit the Jumper Link on for louder volume or remove the Jumper Link for lower volume.



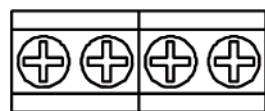
Jumper Link Fitted

Note:

To change Mode/Function/Volume, simply remove the jumper link.

EXTERNAL CONNECTIONS

The Gate Alarm includes terminal blocks for connection of wired zone of Magnet Switch and Pass Switch for operation. The left terminal is for connection of Pass Switch, whereas the right terminal is for connection of Magnet Switch.



TROUBLESHOOTING

Symptom	Possible Cause	Recommendation
Learning key or Pass Switch not working	Batteries have not been fitted or insufficient battery power	Check out if batteries are fitted or replace new batteries
	Adapter connection is poor	Reconnect the AC adapter
LED keeps flashing after power up	No ID code	Please refer to page 3 for ID code learning
No response after door/gate opening	The gap between Magnet Switch is greater than 15mm	Check if Magnet Switch is well connected
	Gate Alarm is in Delay Mode	Check Mode Jumper Link

SPECIFICATION

Power Adapter (optional)	600 mA@6V DC
Battery Type	1.5V AA x 4 pieces
Battery Life	About 1 year @25°C standby mode
Operating Frequency	923.00MHz

**Specifications are subject to change without prior notice.*

A501111594R



WARNING:

Do not dispose of electrical appliances as unsorted municipal waste, use separate collection facilities.

Contact your local government for information regarding the collection systems available.

If electrical appliances are disposed of in landfills or dumps, hazardous substances can leak into the groundwater and get into the food chain, damaging your health and well-being.

When replacing old appliances with new ones, the retailer is legally obligated to take back your old appliance for disposal at least for free of charge.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.