TRX PIR

Wireless Pet Friendly Passive Infrared Motion Sensor

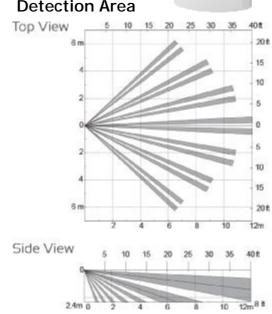
Specifications:

Detection Method
Coverage
Frequency
Mounting Height
LED Indicator
Tamper Switch
Battery Type
Battery Life
Operating Temperature
Environment Humidity
Pet Immunity
Radio Device Protocol
Compatible Systems
Requires

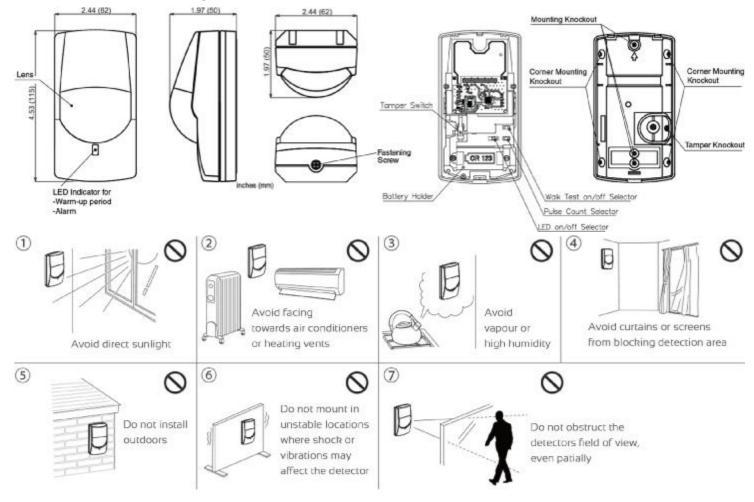
Passive Infrared
12m x 12m @85°
917.1 to 921.3MHz
1.5m to 2.4m
On/Off Selectable
Front Cover Micro Switch
1 x CR123A/CR17335
Up to 5 Years
-20°C to 50°C
85% max.
Small Animals 0-40cm High
Freelink Supervised
ESL, ESL-2, Elite-S, Runner

TRX TRANSCEIVER

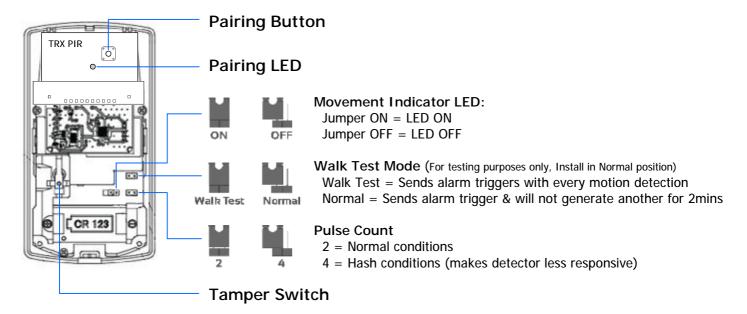
Detection Area



Hardware & Mounting



Pairing and Jumper Options



Programming

- 1. Insert Battery into TRX PIR
- 2. Connect the TRX Transceiver to Alarm panel
- 3. Press the Red Pairing Button on the TRX PIR until the Red Pairing LED starts flashing
- 4. Now press the Pairing button on the TRX Transceiver until the blue LED starts flashing
- 5. The Red Pairing LED should stop flashing to indicate dice is paired successfully
- 6. Enter programming mode on the Alarm panel (P 000000 E default installer code)
- 7. Press PROG 122 ENTER then the input number you wish to make wireless, followed by ENTER, Next make sure options 1 & 5 are ON and ENTER, this makes the input active and wireless
- 8. Press PROG 164 ENTER then the input number you wish to enrol the device into and ENTER
- 9. Press ENTER again to start learning, the keypad will start beeping to indicate it's searching
- 10. Activate the TRX PIR Tamper switch, the beeping should stop, indicating device is learnt

Testing

- 1. Once programming is complete, Fit the TRX PIR in place on the wall
- 2. Enter programming mode on the Alarm panel (P 000000 E default installer code)
- 3. Press PROG 200 Enter, 6 ENTER, ENTER (keypad will beep & WALK will come up on the display)
- 4. Leave the room with the detector in it undisturbed for at least 2 minutes.
- 5. After 2 minutes walk into the room and into the detection zone.
- 6. The keypads display will then indicate all the inputs that have been triggered. These triggers will remain on the display until you exit the Walk test mode.
- 7. Exit programming mode.

