

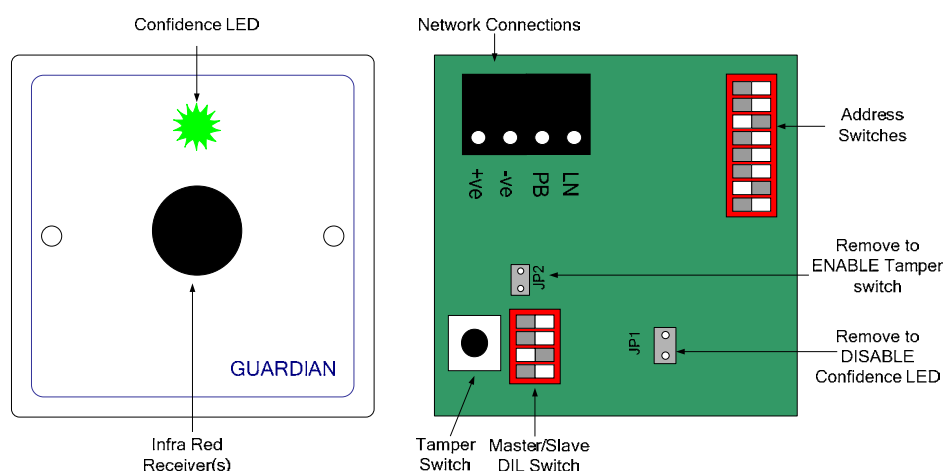
AIRX7 MKII High Frequency Addressable IR Receiver

The AIRX7 MkII High Frequency Addressable Infra Red Receiver is housed in a standard 'single gang' electrical back box. The AIRX7 comprises of a four infra red signal receivers and a decoder, confidence LED and two address switch banks. Because of the higher frequency of operation of the AIRX7, interference problems from high frequency switched lighting technology are negated.

The AIRX7 can be configured to act as a slave to other AIRX7 Receivers to save addresses on larger systems. A typical example of how slaves would be used is to have one master unit in a long corridor and the rest of the receivers in the same corridor to be configured as slave receivers which will take their address information from the master. Should the corridor be reconfigured and further separate addresses become needed to identify separate sections of the corridor (for instance fire doors may be added half way down) then it is a simple procedure to reconfigure one or more of the slave receivers as masters and give them their own unique address code.

The address of each unit is set using the 8 way DIL switch on the reverse of the unit. In addition there are removable jumpers use to enable/disable the Confidence LED and Tamper switch.

A four way DIL switch is used to set the "SLAVE" address if the AIRX7 is configured as a slave unit. Each Master Unit can accommodate up to 7 slave receivers.



Confidence LED

- Flashes green once per second to indicate unit & system is operational
- Flashes red to indicate unit has an active call signal and that it is latched

Address Switches

- Used to set the address for each unit (between 1 & 215)
- N.B. Each unit MUST have a UNIQUE address**

Confidence LED Jumper

- Remove this jumper to prevent the green confidence LED flashing

Tamper Jumper

- Remove this jumper to enable the Tamper Switch. Fit to disable Tamper

+ & - terminals

- Used to connect the receiver unit to the system network. **(Observe Polarity)**

LN Terminal - LOCAL Network terminal for connecting SLAVE units

PB Terminal - Push Button input for Attack or Call inputs from external devices

Location of unit

- 2.0 to 2.4 metres high on wall for maximum sensitivity.
- Keep away from direct sunlight & fluorescent light fittings.

Call Levels

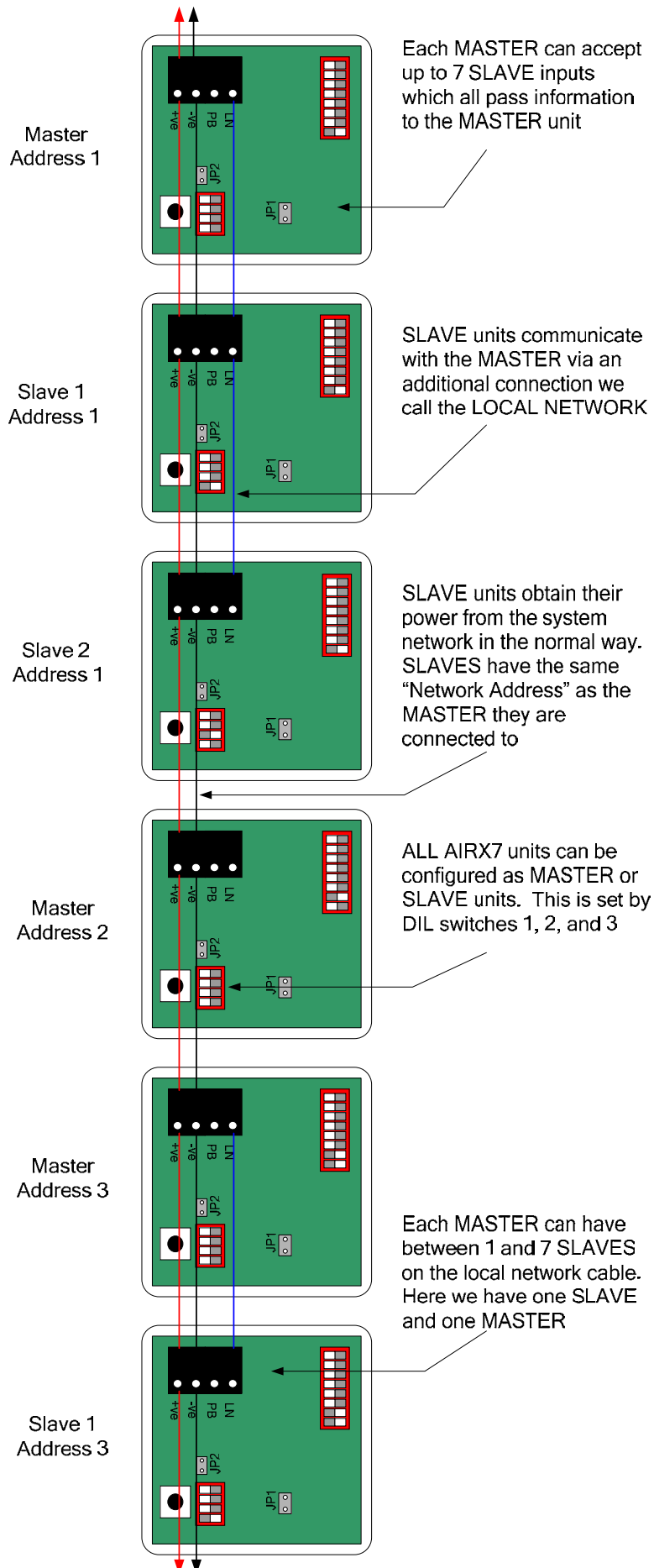
- **Assistance**
Generated by pressing the 'Assistance' push button on the Personal Activation Device.
- **Attack**
Generated by pulling the rip out activator on the Personal Activation Device.
- **Tamper**
Generated by the release of the tamper spring on the rear of the unit.
- **Unit Failure**
Generated when the connection from the receiver to the network is lost

Mounting

- requires standard single gang electrical back box.

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Guardian



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To set the SLAVE unit address on the AIRX7, first set the 8 way DIL switch to match the address of the MASTER unit then set the 4 way DIL switch for the SLAVE address, as shown below.

		MASTER - Network Address 1
		SLAVE Address 1 Network MASTER Address 1
		SLAVE Address 2 Network MASTER Address 1
		SLAVE Address 3 Network MASTER Address 1
		SLAVE Address 4 Network MASTER Address 1
		SLAVE Address 5 Network MASTER Address 1
		SLAVE Address 6 Network MASTER Address 1
		SLAVE Address 7 Network MASTER Address 1

Switch 4 on the 4 way DIL switch is to set the level of call generated by a Push Button unit (or similar device) when connected to the AIRX7. The *address* generated by the push button will be that of the Master AIRX7. There are two levels of call available for the push button: CALL & ATTACK. The diagrams below shows the settings for each.

