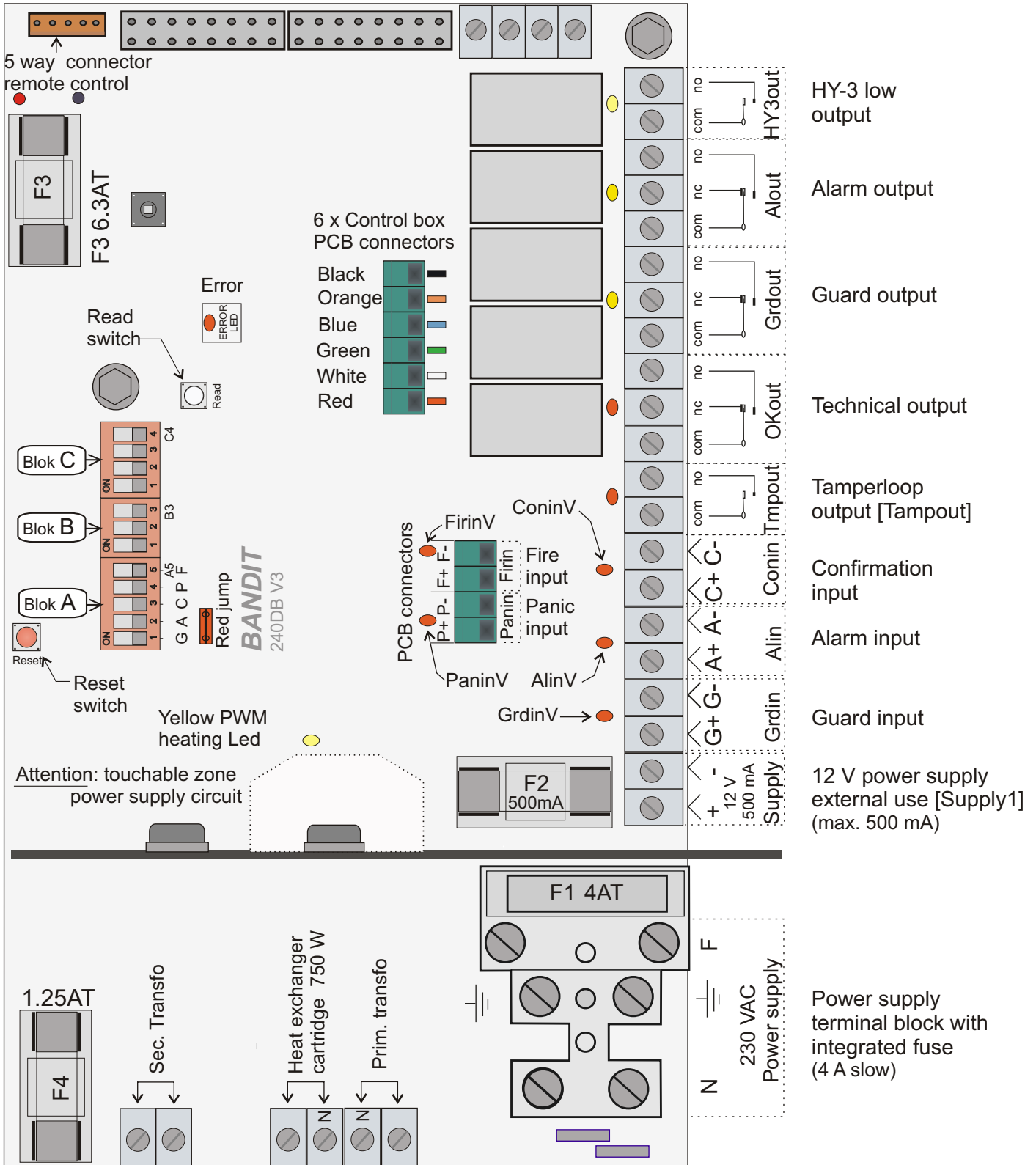


PCB layout





Dipblock A: 5 x INPUTS

Dip A1: guard input [Grdin] (level)


- A1 on (1): active if 12 V over [Grdin]
- A1 off (0): active if 0 V over [Grdin]

 LED GrdinV on if 12V over guard input

Dip A2: alarm input [Alin] (puls) start fog ejection

ONLY FUNCTIONAL IF [Grdin] and [Conin] active, [Firin] not active

- A2 on (1): active if puls 12 V over [Alin]
- A2 off (0): active if puls 0 V over [Alin]

 LED AlinV lit if 12V over alarm input

Dip A3: confirmation input [Conin] (puls)

ONLY FUNCTIONAL IF [Grdin] and [Alin] active, [Firin] not active

- A3 on (1): active if puls 12 V over [Conin]
- A3 off (0): active if puls 0 V over [Conin]

Note: if [Conin] is not used Dip A3 has to be put on “off (0)” position, else

NO FOG EJECTION

 LED ConinV lit if 12V over confirmation input

Dip A4: panic input [Panin] (level) panic fog ejection, eg panic button


ONLY FUNCTIONAL IF [Firin] not active

- A4 on (1): active if 12 V over [Panin]
- A4 off (0): active if 0 V over [Panin]

 LED PaninV lit if 12V over panic input

Dip A5: fire input [Firin] (level) **IF ACTIVE, NO FOG EJECTION**

- A5 on (1): active if 12 V over [Firin]
- A5 off (0): active if 0 V over [Firin]

 LED FirinV lit if 12V over fire input

Note: if [Firin] is not used Dip A5 has to be put on “on (1)” position, else

NO FOG EJECTION

ATTENTION: AFTER SETTING OR CHANGING POSITION OF DIPSWITCH, ALWAYS CONFIRM THIS NEW SETTING BY PUSHING THE **READ** SWITCH





Dipblock B: OPTIONAL REMOTE CONTROL and CONTROL BOX

DIP B1 and B2 determine the function of both channels (ch1 and ch2) of the transmitter:



dip B1	dip B2	Left transmitter button (ch.1)△	Right transmitter button (ch.2)○
0	0	Guard	Guard
0	1	Panic	Panic
1	0	Guard	Panic
1	1	Guard	Alarm

Dip B3: Announcing "Control Box".

- B3 off (0): "Control Box" is connected and is recognized
- B3 on (1): no "Control Box" connected



Dipblock C: adjustment of fog ejection period (28m³ / seconde)

room volume in m ³	Fog ejection in seconds	dip C1	dip C2	dip C3	dip C4
56	2	0	0	0	0
84	3	0	0	0	1
112	4	0	0	1	0
140	5	0	0	1	1
168	6	0	1	0	0
196	7	0	1	0	1
224	8	0	1	1	0
252	9	0	1	1	1
280	10	1	0	0	0
308	11	1	0	0	1
336	12	1	0	1	0
364	13	1	0	1	1
392	14	1	1	0	0
420	15	1	1	0	1
448	16	1	1	1	0
504	18	1	1	1	1



The lower the adjusted ejection period, the lower the operational temperature.

ATTENTION: AFTER SETTING OR CHANGING POSITION OF DIPSWITCH, ALWAYS CONFIRM THIS NEW SETTING BY PUSHING THE **READ** SWITCH



6 x outputs

1. [Supply] = 12 volt supply output (fixed defined), max 500mA

Supply for small external power users such as additional inner sirene, Jumbo-LED, PIR-sensors... Also useful as power supply to external relay contacts, to send back voltage signals to the Bandit units inputs.

Note: - never interfere this power supply with the one coming from the controlling alarm system or with other devices with their own power supply.
- max continuous load rate ~450mA

2. [Tmpout] = sabotage report (tamperloop), COM/NO relay contact, max load rate 1 Amp/24 V

a) COM and NO closed (no report) if:

- rear cover closed
- HY-3 pack in unit and side hatch closed

b) COM and NO open, sabotage report

☞ PCB LED Tmpout lit

common application: integration into the tamperloop of the controlling alarm system

Note: opening the sidehatch or rear cover while the unit is in Guard mode, will be considered as a possible sabotage with a fog ejection as result.
This "sabotage" fog ejection can not be interrupted

3. [Okout] = report technical failure, COM/NC/NO relay contact, max load rate 1 Amp/24 V

a) COM and NO closed, no report (everything ok)

b) COM and NC closed, report of a possible technical failure (listing failures see info error Led)

- also - if an abnormal condition (e.g. red jump missing, [Firin] active, control box button still switched on) remains present for over 3 hours
- if there would occur a lack of presence of mains supply for more than 15 minutes (mains or head fuse F1)
- if level fog fluid is less than 30% or if no HY-3 pack is present

☞ PCB LED Okout lit

common application: connection to a programmable input of the controlling alarm system or to an auto-dialer.

4. [Grdout] = report guard mode, COM/NC/NO relay contact, max load rate 1 Amp/24 V

a) COM and NC closed, no report

b) COM and NO closed, report [Grdin] active (guard mode)

☞ PCB LED Grdout lit

common application: connection to a programmable input of the controlling alarm system or to an auto-dialer or to switch directly a Jumbo-Led

5. [Alout] = report alarm or panic mode, COM/NC/NO relay contact, max load rate 1 Amp/24 V

a) COM and NC closed, no report

b) COM and NO closed, report [Alin] or [Panin] active

☞ PCB LED Alout lit

common application: connection to a programmable input of the controlling alarm system or to an auto-dialer or to activate directly an inner sirene

6. [HY-3out] = report liquid level too low, COM/NO relay contact, max load rate 1 Amp/24 V

a) COM and NO open, no report

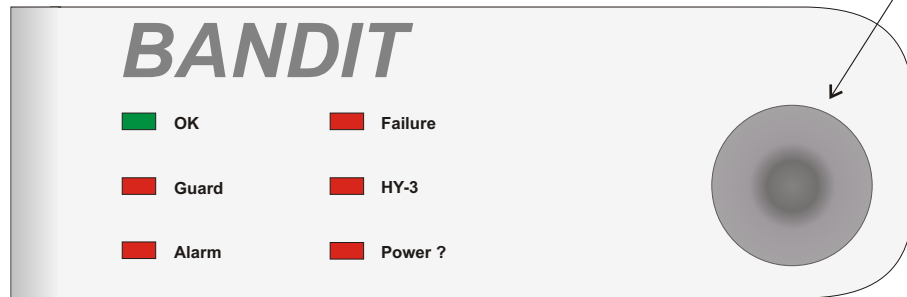
b) COM and NO closed, report level fog fluid is less than 30%

☞ PCB LED HY-3 out lit

common application: connection to a programmable input of the controlling alarm system or to an auto-dialer (report exchange HY-3 pack)

COMMUNICATION STATUS

FRONT LEDs:



OK LED (green)

- blinks: unit is warming up
- lit: unit is ready and standby (no other LED's are lit or blinking)
- blinks simultaneously with red failure LED:
 - indication abnormal condition such as:
 - * red jump not inserted
 - * HY-3 pack not present
 - * wrong type of HY-3 pack
 - * Fire input active (NO FOG EJECTION POSSIBLE)
 - * control box button still active (pushed in)
- blinks alternatively with red failure LED
 - indication of beginning of failure display (times that red failure LED will blink)

GUARD LED (red)

lit: unit is in guard mode

ALARM LED (red)

- lit: unit is in alarm mode
- blinks: unit is in panic mode

FAILURE LED (red)

- blinks simultaneously with OK LED: indication abnormal condition (see OK LED)
- blinks alternatively with OK LED: indication of failure display by frequency of blinking (times that red failure LED will blink, see table PCB error LED)

HY-3 LED (red)

blinks: indication to exchange HY-3 pack

POWER ? LED (red)

blinks: indication lack of mains power supply



When **BANDIT** is in Guard mode the green OK LED is lit even if the unit is not ready and standby. Also abnormal conditions, indications of possible failures or fluid shortage will not be displayed. In Guard mode, the unit will never reveal a possible function problem.

Informative PCB LED



Error LED (red):

BANDIT reports an eventual internal failure through its [Okout] output. The “Failure” frontLED as well as the PCB error LED will display more info on the nature of the failure and the eventual action to undertake. The frequency of blinking of these LED’s will identify the possible cause of the failure.

Blink-frequency	Reported failure	Action installer
1 x	Glass fuse F2 and/or F3 blown	Check F2 and/or F3
2 x	Charge of disconnected battery too low	Battery problem
3 x	Charge of connected battery too low	Battery- or power supply problem.
4 x	HY-3 pack above 50°C.	Environmental temperature too high or dusty textile front
5 x	The MCU measures unreal value(s) on the Control Box PCB-connector.	Control Box connecting cable and/or check position dip B3.
6 x	Internal MCU failure	Push-in reset switch, if no success, back to factory
7 x	Incorrect temperature of heat exchanger	Back to factory
8 x	Ventilator doesn't turn	Back to factory
9 x	The MCU measures unreal value(s)	Back to factory

With simultaneous failure reports, e.g. "F3 blown"(1x blinking) and "charge fo connected battery too low"(3 x blinking), these LED’s will first blink 1 time. If this failure is restored, the LED’s will blink 3 times knippen to report the next failure following the list above.

Isolating the fog ejection Red jump

While installing the unit or performing a maintenance on it, it is highly recommended to isolate the fog ejection by removing the [Red jump].
 As long this [Red jump] is not inserted, no “accidental” fog ejection will be possible. The failure frontLED will blink simultaneously with the OK LED to indicate this abnormal condition. This situation will restore itself the moment [Red jump] will be reinserted.
 Opgestoken.