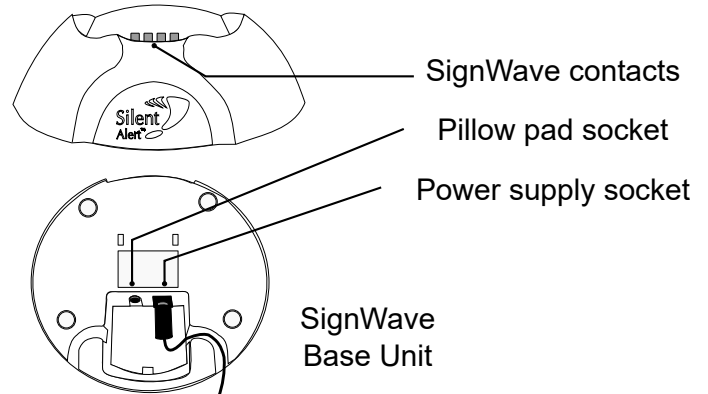
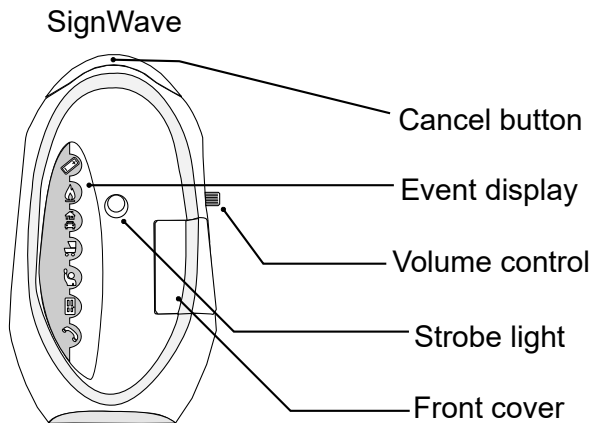


Quick start guide SW3A-2208-EU

SignWave Receiver



Any questions? Call us on +353 (0)1 247 9007



1.

Insert a small flat blade screwdriver into the slot on the front cover.

Push gently and the cover will pivot outwards

2.

Move the On /Off key to the left using the edge of the front cover.

Replace the front cover, the SignWave will flash the battery light green once every 8 seconds to indicate the unit is switched on.

3.

Connect the power supply to the SignWave base and plug adaptor into a 13 Amp mains socket.

Connect the pillow pad (if required) at this stage.

If a pillow pad is **not** required switch **key B** on the SignWave to the left.

4.

Place the base on a smooth surface such as a bedside or coffee table.

Dock the SignWave onto the base.

The battery symbol will light solid green to show the SignWave is correctly docked and charging.

The SignWave should be left for 24 hours to fully charge. The unit should be placed on the base each night to recharge & can be left on the base indefinitely if required. It can then be taken off the base and used as required.

Receiving a signal

When a signal is received the strobe will flash, a sound will be emitted and one of the event lights will illuminate. This sequence can be cancelled by pressing the cancel button at the top of the unit.

If it is not cancelled with the button the sequence will continue for 20 - 30 seconds then cancel automatically.

Smoke and CO signals will sound for 15 minutes unless cancelled as required by British standards.

Turn the control clockwise to increase volume or anticlockwise to decrease.

Low Battery

When the SignWave has a low battery the battery light will flash orange.

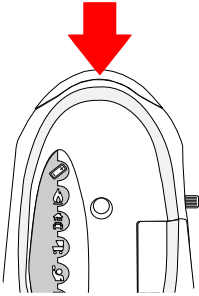
The unit will beep, the strobe will flash and the battery symbol will flash 4 times. This sequence will repeat every 15 minutes until the SignWave is placed on its charging base.

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Strobe and sounder options.

It is possible to change the pitch of the sound produced and deactivate both the strobe and sounder.

1.



To alter the strobe and sounder options press and hold the cancel button.

2.

After a few seconds the sounder will beep once, the strobe will flash and each event key will light from bottom to top in sequence.

Keep holding the button.

3.

A sequence of strobe flashes and sounds in combination with a zone key will occur.

Release the button when the desired combination has been displayed.

4.

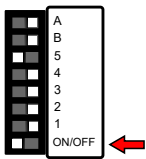
The strobe and sounder configuration combinations are shown below.

- Telephone + strobe + Normal Frequency beep = Normal frequency sound + strobe (default setting)
- Doorbell + strobe + High Frequency beep = High frequency sound + strobe
- Person 2 Person + normal frequency beep = Normal frequency sound with no strobe
- Baby + high frequency beep = High frequency sound with no strobe
- Burglar + no beep + strobe = No sound with strobe

Increasing system range

It is possible to increase the range of the system.

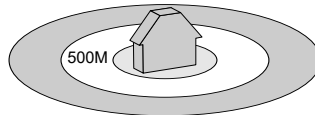
1.



With the SignWave switched on, move switch 5 to the left

2.

Operating Range



This will increase the range of the Pager from 100M (in open air), to approximately 1000M (in open air).

Changing the system channel code

NOTE. In most cases it is not necessary to change the system code. However, when one or more systems are in close proximity, system codes can be used to avoid interference from other SA3000 systems using up to a maximum of 16 channels.

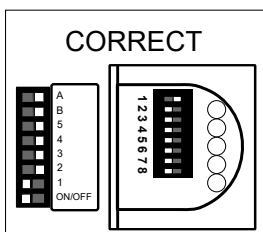
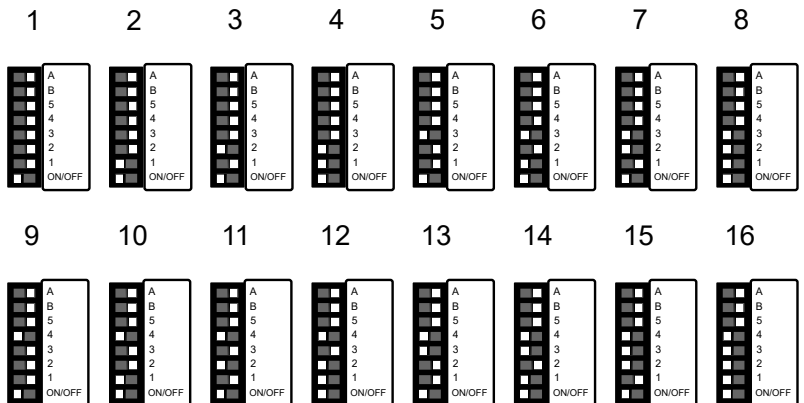
The SignWave is supplied with no system code switches set (system code 1). For reference this is the factory setting should you need to re-set the unit.

System codes can be set using key switches 1 - 4.

The diagram to the right shows the 16 possible combinations.

Be sure that the same system code is set on all monitors to be used in the system.

NOTE. SA3000 receivers have an ON/OFF switch, SA3000 monitors do not.



Here we have a SA3000 SignWave and Mini Monitor set to system channel 2.

Ensure when setting system channel keys you remember to ignore the SignWave **ON/OFF** switch or the equipment will be on different system channels.

The diagram to the right shows an incorrect attempt to set the system to channel code 2 (shown as an example to avoid possible confusion). The correct settings are shown to the left.

