

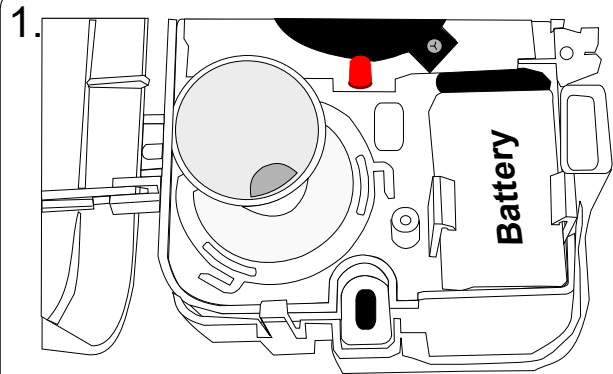
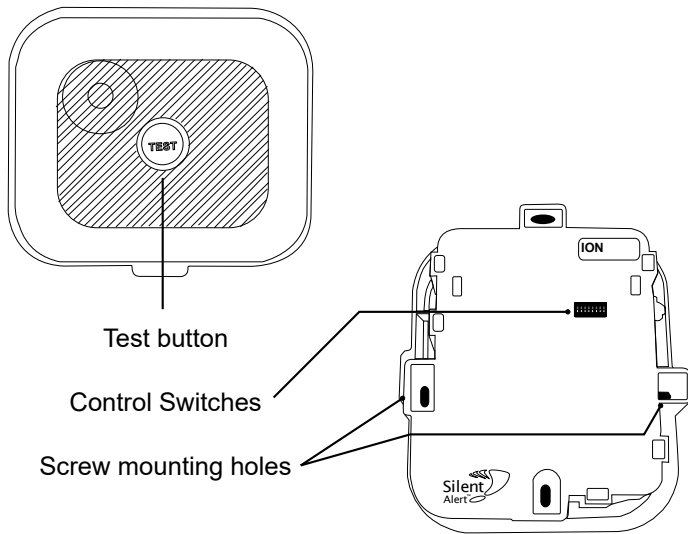
# Quick start guide UM3A-SMOKE-ION/OPTO

## Wireless Smoke Alarm



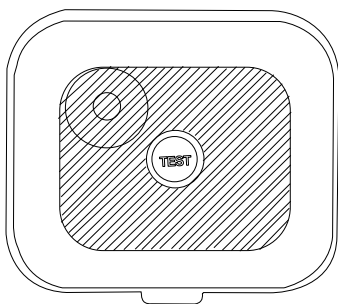
### Standard operation

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



Install a 9V PP3 battery into the unit.  
NOTE: Only use alkaline or lithium batteries.

2.



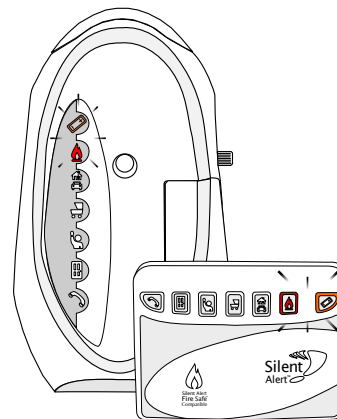
Press the smoke alarm test button whilst holding the alarm in the desired location.

Refer to the separate EI instructions for the smoke alarm to determine the best position for the unit.

Check the Pager or SignWave has received the signal before fixing in place.

3.

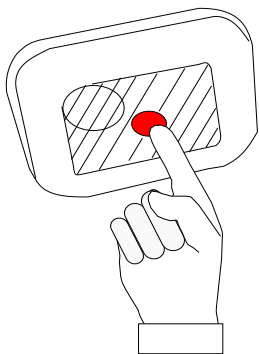
An Alkaline battery should last 2 years or more, a lithium battery can last 5 - 10.



Low battery signals will be sent to your Pager or SignWave when the battery needs changing.

4.

### Push the button not your luck



Check your smoke alarm every week by pressing the test button.

For extra reassurance we recommend changing the battery once a year on your birthday or a similar memorable date.

Only replace the battery with an Alkaline or Lithium PP3 battery!

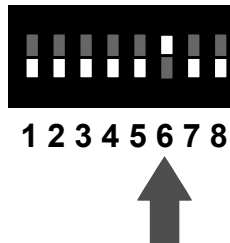


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### System channel override

Key 6 is for system channel override. If it is set all SignWave and Pager units within range will activate when the smoke alarm triggers regardless of what system channel they are on.

This can be used in multi occupancy dwellings where a number of systems are working independently of each other but it is beneficial to have communal smoke alarm cover.



### 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 system channels.

The monitor 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 the receiver to be used and any other monitors in that system.

