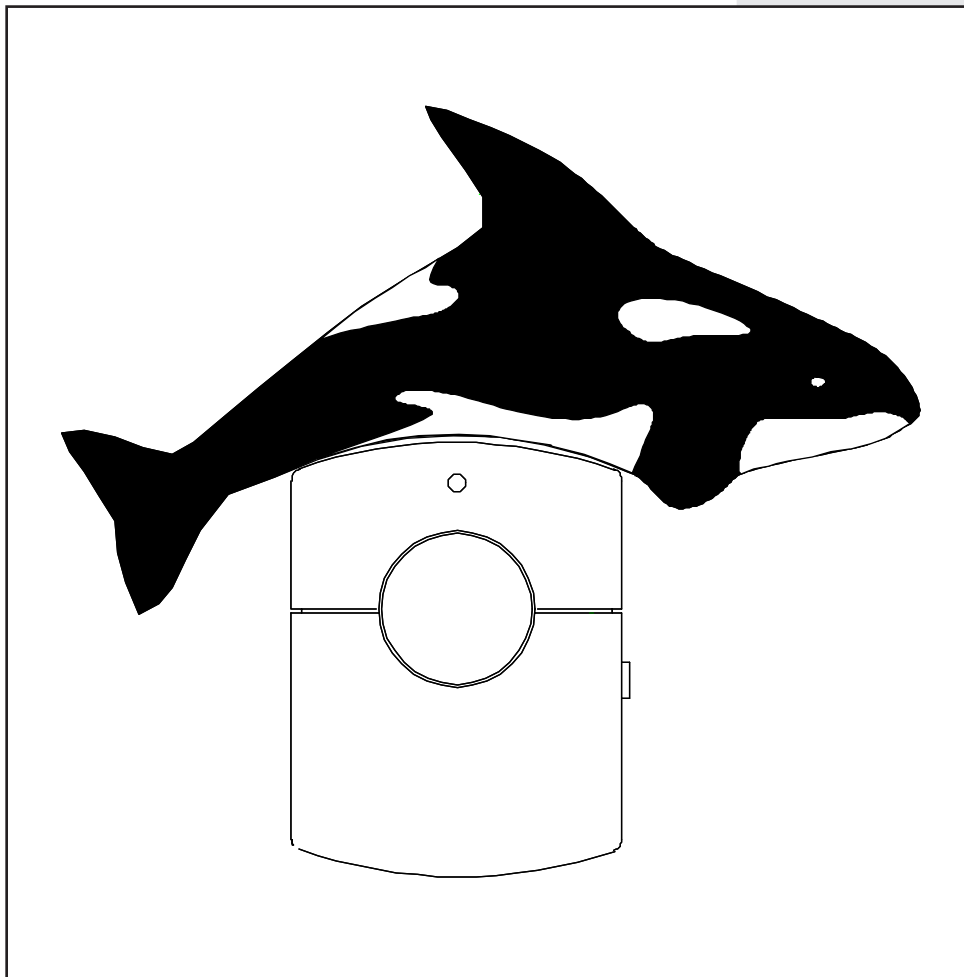




X-10[®] ORCA[™]

Panic System

Owner's Manual



ORCA Panic System Model ORCA 2000



READ THIS FIRST

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturers instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for remote control security devices in accordance with the specifications in Sub-Parts B and C of Part 15 of *FCC Rules*, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, try to correct the interference by one or more of the following measures.

- Reorient the antenna of the radio/TV experiencing the interference.
- Relocate the Console with respect to the radio/TV.
- Move the Console away from the radio/TV.
- Plug the Console into an outlet on a different electrical circuit from the radio/TV experiencing the interference.

If necessary, consult your local X-10 Dealer for additional suggestions.

Your Console's telephone dialer is designed to conform to federal regulations, and you can connect it to most telephone lines. However, each telephone or telephone device that you connect to the telephone line draws power from the telephone line. We refer to this power draw as the device's ringer equivalence number, or REN.

If you use more than one telephone or other device on the line, add up all the RENs. If the total is more than five, your telephones might not ring. In rural areas, a total REN of three might impair ringer operation. If ringer operation is impaired, remove one of the devices from the line.

Note: You must not connect your Console to:

- Coin-operated systems
- Party-line systems
- Most electronic key telephone systems

Your Console's telephone dialer complies with Part 68 of *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your telephone company. Both numbers are shown on the bottom of the Console.

The telephone portion of your security Console has been tested and found to comply with all applicable UL and FCC standards.

In the unlikely event that your Console causes problems on the telephone line, the telephone company can disconnect your service. The telephone company attempts to notify you in advance. If advance notice is not practical, the telephone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the telephone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this Console. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

Note: The security functions of this system have not been tested by Underwriters Laboratories.



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INTRODUCTION

Your X-10 ORCA Panic System makes you feel secure. The system includes a Console with a digital communicator that connects to ORCA Monitoring Services when you press a Panic Button. The system includes 6 Panic Buttons, a Lamp Module, a Powerhorn, and a Keychain Remote Control.

Features:

Easy Installation- The ORCA Panic system installation is a snap. The system is easy to install and use. Panic Buttons are shipped with the batteries in place and pre-installed into the Console so all you need to do is plug the Console in and stick the Panic Buttons on the wall.

Built in Digital Communicator- Calls ORCA Monitoring Services when you press one of the Panic Buttons.

X-10 Home Automation compatible- Adding X-10 Home Automation products such as Lamp Modules, Appliance Modules, Wall Switch Modules, etc. is easy with this system, because it is already configured to control the full range of X-10 Home Automation products.

Automatic lighting control- An automatic timer can be put into action which turns lights, stereos, TVs, etc. on and off at random times to make your home look and sound lived in. This is set up for you by ORCA Monitoring Services and downloaded to the system over the phone line..

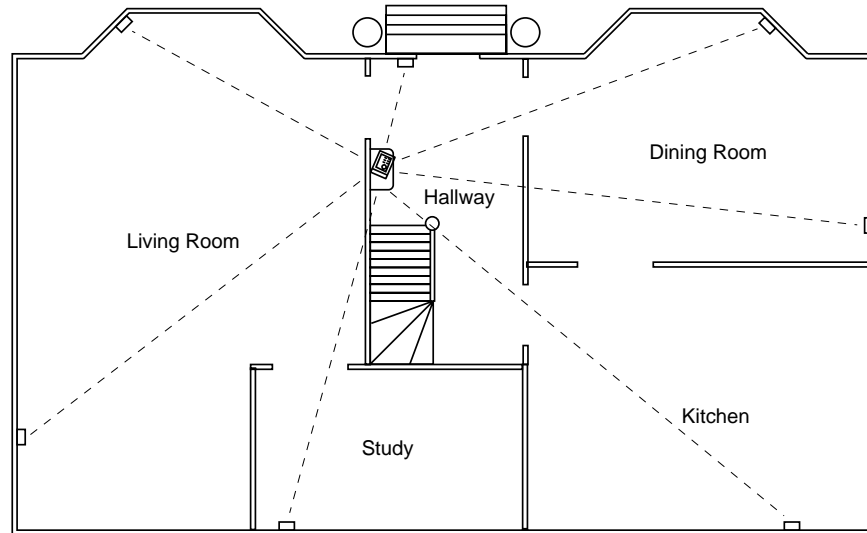
Battery backed-up Console- If the power fails or is cut the system doesn't stop working. Telephone dialing and alarm siren are still ready for action using an easy to replace 9V alkaline backup battery in the Console. An indicator on the Console warns you when the battery needs changing.

Fully expandable- You can expand the system into a burglar alarm system by adding Door/Window Sensors and/or Motion Detectors. Plus you can control lights and appliances by Remote Control.



SETTING UP THE CONSOLE

Choosing a location for the Console



Before you select a location for the Console, think of the areas in your home where you would be most likely to use the Panic Buttons.

Select a location that is central to those areas and that is within the Console's range (up to 100 feet).

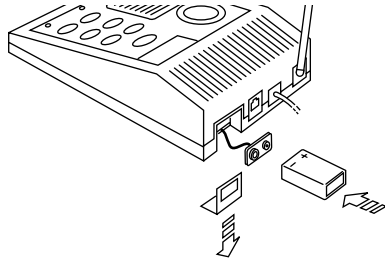
Here are some other things to consider when choosing the Console's location:

- It must be close to a modular telephone jack so you can easily connect the telephone dialer.
- The Console's loud alarm might frighten you if you trip it while you are next to it, so it is best to place the Console in a large open area (like a living room). But, you should also place it close to a window so neighbors are more likely to hear the alarm.

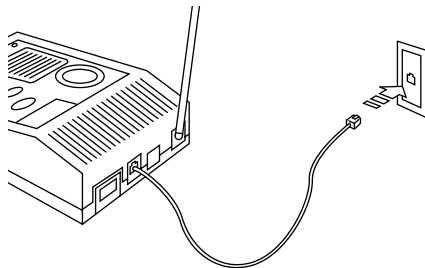
The siren in the Console can be turned off by ORCA Monitoring Services if you prefer. You can then hide the Console in a closet and use the Powerhorn to scare away intruders.



Setting up the Console



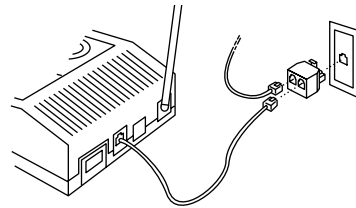
1. Slide off the battery compartment cover and clip a 9V battery onto the battery contacts.
2. Slide the battery into the battery compartment and replace the cover.



3. Plug one end of the supplied telephone cord into the Console and the other end of the telephone cord into a modular telephone jack.

Warning: To reduce the risk of electric shock, never plug a telephone cord into a telephone line jack until the other end of the cord is plugged into the Console.

Note: if you already have a phone plugged into the jack, use the included 'T' adapter to plug the Console and telephone into the same jack.



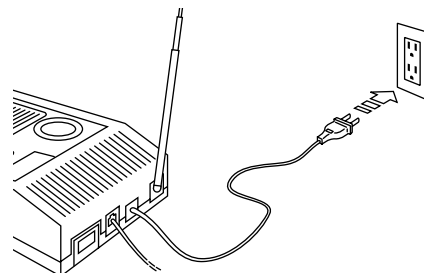
If your telephone wiring does not have a modular jack, you can:

- Update the wiring yourself. Most good electrical stores sell adapters to convert older wiring methods to modular wiring.
- Have the telephone company update the wiring for you.

Note: The telephone company charges to install the necessary jacks.

The USOC number of the jacks to be installed is RJ11C (or RJ11W for a wall plate installation).

You can use the Console with either pulse or touch-tone phone systems.



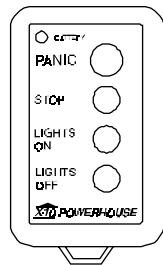
4. Plug the Console into an AC outlet which is not controlled by a wall switch.



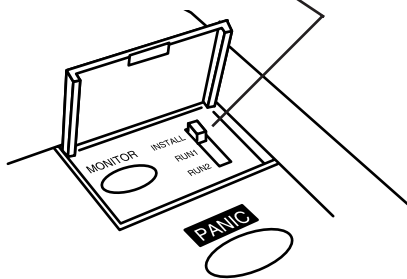
SETTING UP KEYCHAIN REMOTE & PANIC BUTTON

The Keychain Remote and Panic Buttons are shipped with the batteries fitted and the units pre-installed into the Console, so everything should work straight out of the box. If you need to re-install anything (after changing batteries for example) follow the steps below.

Key Chain Remote

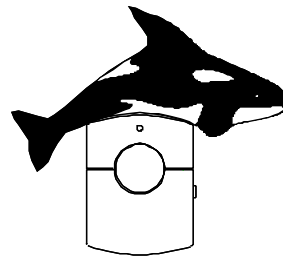


1. Install 2 AAA alkaline batteries in the KR16A Keychain Remote's battery compartment.
2. Set the **INSTALL/RUN** switch on the Console to **INSTALL** (located under the flip up door).



3. Press and hold **PANIC** on the Keychain Remote for about 4 seconds. The Console chimes.
4. Set the Console's slide switch back to **RUN1** or **RUN2**.
5. To set up additional key chain remote controls* repeat above steps.

Panic Button



1. Install 2 AAA alkaline batteries in the KR15A Panic Button's battery compartment.
2. Set the **INSTALL/RUN** switch on the Console to **INSTALL** (located under the flip up door).
3. Press and hold the red Panic Button on the KR15A for about 4 seconds. The Console chimes.
4. Set the Console's slide switch back to **RUN1** or **RUN2**.
5. To set up additional Panic Buttons * repeat above steps.

One of the 6 included Panic Buttons is black in color. This one can be placed in a special compartment on the dorsal fin of a 26" long Lucky ORCA Whale.

* You can install a combination of 16 Panic Buttons and/or Keychain Remotes.

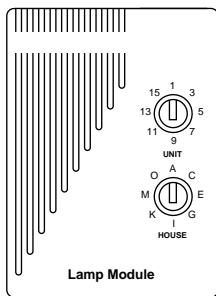


Setting up Lamp Modules

When the alarm trips, lamps connected to Lamp Modules set to A-1 (or other codes on request from the monitoring station - see pages 10 and 11) flash on and off for the duration of the alarm. After 4 minutes (or when you stop the alarm) the lamps stop flashing and remain on.

You can also control Lamp Modules set to A-1 from the **LIGHTS ON** and **LIGHTS OFF** buttons on the Keychain Remote, or from the small buttons under the lid on the KR15A Panic Button.

Choose a lamp you want to be a part of your Panic System. Make sure the lamp's on/off switch is on and plug the lamp into the Lamp Module. Plug the Lamp Module into any convenient outlet. Set the House Code and Unit Code dials on the Lamp Module to A-1 (or other codes on request from the monitoring station - see pages 10 and 11).



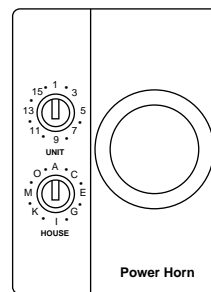
Setting up the POWERHORN

The *POWERHORN* Remote Powerline Siren responds to signals transmitted by the Console (over your house wiring).

When you trip the panic alarm, the *POWERHORN* is also tripped and continues to sound until about 4 seconds after the alarm is stopped.

1. Set House Code and Unit Code dials on the *POWERHORN* to A-1
2. Plug the *POWERHORN* into a standard AC outlet (not one controlled by a wall switch).

WARNING: THE *POWERHORN* is very loud! Do not stand near it when you trip the alarm. Prolonged exposure could cause permanent hearing damage.





SETTING UP FOR MONITORING BY ORCA

Introduction to digital monitoring

The ORCA Panic System incorporates the same digital communicator technology found in expensive high-end security systems. Features supported include remote configuration and alarm type confirmation.

When the Console is tripped, a loud piercing siren sounds and lights connected to Lamp Modules flash on and off. It then calls ORCA Monitoring Services and sends a digitally coded message allowing the station operator to identify your address, telephone number and even the type of alarm which occurred (in this case Panic).

Registering with ORCA Monitoring Services.

Once you have installed the system you are ready to set up for monitoring. To do this, all you need to do is:

- Fill out the enclosed monitoring agreement and mail or fax it to ORCA Monitoring Services.
- Call ORCA Monitoring Services at 1-800 FOR ORCA (1-800-367-6722) and follow the instructions to have your system initialized.

Note: Although you can register your system as soon as it has been installed, the ORCA Monitoring Services will not respond to alarm calls until the signed monitoring agreement has been received and you have been allocated your security code which will be notified to you by return.

Calling Customer Service

After you have registered your system you can easily call the customer service center if you need help, or to change any of the default options as follows:

- Set the Console slide switch to **RUN1** or **RUN2**.
- Press the **MONITOR** button. The Console automatically dials the customer service number.
- Pick up the handset of a phone connected to the same line as the Console.

Alternatively, you can dial the telephone number in the usual way with any telephone connected to the same line as the Console - just pick up the telephone and dial 1-800-FOR ORCA (1-800-367-6722).



Options downloaded by ORCA Monitoring Services

The options that are downloaded to your Console when you register it are listed below. You can have most of the default options changed by calling ORCA Monitoring Services and following the instructions given to you.

1. **1st Monitoring Station Number-** The 1st number the Console will dial to call ORCA Monitoring Services.
2. **2nd Monitoring Station Number-** Back-up phone number for ORCA Monitoring Services in case the first number doesn't respond.
3. **Service Station Number-** Number for the customer service station.
4. **Account number-** Your 8 digit account number.
5. **Exit delay-** The amount of time the Console will give you to leave the house when armed. (0-1000 seconds). The default is 60 seconds. Only used with optional door/window sensors (sold separately).
6. **Entry delay-** The amount of time you have to disarm the alarm when you enter your home. (0-1000 seconds). The default is 30 seconds. Only used with option door/window sensors (sold separately).
7. **Delay before dialing-** The amount of time the Console will wait after it has been triggered before calling the monitoring station (to give you time to disarm the system before it dials in case of a false alarm). The default is 40 seconds.
8. **Test Dial Frequency-** How many days the Console will wait to call the service station to check-in. Default is 30 days.
9. **House/Unit Code to flash lights** The default setting is code A-1.
10. **House/Unit Codes for Lived-in look-** To control lights and appliances to make your home look lived in (active only if the Console is armed in the away mode with optional SH624 remote control). The default settings are A-14, A-15, and A-16.
11. **Daylight parameters-** Sets dusk times for midwinter and midsummer to activate lived-in look lighting control (see option 10). Dusk times for the rest of the year are calculated automatically. Defaults are 4pm in midwinter and 10pm in midsummer.
12. **Preset off time-** Time for the lights to turn off after they have been turned on automatically at dusk (when armed in the away mode).



13. **Daylight Savings Date-** Date for daylight savings time.

14. **Panic Dialing ON/OFF-** If this option is set to ON, the Console will dial out whenever **PANIC** is pressed on the optional SH624 remote. If this option is set to OFF, the Console will only dial out when **PANIC** is pressed *and* the system is armed. Default is ON.

NOTE: the system ALWAYS dials when **PANIC** is pressed on the included KR15A Panic Buttons and KR16A Keychain Remote, whether or not the system is armed.

15. **Chirp ON/OFF-** If chirp is ON, the Console will chirp when it needs programming by ORCA. The default setting is OFF.

16. **Siren ON/OFF-** If the siren is set to off, it will not sound when the alarm is triggered, although the Console will still dial out and the remote *POWERHORN* will still sound. The default setting is ON.

17. **Flashing lights ON/OFF-** If this option is turned off, the lights will not flash when the alarm is triggered, although the Console will still dial out. The default setting is ON.

18. **Tone or Pulse-** To change the dialer to Touch Tone or Pulse dialing. The default setting is Tone dialing.





USING THE SYSTEM

Console Indicators

Zone indicators - The Console displays the status of its 16 zones (8 at a time). These zone indicators are only used if you add optional Door/Window Sensors or Motions Detectors (sold separately) and are explained in the instructions that accompany them.

Battery Light - Indicates that the battery in the Console is low and needs replacing.

Monitor Light - Indicates that you need to call ORCA Monitoring Service at 1-800-FOR-ORCA (1-800-367-6722).

Armed Light - Indicates that the unit is armed and ready to be activated from optional sensors.

Sounding the PANIC Alarm

Note: the Console does NOT need to be armed to respond to Panic Buttons or the KR16A Keychain Remote. Arming is only used with other accessories that are sold separately.

Panic Buttons

When you press the red **PANIC** button on the KR15A Panic Button the SH10A siren that you installed earlier chimes.

If you hold the button for about 4 seconds the SH10A siren sounds a loud 95 decibel alarm. The Console sounds its siren, flashes lights connected to Lamp Modules (set to A-1) and calls ORCA Monitoring Services for help.

ORCA Monitoring Services will then call you back to verify that it wasn't a false alarm. If it was a false alarm just give the operator your password and ORCA will not call the Police.

IMPORTANT:

If there is someone there who forces you to tell ORCA your password, tell them the wrong password, they will then dispatch the Police.

Keychain Remote

The KR16A Keychain Remote operates the same way as the KR15A Panic Buttons.

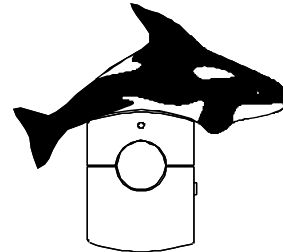
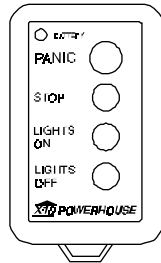
After an Alarm

When you press **STOP** on the Keychain Remote the siren stops but the lights that were flashing stay on. The Console will still call ORCA if it had already started to do so. Do not call ORCA to tell them it's a false alarm. Wait for them to call you. Otherwise you will prevent them from getting through when they call you to ask you for your password. If they can't get through, they will dispatch the Police.

The **ARMED** indicator flashes to indicate that an alarm has happened. Press **PANIC** then **STOP** on the Keychain Remote to turn off the flashing **ARMED** indicator.



TURNING LIGHTS ON AND OFF



Keychain Remote

Press **LIGHTS ON** or **LIGHTS OFF** to turn on or off Lamp Modules set to A-1 (or other codes on request from ORCA Monitoring Services - see pages 10 and 11).

Panic Button

Press the small left hand (House) button under the lid on the KR15A Panic Button to turn on lights connected to modules set to A1. Press the right hand (Unit) button to turn off the same modules.

Turning lights on/off from the Console

Press **LIGHTS ON** or **LIGHTS OFF** on the Console to turn on or off X-10 Modules set to A-1 (or other codes on request from ORCA Monitoring Services - see pages 10 and 11).

To change the House/Unit Code for the KR15A:

The KR15A will normally control modules set to A-1. To change this:

Press and hold the Unit button (under the battery compartment lid) until the red light blinks twice, then release and press the button the desired number of times for the Unit Code you want (once for Unit Code 1, twice for Unit Code 2, etc.). The light blinks each time you press, and confirms your entry by blinking about 2 seconds after your last press. Use the same procedure to change the Housecode (pressing the House button instead). One press for Housecode A, two presses for B, etc. To confirm the code you've set: press the House or Unit code button - the light blinks back the appropriate number of times for the code that is set.



BATTERY BACK-UP

The Console's backup battery allows the system to work during a power outage. The **BATTERY LOW** indicator on the Console lights when you need to replace the backup battery.

Installed remotes, Panic Buttons, and Central Station phone numbers are stored in Electrically Erasable Programmable Read Only Memory (EEPROM) which will not lose its data even if the power is out and the battery is dead.

A 9-volt alkaline battery provides at least 12 hours of backup. Replace the battery at least once a year.

To remove all sensors, remotes and Panic Buttons from the Consoles memory:

- Set the Console to **INSTALL**.
- Press **PANIC**, **ARM HOME** and **ARM AWAY** at the same time.

Note: Telephone numbers and configuration data downloaded by ORCA Monitoring Services (such as entry and exit delays etc.) cannot be erased, and can only be changed on request by ORCA Monitoring Services.

If you replace the batteries in the Keychain Remote or Panic Buttons you might need to reinstall them as described on page 7.

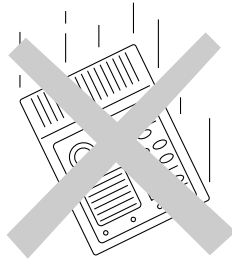




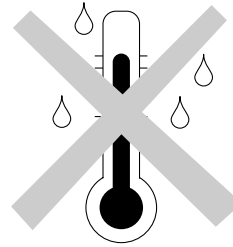
CARE AND MAINTENANCE

Your Panic System is an example of superior design and craftsmanship. The following suggestions will help you care for your system so you can enjoy it for years.

- Handle your system components gently and carefully. Dropping them can cause them to work improperly.



- Use and store the Panic System components only in normal temperature environments. Extreme temperatures can shorten the life of electronic devices and distort or melt plastic parts.



Note: Modifying or tampering with your system's internal components can cause a malfunction and might invalidate its warranty.

- Wipe the system components with a damp cloth occasionally to keep them clean. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean your system components.



If your system is not performing as it should, call the customer service hotline for help. (1-800-FOR-ORCA, 1-800-367-6722). Our personnel can assist you and arrange for a replacement if necessary.



TROUBLESHOOTING

PROBLEM	SOLUTION
<p>Lights will not turn on or off from the LIGHTS ON or LIGHTS OFF buttons on the Keychain Remote, Panic Buttons, or Console.</p>	<ul style="list-style-type: none"> • Be sure you set House and Unit codes on the module(s) to the same letter and number as downloaded to the Console (default is A-1). • Be sure the light you are trying to control has its on/off switch in the on position. Be sure its bulb is good. • Plug the module into another outlet near the Console. • Check that the battery indicator on the Remote Control comes on when you press a button. Replace battery and re-install remote if necessary. • Check the House and Unit codes for the Panic Button (default A-1). See page 13.
<p>If appliances turn off during an alarm.</p>	<p>The system flashes lights by repetitively transmitting A-1 on/off. Therefore any appliances (connected to Appliance Modules) which were on at the time of the alarm set to A-1 will turn off.</p> <p>If you do not want this to happen, set the Appliance Module(s) to a different Housecode than A-1.</p>
<p>If the battery indicator on the Console is on.</p>	<p>Replace the Console's battery. A 9V alkaline battery provides approximately 12 hours of back-up. Replace battery at least once a year.</p>



PROBLEM	SOLUTION
If the system Arms, Disarms, or trips by itself.	A neighbor may have a compatible system. Re-install the complete system so that it chooses different RF codes.
If the armed indicator is flashing.	This indicates that the system has been tripped. Also, if a zone indicator is on, this indicates which zone was violated. To turn the zone indicator off, and stop the armed indicator from flashing press PANIC then STOP on the Keychain Remote. If a zone indicator is not on, the violated zone will have been one of the second eight zones. Press BYPASS to see which zone was tripped.
If the <i>POWERHORN</i> does not trip when the alarm trips.	<ul style="list-style-type: none">• Be sure you set the Housecode on the <i>POWERHORN</i> to the same letter and number as downloaded to the Console (default A-1).• Plug the <i>POWERHORN</i> into another outlet near the Console.
The MONITOR light is flashing.	This means that you need to call the service station at 1-800 FOR ORCA, for set up of the Console.
If you lose your Keychain Remote.	Re-install your complete system to prevent someone else from using the lost Keychain Remote.



Special Notes

Intercom Systems

Intercom systems which send voice signals over existing electrical wiring may interfere with the ability to control Lamp Modules from your Panic System with the intercom in use. If the intercom system has its own separate wiring it will not cause a problem.

Arming

The ARM button on the Console arms the system in the delay mode only. Use an optional Remote Control if you want to arm the system in the instant (min) mode.

Note: you do not need to arm the system to trip it from the included Panic Buttons and Keychain Remote. Arming is only used with optional Door/Window Sensors and Motion Detectors.





NOTES





USA

X-10 (USA) Inc.
91 Ruckman Rd.
Closter, NJ 07624.

CANADA

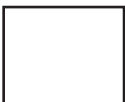
X-10 Home Controls Inc.
1200 Aerowood Drive, Unit 20
Mississauga, Ontario L4W 2S7

Web sites:

<http://www.x10.com>

<http://www.activehome.com>

<http://www.orcaweb.com>



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