QUICK START – 6 SIMPLE STEPS

1. Open the unit
2. Fit the batteries
3. Check display shows 'HI'
4. Set Site & Unit numbers
5. Close the lid
6. Run a silent test

MEET YOUR SYSTEM



The **Alertex Temporary Fire Alarm** is a battery-powered, wireless fire alarm for temporary or changing sites, such as construction and utility sites – no cabling or civil works needed. Units form a **wireless mesh network**: when a red call point, key fob or smoke/heat detector is activated, every beacon flashes red and every sounder and annunciator gives the alarm across the site. It works **standalone**, or with the optional **IP Bridge** for PC monitoring and alerts.

64 **units per site**
All wireless and battery-powered.

1 km **range per unit**
Line of sight, between repeating units.

16 **hops**
Signals relay up to 16 times – up to 16 km line of sight.

32 **alert tones**
Sounders offer 32 tones; annunciators play voice messages.

WORDS USED IN THIS GUIDE

Master unit – Any unit fitted with a reset key. Resets the system and runs silent tests. Every site needs at least one.

Call point – The button that raises the alarm (push to activate).

Smoke / heat detector – Raises the alarm automatically when it senses smoke or heat.

Sounder beacon – Unit with a siren and a flashing light.

Repeater – A unit that passes signals on to units further away.

Unit number – Each unit's own number – 1 to 64.

Slave unit – Any unit without a reset key. Sounds, flashes and passes the alert on.

Key fob – A handheld remote that raises the alarm from anywhere on site.

Fire / First Aid unit – Voice unit with a Fire Alarm button and a First Aid button.

Annunciator – Speaker unit that plays a recorded voice message.

Site number – The number shared by every unit in one system.

IP Bridge – Optional box that connects the system to a PC for monitoring and alerts.

HOW TO USE THIS GUIDE

*Read in order: **pages 1–6** take you from unboxing to everyday use. **Pages 7–13** are installer reference. Help and common questions are on **pages 14–15**.*

MASTER UNIT



A Master is any unit fitted with a **reset key** – a beacon or a voice annunciator. Every site **must have at least one**. It is used to:

- Reset the system after an activation
- Run a silent test

Without a Master unit the system **cannot be reset**.

SLAVE UNITS



Any unit **without a reset key** is a Slave – beacons and annunciators alike. When the alarm is raised, Slaves sound, flash and pass the signal on.

- Most units can act as **repeaters**, up to **1 km** apart.
- Signals hop up to **16 times** – up to **16 km** line of sight.
- Call points, key fobs and smoke/heat detectors **do not** act as repeaters.

THE ALERTEX FIRE RANGE



Master sounder
Red beacon + call point, with reset key



Sounder beacon
Red flashing sounder



Voice annunciator
Plays fire alarm messages



Fire / First Aid unit
Fire Alarm + First Aid buttons



Call point
Red, wireless



Smoke / heat detectors
Raise the alarm automatically



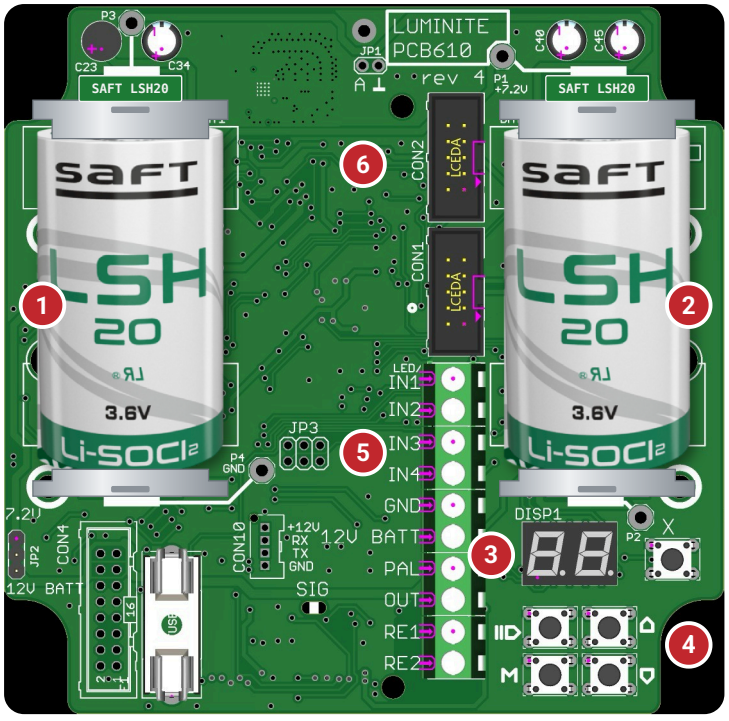
Key fob
Raise the alarm remotely



IP Bridge (optional)
Monitoring, email and text

INSTALLER TIP *Keep the Master reset key somewhere secure but easy for authorised staff to reach.*

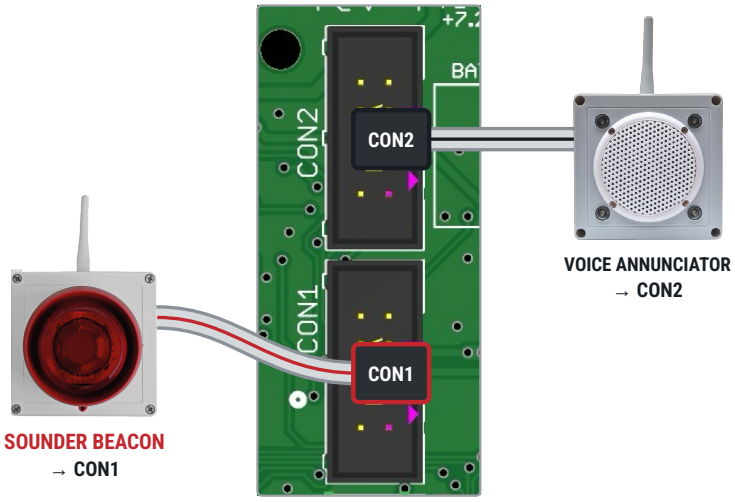
INSIDE A UNIT – PCB610 BOARD



1. **Battery 1 (BAT1)** – **Saft LSH 20** (3.6 V Lithium D) in two clips – **+ end at the top**, towards the aerial.
2. **Battery 2 (BAT2)** – Second Saft LSH 20 – same way round.
3. **Display** – Shows **HI** when powered on, and settings while programming.
4. **Programming buttons** – Select, Up, Memory and Down (page 4).
5. **Terminal block** – Wired connections – for installers only.
6. **Connectors** – CON1 / CON2 – connect the top (see below).

The same board is used in every unit. Open the lid by loosening the push and quarter-turn screws.

CONNECTING THE TOP – CON1 / CON2



Sounder beacon

Beacon top cable into **CON1**.

Voice annunciator

Speaker top cable into **CON2**.

⚠ Remove the batteries first to avoid static damage. Plugs fit one way only.

BATTERIES

- **Type: Saft LSH 20** – 3.6 V Lithium D cell. Use only this battery.
- **Per unit:** 2 (BAT1 and BAT2), + end towards the aerial.
- **Battery life** depends on use – repeaters and short call periods use more.
- **12 V supply:** a unit can run from 12 V instead – move jumper **JP2** to **12V**. Contact Luminite for wiring details.
- Recycle used batteries responsibly.

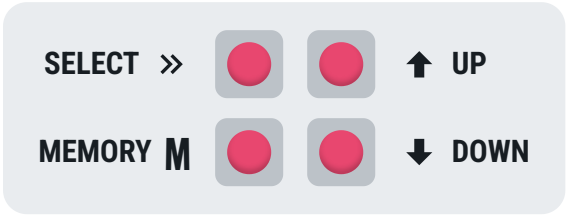
STEP 1 – INSTALL EACH UNIT

1. **Open the unit** – loosen the push and quarter-turn lid screws. Keep the black plastic **reset key** found inside (units with a fixed call point) – it resets that call point only.
2. **Fit two Saft LSH 20 batteries** – + end towards the aerial, as marked on the board.
3. **Check the display** shows `HI` – the unit is powered on.
4. **Set the Site and Unit numbers** using the buttons (below). Pre-configured systems are already set – skip this step.
5. **On the Master unit** only, set `MU` to 1 (menu level 1, page 8).
6. **Close the lid**, tighten the screws and mount the unit.

STEP 2 – SET THE SITE AND UNIT NUMBERS

Every unit on a site needs the **same Site number** and its **own Unit number** (1–64). Write each unit's number and location on a site plan.





1. Press and hold **Select** until the display shows `--` at the bottom.
2. Press **Select** to start with the **Site** number (SI).
3. Use **Up** / **Down** to set it – the **same** on every unit.
4. Press **Select** to move to **Subnet** (SU) – leave this on 1.
5. Press **Select** to move to **Unit** (Un) and set a **different** number for each unit.
6. **To save:** hold **Memory** until `--` shows at the top. **To cancel:** press Memory once.

INSTALLER TIP *Once every unit is installed, test the whole system with a silent test – page 5.*

STEP 3 – RUN A SILENT TEST

Checks every unit without sounding the alarm. Run it from the **Master unit** (or from the IP Bridge).

1. Turn the Master key to **horizontal** and leave it there.
2. After **10 seconds** all units start flashing – test mode.
3. The call point LED shows **solid red** during the test.
4. Walk round and check **every unit** is flashing.
5. When the call point LED **flashes once a second**, the system is ready to reset.
6. Turn the key back to **vertical**. All units stop – test complete. Units then report fresh **battery status** to the IP Bridge.

RESETTING THE SYSTEM

After a real alarm or a test, reset from the **Master unit**:

1. Insert the Master reset key.
2. Turn it **clockwise for 3 seconds**, then back to vertical.
3. All units on the site reset.
4. Large sites: if any are still going, wait **1 minute** and reset again.
5. If the call point that started the alarm keeps flashing, reset it with the **black plastic key**.

Wait 5 minutes after a reset before activating or testing the system again – the wireless system needs time to recharge.

KEEP TESTING

Weekly

Run a silent test **at least once a week**.

After changes

Test after adding units or changing any setting.

Low battery

The Master call point LED blinks red **once a minute** – replace both batteries (page 3).

EVERYDAY USE

ANYONE

Raise the alarm



Press a **red call point** or the **key fob**. Smoke and heat detectors raise the alarm automatically.

FIRE / FIRST AID UNIT

Call for first aid



Press the green **First Aid** button. A first-aid message plays so help comes to you.

ACROSS THE SITE

What happens



Every beacon **flashes red**, sounders sound and annunciators play the **evacuation message**. Follow your site's evacuation procedure.

AFTER THE ALARM



1. Make sure the situation is safe and dealt with.
2. An **authorised person** resets the system with the Master key (page 5).
3. Wait **5 minutes** before the system is used or tested again.

KEY WARNINGS

Keep the Master key safe. Without it the system cannot be reset.

Same Site number and frequency on every unit – otherwise units can't talk to each other.

For temporary and changing sites. Keep your fire risk assessment and evacuation plan up to date as the site changes, and move or add units as needed.

INSTALLER REFERENCE – PAGES 7 TO 13

Every setting, in menu order. If your system arrived pre-configured, you don't need to change anything here.

HOW THE MENUS WORK

1. Press and hold **Select** until the display shows **n1**.
2. Press **Up** / **Down** to choose a menu level.
3. Press **Select** briefly to step through that level's settings; **Up** / **Down** changes a value.
4. Hold **Memory** until **- -** shows at the top to **save**.

LEVEL	CONTAINS	PAGE
n1	Basic settings	8
n2	Voice annunciator	9
n3	Advanced & factory reset	10
n4	Factory use only	10

BEFORE YOU CHANGE ANY SETTINGS

1. Write down the current settings so you can put them back.
2. Change **one setting at a time** and save.
3. Make the same change on every unit that needs it.
4. Run a **silent test** afterwards (page 5).

IF YOU WANT TO…

I WANT TO…	CHANGE	WHERE	PAGE
Make the alarm sound for longer or shorter	tS	n1	8
Keep the alarm sounding until reset	tS = 0	n1	8
Make a sounder quieter	Switches 7–8	DIP	12
Change the sounder tone	Switches 1–5	DIP	12
Make the voice louder or quieter	Pu	n2	9
Change which voice message plays	PA, Pd, PF, PE	n2	9
Play the message more or fewer times	nA, nd, nF, nE	n2	9
Change the beacon flash pattern	PS	n2	9
Add a new unit to the system	SI, Un	n1	8
Reach units that are out of range	Cr, CE	n1	13
Make units report in more or less often	CP	n1	8
Change what operates the relay output	rF	n1	8
Put a unit back to factory settings	dS = 1	n3	10

MENU LEVEL 1 (n1) – BASIC SETTINGS

CODE	RANGE	DEFAULT	DESCRIPTION
SI	1 – 32	1	Site number
SU	1 – 8	1	Subnet – leave on 1
Un	1 – 64	1	Unit number
Cr	0 – 64	0	Call repeat – first unit
CE	0 – 64	0	Call repeat – last unit
CP	3 – 99	60	Call period (minutes)
MU	0 – 1	0	Master unit
tS	0 – 30	10	Sounder timeout (minutes)
Sd	0 – 1	1	Stop sounder on call point reset
Fr	-11 – 2	0	Frequency
An	0 – 1	0	Annunciator mode – factory set
rF	0 – 7	7	Relay 1 function

WHAT EACH SETTING DOES

SI Site number
Choose 1–32 and set the **same number on every unit**. Units on a different site can't activate yours.

Un Unit number
Each unit's own number, up to 64 per site. A **key fob counts as one**.

Cr / CE Call repeat
Makes this unit pass on signals from units out of range. 0 = off (default) – see page 13.

CP Call period
How often units report to the IP Bridge: 3–50 minutes in 1-minute steps, then 55–99 in 5-minute steps. Shorter uses more battery.

MU Master unit
Set to **1** on the unit with the Master reset key. All other units stay on 0.

tS Sounder timeout
How long the sound lasts (1–30 min). **0** = sounds until reset. Beacons flash until reset.

Sd Stop on deactivation
1 = this unit's sounder stops when its call point is reset. Call-point sounders and Master units only.

An Annunciator mode
Set at the factory – **do not change**.

FREQUENCY – Fr

Default 434.525 MHz. Change only if you have interference – and set **every unit, call point and key fob** to the same frequency.

Fr	MHz	Fr	MHz
-11	433.150	-4	434.025
-10	433.275	-3	434.150
-9	433.400	-2	434.275
-8	433.525	-1	434.400
-7	433.650	**0**	**434.525**
-6	433.775	1	434.650
-5	433.900	2	434.775

RELAY 1 – rF

What switches the Relay 1 output, e.g. to signal another system.

rF	TRIGGER	ACTION
0	Disabled	Relay 1 off
1	Fire alarm	Continuous
2	First aid	Continuous
3	Fire alarm + first aid	Continuous
4	Fire alarm	4 s pulse
5	First aid	4 s pulse
6	Fire alarm + first aid	4 s pulse
7	**Fire alarm**	**On until STOP (default)**

MENU LEVEL 2 (n2) – VOICE ANNUNCIATOR

CODE	RANGE	DEFAULT	DESCRIPTION
PA	0 – 99	5	Message on activation
Pd	0 – 99	11	Message on deactivation / reset
PF	0 – 99	21	Message on First Aid
PE	0 – 99	22	Message when First Aid ends
Pu	0 – 20	20	Playback volume
PS	0 – 99	1	Strobe light pattern
nA	0 – 99	10	Repeats on activation (0 = endless)
nd	1 – 99	3	Repeats on deactivation
nF	1 – 99	3	Repeats on First Aid
nE	1 – 99	3	Repeats when First Aid ends

WHAT EACH SETTING DOES

PA / Pd Which message plays

The voice file number played when the system is activated (PA) and when it is reset (Pd). Choose from the list on page 11.

PF / PE First Aid messages

Played when the First Aid button is pressed (PF) and when it is cleared (PE) – Fire / First Aid unit only.

Pu Volume

0–20. **10** = normal, **20** = 200% (maximum, default). Lower it for small rooms.

PS Strobe pattern

Changes how the strobe light flashes (0–99). Try values to find the pattern you want.

nA Repeats on activation

How many times the activation message plays. **0** = keeps playing until reset – useful for evacuation.

nd / nF / nE Other repeats

How many times the reset and First Aid messages play (1–99).

EXAMPLES

I WANT…	SET
Evacuation message plays until reset	nA = 0
All-clear plays once after reset	nd = 1
Quieter voice for a small room	Pu = 10
Loudest voice for a large area	Pu = 20

MENU LEVEL 3 (n3) – ADVANCED

CODE	RANGE	DEFAULT	DESCRIPTION
dS	0 – 1	–	Default settings (factory reset)
bA	0 – 1	0	Battery mode
on	0 – 99	0	Beacon ON time (interrupting mode)
oF	0 – 99	0	Beacon OFF time (interrupting mode)
dI	0 – 1	1	Disable inputs (1 = yes)

WHAT EACH SETTING DOES

bA Battery mode
Advanced setting – leave on 0 unless Luminite advises otherwise.

dI Disable inputs
1 = wired inputs are ignored. Set to **0** only if wired inputs are connected.

on / oF Beacon interrupting mode
Makes the beacon flash in bursts – on for the **on** time, off for the **oF** time. Both **0** = normal flashing.

FACTORY RESET – dS

1. Go to menu level 3 **n3**.
2. Step through to **dS**.
3. Set it to **1** and hold **Memory** to save.
4. The unit restarts with every setting back to default.

⚠ This clears the Site and Unit numbers – set them again (page 4) and run a silent test.

MENU LEVEL 4 (n4) – FACTORY USE ONLY

Do not change. Contains frequency calibration (FC), voice annunciator calibration (VC), production test (Pt) and transmission test (tt).

INSTALLER TIP *Remember to hold **Memory** to save after changing any setting – otherwise the change is lost.*

VOICE MESSAGES

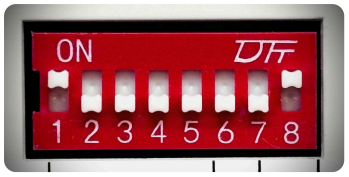
Enter the number for **PA**, **Pd**, **PF** or **PE** in menu level 2 (page 9). The numbers are fixed, so they are not consecutive in this list. Custom messages can be supplied when ordering. **The list can vary with firmware – contact Luminite for the latest version.**



1. Assistance has been requested (female).
2. Siren + Assistance has been requested (female).
15. All clear, thank you for your attention (female).
16. Siren + All clear, thank you for your attention (female).
17. Siren.
19. All clear (female).
20. There is a fire on the premises, please follow the evacuation procedure (female).
21. Siren + There is a fire on the premises, please follow the evacuation procedure (female).
22. There is a fire on the premises, please follow the evacuation procedure (male).
23. Siren + There is a fire on the premises, please follow the evacuation procedure (male).
24. First aid alarm has been registered and assistance has been requested (female).

TIP *Typical setup: **PA** = a fire message (e.g. 20 or 21), **Pd** = an all-clear message (e.g. 15 or 19), **PF** = 24 (first aid).*

VOLUME & TONE SWITCHES



Twist off the sounder beacon top (gently – the wires inside are fragile) to reach the 8 DIP switches. **Sounders:** volume and tone. **Annunciators:** volume only.

1 – 5 TONE | **6 NOT USED** | **7 – 8 VOLUME**

SW 7 · 8	VOLUME
UU	Maximum volume
UD	Volume −10 dB
DU	Volume −20 dB

32 TONES – SWITCHES 1 TO 5

Suggested (high-pitched, most noticeable): **16** Banshee Fast Sweep HF (New)

12 Banshee Buzz HF | **15** Banshee Continuous HF | **29** ISO8201 HF

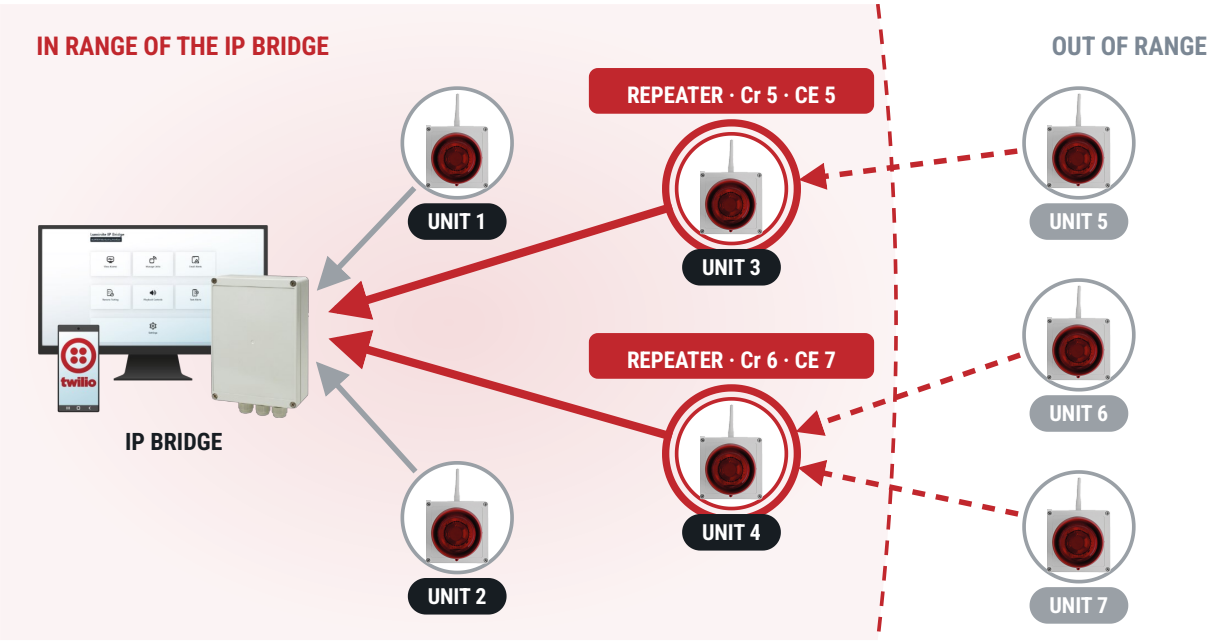
Dark = switch **UP**.

NO	SW 1–5	NAME	PATTERN
1		Banshee Buzz LF	800–950 Hz swept at 120 Hz
2		Banshee Fast Sweep LF	800–950 Hz swept at 9 Hz
3		Banshee Slow Sweep LF	800–950 Hz swept at 9 Hz
4		Banshee Continuous LF	Continuous at 900 Hz
5		Banshee Fast Sweep LF	830–970 Hz swept at 9 Hz
6		Medium Sweep LF	830–970 Hz swept at 1 Hz
7		Continuous LF	Continuous at 950 Hz
8		Back Up Alarm LF	Intermittent 950 Hz, 1 s on, 1 s off
9		Alternate LF	Alternating 800 / 1000 Hz at 1 Hz
10		Medium Sweep LF	800 Hz to 1000 Hz swept at 0.5 s
11		Alternate LF	Alternating 800 / 950 Hz at 3 Hz
12		Banshee Buzz HF	2400–2900 Hz at 120 Hz
13		Banshee Fast Sweep HF	2400–2900 Hz at 9 Hz
14		Banshee Slow Sweep HF	2400–2900 Hz at 3 Hz
15		Banshee Continuous HF	Continuous 2900 Hz
16		Banshee Fast Sweep HF (New)	2450–3100 Hz swept at 9 Hz

NO	SW 1–5	NAME	PATTERN
17		Back Up Alarm HF	Intermittent 2900 Hz, 1 s on, 1 s off
18		Alternate HF	Alternating 2400 / 2900 Hz at 3 Hz
19		Slow Whoop	500 Hz rising to 1200 Hz over 3.5 s, silence 0.5 s
20		Din Tone (DK)	1200 Hz falling to 500 Hz over 1 s, silence 10 ms
21		French Fire Sounder	554 Hz for 100 ms and 440 Hz over 1 s, silence 10 ms
22		Australian Alert Signal	420 Hz, 0.65 s on, 0.625 s off
23		Australian Evacuation Signal	500–1200 Hz sweeping 3.75 s on, 0.25 s off
24		US Temporal Tone LF	950 Hz, 0.5 s on / 0.5 s off × 3, silence 1.5 s
25		US Temporal Tone HF	2900 Hz, 0.5 s on / 0.5 s off × 3, silence 1.5 s
26		Swedish Tone (Fire)	Intermittent 660 Hz, 150 ms on, 150 ms off
27		Swedish Tone (All Clear)	Continuous 660 Hz
28		ISO8201 LF	Intermittent 970 Hz, 500 ms on, 500 ms off
29		ISO8201 HF	Intermittent 2900 Hz, 500 ms on, 500 ms off
30		BT Banshee (FP1063.1)	Yodel 800 / 1000 Hz, 0.25 s
31		BT Banshee (FP1063.1)	Continuous 100 Hz
32		Bell Tone	Bell tone

CALL REPEAT

Every unit sends regular **status calls** (battery, signal) to the IP Bridge. A unit that is too far away can't reach it – so a unit **in between** passes its calls on. That unit is a **repeater**.



WHICH UNITS DOES A REPEATER PASS ON?

Set two numbers on the repeater: **Cr** = the first unit number to pass on, **CE** = the last. It passes on every unit from Cr to CE and ignores the rest.

Cr 5 CE 5	1	2	3	4	**5**	6	7	8	9	10	… Unit 3 in the picture – passes on unit 5 only
Cr 6 CE 7	1	2	3	4	5	**6**	**7**	8	9	10	… Unit 4 in the picture – passes on units 6 and 7
Cr 1 CE 0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	… **CE 0** with Cr 1 – passes on **every unit** it can hear

Not a repeater: **Cr 0** (default).

SET UP A REPEATER

1. Pick a unit that is **within range of the IP Bridge** and **close to** the unit that can't reach it.
2. Open it, enter **menu level 1** and set **Cr** and **CE** (page 8).
3. Hold **Memory** to save, refit the lid.
4. Check on the IP Bridge that the far unit now reports in.

GOOD TO KNOW

- Repeaters use **more battery** – only set them where needed.
- Call points, key fobs and detectors **can't** be repeaters.
- One well-placed repeater is better than many.

INSTALLER TIP *Call repeat is for the status calls units send to the IP Bridge.*

TROUBLESHOOTING

Display doesn't show 'HI'	Check both batteries are Saft LSH 20 cells with + towards the aerial.
Unit doesn't join the system	Check it has the same Site number as the other units and its own Unit number.
Units out of range	Set a nearby unit as a call repeater (page 13).
Call point or key fob not working	Check it has the same Site number and Frequency (Fr) as the rest of the system.
System won't reset	Wait 1 minute, then reset again from the Master unit.
System won't activate after a reset	Wait 5 minutes after a reset before activating or testing again.
Call point still flashing after reset	Reset the call point itself with the black plastic key.
Sounder stops but beacon flashes	Normal – the sounder timeout (tS) has ended. Beacons flash until reset.
Master call point LED blinks once a minute	Low battery – replace both batteries (page 3).
A setting won't stay changed	Hold Memory until - - shows at the top to save.
Settings are wrong / unknown	Factory reset the unit with dS (page 10), then set it up again.

NEED HELP? *Still stuck? Call Luminite technical support on 020 8368 7887 with your Site number and the unit numbers involved.*

COMMON QUESTIONS

How many units can I have?

Up to **64 per site**, including key fobs. Each unit needs its own Unit number.

How far does the signal reach?

Up to **1 km** line of sight between units. Repeaters extend this for larger sites (page 13).

Does it need Wi-Fi or the internet?

No. Alertex uses its own wireless network. The optional **IP Bridge** adds PC monitoring, email and text alerts.

Could a nearby Alertex system set mine off?

No. Units only respond to their own **Site number**. Make sure yours is different from any nearby system.

What can raise the alarm?

Red **call points**, the **key fob**, and **smoke / heat detectors** automatically.

Is it suitable for construction sites?

Yes – it is designed for temporary and changing sites, such as construction and utility sites, with no cabling needed.

How do I stop the alarm?

Turn the **Master key** clockwise for 3 seconds, then back to vertical (page 5).

How do I test without disturbing everyone?

Run a **silent test** – units flash but don't sound (page 5).

How often should I test it?

Run a silent test **at least once a week**, and after adding units or changing settings. Units also send fresh battery status to the IP Bridge after each test.

Which batteries does it use?

Saft LSH 20 3.6 V Lithium D cells – 2 per unit. Settings are kept when you change them.

Can I change the voice message?

Choose from the recorded messages on page 11. Custom messages must be ordered with the unit.

Can I change the alarm tone?

Yes, on sounder beacons – DIP switches 1–5 under the beacon top (page 12).

Can I add more units later?

Yes. Give them the same **Site number** and an unused **Unit number** (page 4), then run a silent test.

Can it signal another system?

Yes – the **Relay 1** output can switch another system. Set it with **rF** (page 8).

What if the Master key is lost?

Without it the system can't be reset. Contact Luminite on 020 8368 7887 for a replacement.

What if I forget the settings?

Factory reset the unit (page 10) and set it up again.