

# HOW TO USE THE SPYCATCHER

The *SpyCatcher* is a sophisticated burglar alarm with multiple sensors, silent mode, and security code features.

The *SpyCatcher* has an infra-red light sensor on the circuit board, and a magnetic switch connected externally.

When the *SpyCatcher* is triggered normally an alarm sounds. If silent mode is on then the alarm doesn't sound but the fact that the *SpyCatcher* has been triggered is silently recorded.

The security code stops the *SpyCatcher* being disarmed by anybody who doesn't know the correct code.

## Getting Started

1. Connect the battery. Your *SpyCatcher* should beep twice and all three lights should flash.
2. Press the yellow pushbutton a few times. The yellow light should come on and off. Press the yellow pushbutton again until the yellow light is off.
3. Shine a torch on the light sensor (IR). The red light should come on. Cover the light sensor with your hand. The red light should go out.
4. While the red light is on press the red pushbutton. All the lights should flash for about five seconds, and your *SpyCatcher* should then beep twice.
5. Turn off the torch and the red light should flash rapidly. Ten seconds later the alarm should sound.
6. Press any pushbutton to stop the alarm.
7. Press the green pushbutton. The green light should come on. Bring the two parts of the magnetic switch together. The red light should come on.
8. If your *SpyCatcher* has behaved like this then it is working properly. Now read the rest of this guide to learn how to use your *SpyCatcher*.

## Sensor Modes

The *SpyCatcher* has two sensing modes - infra-red mode and external mode.

In **infra-red mode** light triggers the alarm. This can happen in two ways:

- a) an interrupted light beam triggers the alarm. The *SpyCatcher* is placed on one side of a doorway, and a torch is placed on the other side so that the beam from the torch shines across the doorway and on to the light sensor on the *SpyCatcher*. If an intruder walks through the light beam and momentarily breaks it then the *SpyCatcher* is triggered.
- b) light falling on the light sensor triggers the alarm. The *SpyCatcher* is placed in a darkened room, close to the light source in the room. If an intruder comes into the room and turns on the light then the *SpyCatcher* is triggered. Note however that the infra-red sensor is only sensitive to 'hot' lights. Ordinary light bulbs will work but fluorescent lighting will not.

In **external mode** the magnetic switch triggers the alarm.

Magnetic switches come in two parts. One part contains a permanent magnet, and the other contains a reed switch. The magnet is mounted on the moving part of a door or window, and the reed switch on the fixed frame. The magnet keeps the contacts of the reed switch connected while the door or window is closed. If an intruder enters then the connection is broken and the *SpyCatcher* is triggered.

## Controls

The green pushbutton (MODE) changes the sensor mode. The green light (MODE) shows the current sensor mode. If the green light is off then the *SpyCatcher* is in infra-red mode, if the light is on it is in external mode. The *SpyCatcher* starts up in infra-red mode.

The yellow pushbutton (SILENT) turns silent mode on and off. The yellow light (SILENT) is on if silent mode is on.

The red light (SENSOR) shows what the *SpyCatcher* is sensing. In infra-red mode the red light is on if the *SpyCatcher* is sensing light. In external mode the red light is on if the two parts of the magnetic switch are together. If you are using a torch across a doorway then set up your *SpyCatcher* so that the red light is on. If you are using the magnetic switch in external mode also make sure the red light is on.

To save your battery, the *SpyCatcher* will go to sleep after about a minute if it is left unused (but it is a good idea to disconnect the battery anyway when you won't be using it for any length of time). Just press any pushbutton to re-awaken it.

## Arming

When you have set up the sensor, press the red pushbutton (ARM) to arm your *SpyCatcher*. The lights will then flash in sequence for about 5 seconds. During this time you can enter a security code using the three pushbuttons. The code can be up to 8 'digits' long. For example you might press the yellow pushbutton (S1) once, the green one (S2) twice, and finally the red pushbutton (S3). Your security code would then be 1223. If you don't enter a security code then any pushbutton will disarm the *SpyCatcher*. After 5 seconds the *SpyCatcher* beeps twice to indicate it is now armed.

The red light flashes occasionally while the *SpyCatcher* is armed. You can disarm it at any time by entering the correct security code. An incorrect code however will set off the alarm.

The *SpyCatcher* will continually monitor its sensor. If it detects any change then it will trigger. In infra-red mode it will trigger on a change in the light level, in external mode it will trigger on a change on the external switch.

## Triggering

If the *SpyCatcher* is triggered by an intruder the red light flashes rapidly. During the next 10 seconds the correct security code (if one was used) can be entered to disarm the *SpyCatcher*. If the *SpyCatcher* is successfully disarmed it beeps twice. If no code or the wrong code is entered then, after this time, the alarm sounds (unless silent mode is on). If the yellow light is on at this point this shows that the *SpyCatcher* has previously been triggered.

When the alarm sounds the yellow light comes on, and the green and red lights flash. The alarm can be turned off by entering the security code. If a security code has not been used, then any pushbutton will stop the alarm sounding. The alarm will eventually switch off after a couple of minutes and the *SpyCatcher* will re-arm itself (the yellow light will flash to show that the *SpyCatcher* has been triggered).

If silent mode is on then the alarm does not sound. Instead the yellow light shows that there has been an intruder.

## Connecting a pressure mat

A pressure mat (not supplied) can also be connected to the *SpyCatcher* in place of the magnetic switch.

Pressure mats have contacts which are normally open. If an intruder walks over the mat (which could be hidden under a carpet or rug) then the connection is made and the *SpyCatcher* is triggered.