



## F-Guard 1K Guardian – Fire & Security System User Manual



Dear customer,

thank you for your trust in F-Guard products.

Please check your package. The following parts should be inside:

No.	Name of the item	Prims
1	F-Guard Guardian Main Station	2
2	F-Guard 1K Guardian MD – right (Motion detector)	1
3	F-Guard 1K Guardian MD – left (Motion detector)	1
4	F-Guard 1K Guardian MD – straight (Motion detector)	1
5	F-Guard 1k Guardian Alarm Siren	2
6	F-Guard 1K Guardian Smoke Detector	1
7	F-Guard 1K Guardian Fire Push Alarm	1
8	F-Guard 1K Guardian Sprinkler	2
9	F-Guard RP Crowbar	n/a
10	F-Guard RP Halligan Tool	n/a
11	F-Guard Sign – Property Protected	1
12	F-Guard Guardian RP Door and window package	n/a
13	F-Guard Key copier machine	
14	F-Guard Repeater	1
15	F-Guard 1K Guardian Receiver Screen	3

Before you start, please note:

- The config notecards are always in the root prims.
- The System works sim-wide, but can be extended to neighbor sims by the provided F-Guard Repeater
- Peripheral items can be assigned to groups and names. Groups could be the name of a respective building. Device name could be name of a respective smoke detector
- Smoke detectors are reacting on both major fire systems in SL. The TPF and the HD Emergency Fire.
- Sprinklers can work also with both Fire Systems. As the Sprinklers cannot decide automatically on which fire they should react, this needs to be adjusted in their respective vondig notecard
- Alarms can only be reset at the respective Main Stations and not at the F-Guard 1K Guardian Receiver screen. Once the alarm is reset the alarm will also disappear from the screen.





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First steps:


Before you can use your system some installation is needed to set the system up. Please study the chapters below. They will give you an introduction into each respective item of the package.


	<b>F-Guard Guardian Main Station</b>	
	2 prims land impact	
	How the system works: The Main Station has 5 buttons which will be explained below:	
	Green lock	will disarm the burglar alarm system
	Red lock	Will arm the burglar alarm system
	Setup	Will arm or disarm the connected fire prevention peripheral. If disarmed, smoke detectors and sprinklers will not work and push alarm cannot be triggered
	Reset	Will reset the Alarm system after an alarm was activated. Please note, if a fire is not off the alarm will sound again after reset till the respective problem (fire or security) is solved.
	Emergency	Like a panic alarm. Siren will sound and alarm will be forwarded after the respective delay.
Please rezz the respective item; click right on it and choose edit; choose the content. Beside the script(s) you will find the notecard(s) named:"_config".		
<b>_config</b>		
# The group of the alarm. It will only go off if an alarm in the same group was triggered. DeviceGroup = Admin Bld	Please add here the name of a group. Every item need to be in the same group so that the main station can recognize them. The Name of the Group will also be forwarded, to the Guardian Receiver screen.	
# The name of the alarm. Will be displayed on the station when the device triggers the alarm DeviceName = Admin Bldg	Give the device a name	
# Who is allowed to operate the station? Permission = Group	Group, owner or everyone	
# Set a delay time after which the station will switch from "disarmed" to "armed" Arm Delay = 15	Set a delay time after which the station will switch from "disarmed" to "armed". This will gives you time to leave a building before the system is armed.	
# Set a delay time after which the station will transmit the alarm to the Receiver Screen Alarm Delay = 15	Set a delay time after which the station will transmit the alarm to the Receiver Screen.	
Please save the notecard and close it. The system will initialize itself and will be ready in a few seconds		


	<b>F-Guard MD – Left / Right / Straight (Motion Detectors)</b>	
	2 prims land impact	
	<p>How the system works:</p> <p>3 Motion Detectors are in the package with different kind of angles. Via the config notecard the distance in which the detector can detect avatars can be changed. Don't worry about walls. The Detector cannot look behind walls.</p> <p>If you rezz the detector and start to move it, the detector will go into a setup mode (SETUP_MODE initialized...). Move it in the position you want and click on the detector. The hover text will be gone and you will see for a short time a red particle line which will indicates the approx. detector range/way. If you don't click on it, the detector will time-out after 10 secs. without saving the new position</p>	
Please rezz the respective item; click right on it and choose edit; choose the content. Beside the script(s) you will find the notecard(s) named: "_config".		
<b>_config</b>		
# The group of the alarm. It will only go off if an alarm in the same group was triggered. DeviceGroup = Admin Bld	Please add here the name of a group. Every item need to be in the same group so that the main station can recognize them. The Name of the Group will also be forwarded, to the Guardian Receiver screen.	
# The name of the alarm. Will be displayed on the station when the device triggers the alarm DeviceName = Admin Bldg	Give the device a name	
#Distance for the ray. Maximum is 10 meters. Distance = 5	Distance for the ray. Maximum is 10 meters.	
Please save the notecard and close it. The system will initialize itself and will be ready in a few seconds		


	<b>F-Guard 1K Guardian Alarm Siren</b>	
	2 prims land impact	
	<p>How the system works:</p> <p>The alarm siren will receive the active alarm from the main station and will activate an audio alarm and a blinking red light. After 30 secs. the audio alarm will be off, the blinking light will run until the system is reset.</p>	
<p>Please rezz the respective item; click right on it and choose edit; choose the content. Beside the script(s) you will find the notecard(s) named:” _config”.</p>		
<b>_config</b>		
<p># The group of the alarm. It will only go off if an alarm in the same group was triggered.</p> <p>DeviceGroup = Admin Bld</p>	<p>Please add here the name of a group. Every item need to be in the same group so that the main station can recognize them. The Name of the Group will also be forwarded, to the Guardian Receiver screen.</p>	
<p>Please save the notecard and close it. The system will initialize itself and will be ready in a few seconds</p>		


	<b>F-Guard 1K Guardian Smoke Detector</b>	
	2 prims land impact	
	How the system works: The smoke detector will recognize TPF and HD Emergency Fire. If a fire is detected the alarm will be forwarded to the main station, which will display the name of the respective device, a beep at the respective detector will be activated and the LED (which is normally green) will switch to a red blinking one. The Alarm need to be reset at the Main Station. If not, and the fire is off, the alarm will still run. If the Fire peripheral is switched off at via the Main Station, the LED at the respective smoke detector will be red.	
	Please rezz the respective item; click right on it and choose edit; choose the content. Beside the script(s) you will find the notecard(s) named:”_config”.	
<b>_config</b>		
# The group of the alarm. It will only go off if an alarm in the same group was triggered. DeviceGroup = Admin Bld	Please add here the name of a group. Every item need to be in the same group so that the main station can recognize them. The Name of the Group will also be forwarded, to the Guardian Receiver screen.	
# The name of the alarm. Will be displayed on the station when the device triggers the alarm DeviceName = Admin Bldg	Give the device a name	
# The distance the smoke detector will detect fires. Distance = 5	The distance the smoke detector will detect fires.	
Please save the notecard and close it. The system will initialize itself and will be ready in a few seconds		

	<b>F-Guard 1K Guardian Fire Push Alarm</b>	
	1 prims land impact	
	<p>How the system works:</p> <p>Once the Fire Push alarm is triggered the alarm system will sound the main siren and will display the respective name of the device at the Main Station. Furthermore, the name of the avatar, who pushed the alarm, will be displayed via a hover text above the respective Push Alarm button.</p> <p>The Alarm need to be reset at the Main Station.</p> <p>If the Fire peripheral is switched off at via the Main Station, the push alarm cannot be activated.</p>	
Please rezz the respective item; click right on it and choose edit; choose the content. Beside the script(s) you will find the notecard(s) named:"_config".		
<b>_config</b>		
# The group of the alarm. It will only go off if an alarm in the same group was triggered. DeviceGroup = Admin Bld	Please add here the name of a group. Every item need to be in the same group so that the main station can recognize them. The Name of the Group will also be forwarded, to the Guardian Receiver screen.	
# The name of the alarm. Will be displayed on the station when the device triggers the alarm DeviceName = Admin Bldg	Give the device a name	
Please save the notecard and close it. The system will initialize itself and will be ready in a few seconds		

	<b>F-Guard 1K Guardian Sprinkler</b>	
	2 prims land impact	
	How the system works: The Sprinkler will detect either TPF or HD Emergency Fire. Once the fire is detected the sprinkler glas will break and water will come out. Water bullets of the respective Fire System will appear randomly and will hopefully extinguish the fire. The alarm will be forwarded to the main station. The Main Alarm Siren will sound. The Sprinkler need to be reset via the Main station.	
Please rezz the respective item; click right on it and choose edit; choose the content. Beside the script(s) you will find the notecard(s) named:"_config".		
<b>_config</b>		
# The group of the alarm. It will only go off if an alarm in the same group was triggered. DeviceGroup = Admin Bld		Please add here the name of a group. Every item need to be in the same group so that the main station can recognize them. The Name of the Group will also be forwarded, to the Guardian Receiver screen.
# Which fire should the sprinkler detect? Enter either "TPF" or "HD" Fire Type = HD		Choose between HD or TPF Fire System
# The distance the sprinkler will detect fires. Distance = 5		The distance the sprinkler will detect fires
Please save the notecard and close it. The system will initialize itself and will be ready in a few seconds		

	<b>F-Guard RP Crowbar / RP Halligan Tool</b>	
	n/a	
	<p>Either the Crowbar or the Halligan tool needs to be attached to the avatar. The avatar directly takes a breaking-the-door pose. (if not, switch of your AO). The Halligan Tool will break the door in 1-2 try's, the crowbar in 2-3. Attach the respective tool, go close to the door and click in mouse look at the door. You will hear a breaking sound. The will be open automatically of broken. Breaking a locked door will trigger the alarm system.</p>	

	<b>F-Guard key copier machine</b>	
	n/a	
	<p>The key copier machine is used to generate keys. Click on it, it will ask you to enter a respective password. Choose any. It need to be the same as added in the respective doors. After that SL will ask you for permission to attach to your avatar. Choose yes. The key will be attached to the center of your screen. It can be moved to any other place. All keys will be noCopy and noMod. Means you can hand them out to your members / tenants. They can wear and use them, hand them over to someone else but cannot duplicate or change them. You as the owner can make as much keys with the same password as needed.</p> <p>To open a door, the avatar needs not have the key attached and to be in whisper range to the door. Nothing else needed. Just click at the door and hopefully it will open.</p>	

	<b>F-Guard RP Door</b>	
	Land impact depends on the respective item	
	<p>How the system works:</p> <p>These doors are special doors. They can be in the status locked, in which only the owner of a respective door key can open it or they can be broken via a Halligan Tool, a crowbar or if an avatar force open it by running against it. When the door breaks depends on the tool or how often and strong an avatar runs against it.</p>	
Please rezz the respective item; click right on it and choose edit; choose the content. Beside the script(s) you will find the notecard(s) named:” _config”.		
<b>_config</b>		
# The group of the door. Only devices in the same group will trigger if the door is broken open. DeviceGroup = Default	Please add here the name of a group. Every item need to be in the same group so that the main station can recognize them. The Name of the Group will also be forwarded, to the Guardian Receiver screen.	
# The name of the door. Will be displayed on the station when the device triggers the alarm. DeviceName = Default	Give the device a name	
# The time after the damage counter will reset when no damage was dealt. Reset Time = 10	The time after the damage counter will reset when no damage was dealt.	
# The time after the door will autoclose. Set 0 if you want to disable autoclose. Autoclose = 5	The time after the door will autoclose. Set 0 if you want to disable autoclose.	
# Who is allowed to operate the station? Either Owner, Group, Everyone or Password. Permission = Owner	Who is allowed to operate the station? Either Owner, Group, Everyone or Password.	
# The password. Only used if activated above. Password = 1234	Choose your password	
# Secondary password. Not required, may be used if you want to open multiple doors with one key, for example a master key for the janitor. Secondary Password =	Secondary password. Not required, may be used if you want to open multiple doors with one key, for example a master key for the janitor or the fire department	
# If yes door will open in the other direction Reversed = No		
Please save the notecard and close it. The system will initialize itself and will be ready in a few seconds		

In any way, if you have questions or you are facing problems please contact Firefighter Frimon via IM, Notecard or file a ticket at our helpdesk. ([www.f-guard.com/helpdesk](http://www.f-guard.com/helpdesk))