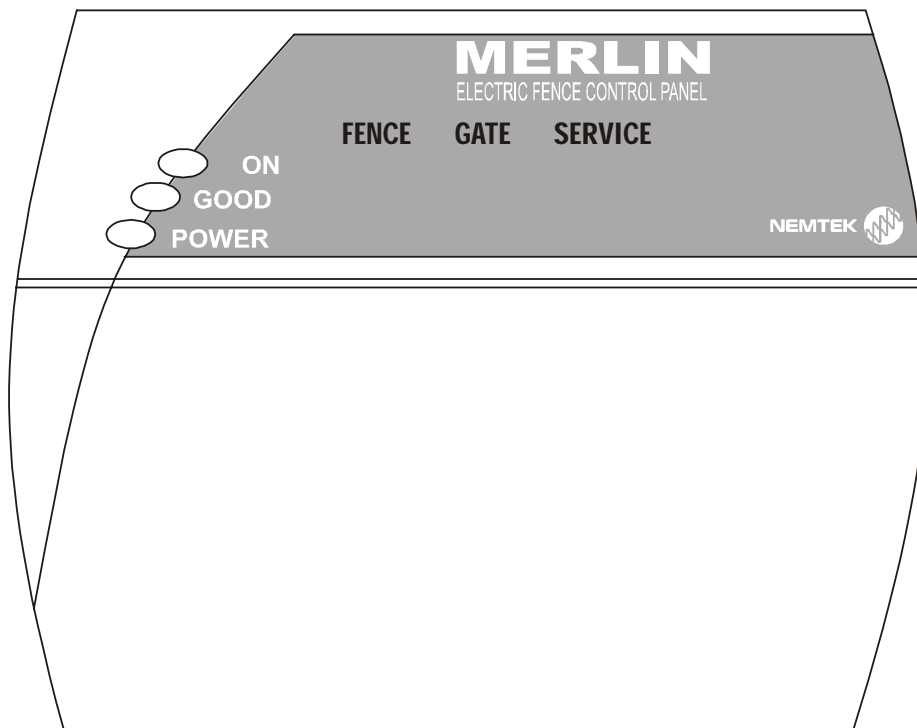




**MERLIN M-SERIES - Electric Fence Control Panel**

**USER MANUAL**



**SINGLE ZONE**

M18

M15

M14

## SWITCH THE FENCE ON / OFF



To switch the fence On or Off, enter your four digit PIN followed by the # key. The control panel will beep twice to confirm that the fence is off and three times when the fence is turned on.

- If the red ON light is lit or flashing, the fence is energized
- Don't pause for more than 5 seconds while entering the digits, or the control panel will reject your PIN number
- If you make a mistake while entering your PIN, press the # key and start again
- An incorrect PIN will cause the control panel to beep 5 times
- The default master PIN is 1 2 3 4

## AFTER AN ALARM OCCURS



Enter your PIN and push the # key. This will silence the buzzer and siren. It will not switch the fence off. One of the ALARM lights will flash or stay lit to indicate the type of alarm. Investigate the cause of the alarm and correct it. After the ALARM light stops flashing, enter your PIN and push the # key to clear the alarm memory.

## CHANGE THE VOLTAGE ON THE FENCE



Enter your PIN and push the \* key, enter the digit '3', then push # key. The control panel will beep three times to confirm the fence is in low voltage mode. When the fence is on and in low voltage mode, the red ON light will flash. The red ON light will stay lit if the fence is in high voltage mode.

## BYPASS THE FENCE ALARM



Enter your PIN and push the \* key, enter the digit '1', then push the # key. The control panel will beep 3 times and the FENCE ALARM light will start flashing slowly to confirm the fence alarm is bypassed. To cancel the bypass, repeat the same sequence of keys.

## BYPASS THE SIREN AND STROBE LIGHT (SILENT ALARM)



Enter your PIN and push the \* key, enter the digit '4', then push the # key. The control panel will beep 3 times to confirm the siren and strobe light is bypassed. The beeper in the control panel and the energizer unit will still be active.

## UN-BYPASS THE SIREN AND STROBE LIGHT



Enter you PIN and push the \* key, enter the digit '7', then push the # key. The control panel will beep twice to confirm that the siren and strobe light is NOT bypassed.

**MAKE THE GATE ALARM IMMEDIATE**



Enter you PIN and push the \* key, enter the digit '2' followed by the digit '7', then push the # key. The control panel will beep twice and the GATE ALARM light will start flashing very slowly (every 5 seconds) to confirm that the gate alarm is immediate.

**MAKE THE GATE ALARM DELAYED**



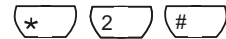
Enter you PIN and push the \* key, enter the digit '2' followed by the digit '4', then push the # key. The control panel will beep twice to confirm that the gate alarm is delayed. The default delay time is 4 minutes.

**BYPASS THE GATE ALARM**



Enter you PIN and push the \* key, enter the digit '2', then push the # key. The control panel will beep 3 times and the GATE ALARM light will start flashing slowly to confirm the gate alarm is bypassed. To cancel the bypass, repeat the same sequence of keys.

**TURN THE GATE CHIME ON / OFF**



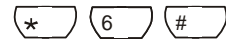
Push the \* key, enter the digit '2', then push the # key. The control panel will beep twice to confirm that the gate chime is turned off and three times if it's turned on. If the chime is on, the control panel will beep twice if the gate closes and three times if it opens.

**BYPASS THE SERVICE ALARM**



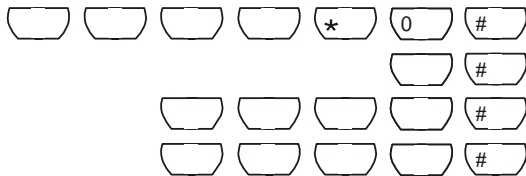
Enter you PIN and push the \* key, enter the digit '9', then push the # key. The control panel will beep 3 times and the SERVICE ALARM light will start flashing slowly to confirm that the service alarm is bypassed. To cancel the bypass, repeat the same sequence of keys.

**STANDBY BATTERY TEST**



Push the \* key, enter the digit '6', then push the # key. The control panel will beep twice and start testing the battery. The default battery test duration is 5 minutes.

**CHANGING A USER PIN**



Master PIN  
User (1-6)  
New PIN  
New PIN

Enter your master PIN, push the \* key, enter the digit '0', then push the # key. Enter the user number (1-6), and push the # key. User number 1 is the master PIN. Enter that user's new PIN and push the # key. Enter the new PIN again and push the # key. If the new PIN is accepted, the control panel will beep twice. If you make a mistake while programming, or if the system rejects the new PIN, the control panel will beep five times. The default master PIN is 1 2 3 4.

**KEY DEFINITIONS:**



Four digit Personal Identification Number (PIN)

**WHAT THE LIGHTS MEAN:**

Condition:	Power Light	On Light	Gate Light	Service Light	Good Light	Fence Light	Remarks
FENCE GOOD	ON	ON	OFF	OFF	SLOW FLASH	OFF	Fence on, working properly
FENCE OFF	ON	OFF	OFF	OFF	OFF	OFF	Fence off, working properly
MAINS FAILURE	OFF						System on battery power
BATTERY LOW	SLOW FLASH						Check mains supply
BATTERY FLAT	SLOW FLASH	SLOW FLASH		FAST FLASH			Check mains, call for service
FENCE CHECK		SLOW FLASH			OFF	OFF	Check fence for vegetation
FENCE CHECK		ON			OFF	OFF	Check fence for vegetation
FENCE ALARM					OFF	FAST FLASH	Problem on fence
FENCE LV MODE		SLOW FLASH					Fence in low voltage mode
FENCE BYPASS						SLOW FLASH	Fence alarm switched off
GATE OPEN			FAST FLASH				Gate is open
GATE BYPASS			SLOW FLASH				Gate alarm is switched off
INSTANT GATE			PULSE (5 SEC)				Instant gate alarm
SERVICE ALARM				FAST FLASH			Call for service
SERVICE BYPASS				SLOW FLASH			Service alarm is switched off
ALARM MEMORY			(ON)	(ON)		(ON)	Old alarm condition

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