

LK210 Game Security Guards (Connection Version) User Guide

Product Introduction:

The system consists of three components: the host machine, the extension, and the alarm lamp. They can be interconnected via Ethernet cable to form a complete anti-interference system.

The host machine acts as the control center of the system, centrally managing all extensions and alarm lamp. It can centrally configure all extensions' parameters (sensitivity, extension ID number and alarm mode) , individually set parameters for a specific extension, and query the last alarm information. At the same time, the digital tube will display the system status in real time.

The extension is an interference detection terminal that can detect radio frequency interference(RFI) and electrostatic discharge interference(ESD) in real time. Its sensitivity can be adjusted independently to adapt to various environments.

Alarm mode can be set individually, and its digital tube shows working status.

The alarm is a sound and light alert terminal with dual alert modes. The volume can be adjusted (6 levels), and multiple alarm modes are available.

Host machine Panel Introduction:



Host machine key operation logic:
Press K1 key to select; press K2 key to confirm; press both K1 and K2 keys to return to the previous step.
In alarm status: Pressing the K1 and K2 keys simultaneously will cancel the alarm status of all devices.

Extension Panel Introduction:

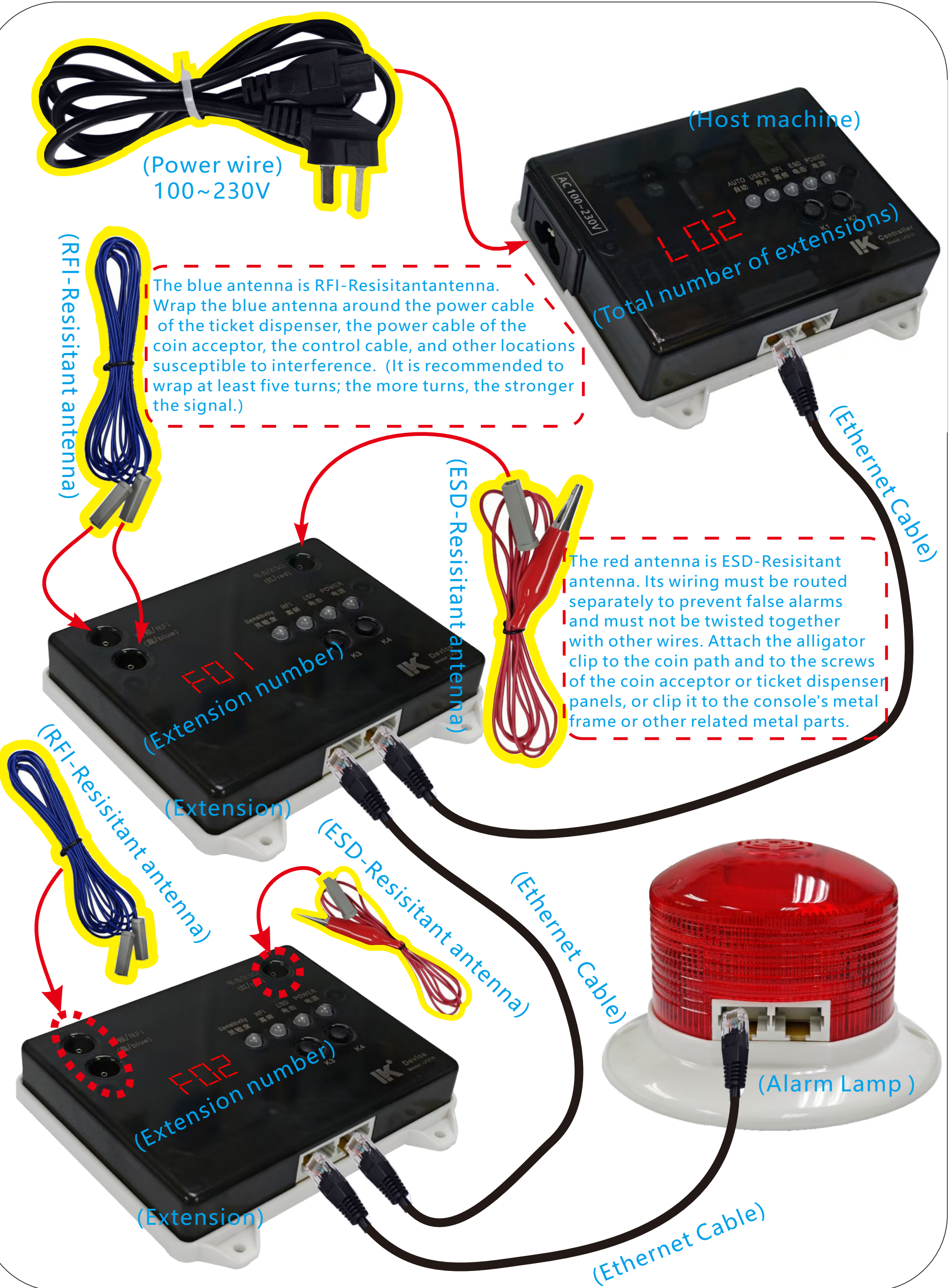


Alarm Lamp Introduction:



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Wiring Diagram:



Instructions for Use:

1. Startup and Connection

- Power on the host machine and wait for initialization to complete.
- Connect the extensions one by one; each extension will automatically receive a sequential ID (e.g., F01, F02, F03...).
- After configuration, press the K1 to switch to manual ID assignment mode, or wait 2 hours for automatic switching.
- Note: During first-time setup, if multiple extensions are connected to the host machine before powering on, the extensions will be assigned IDs randomly.

2. Status Display

- Host machine: Displays the number of connected extensions (e.g., L04 indicates 4 extensions).
- Extension: Displays its own ID.
- Alarm lamp: Displays the volume level (b-5 is the maximum).

3. Alarm Status (when an interference signal is detected)

- When the system triggers an alarm, the digital tubes on both host machine and alarm lamp will synchronously show alarming extension ID and interference signal type.
- During an alarm, the red LEDs corresponding to the interference signal on both host machine and extensions will light up. The alarm lamp will alert according to the preset mode. (e.g., Buzzer + LED, Buzzer only, or LED only)
- During an alarm, the digital tube will also show:
FXX: Wireless High-Frequency Alarm
HXX: High-Voltage Shock Alarm
- The alarm will automatically stop and return to standby mode after 10 seconds. Or you can manually cancel the alarm by pressing the "K1 + K2" keys on host machine.

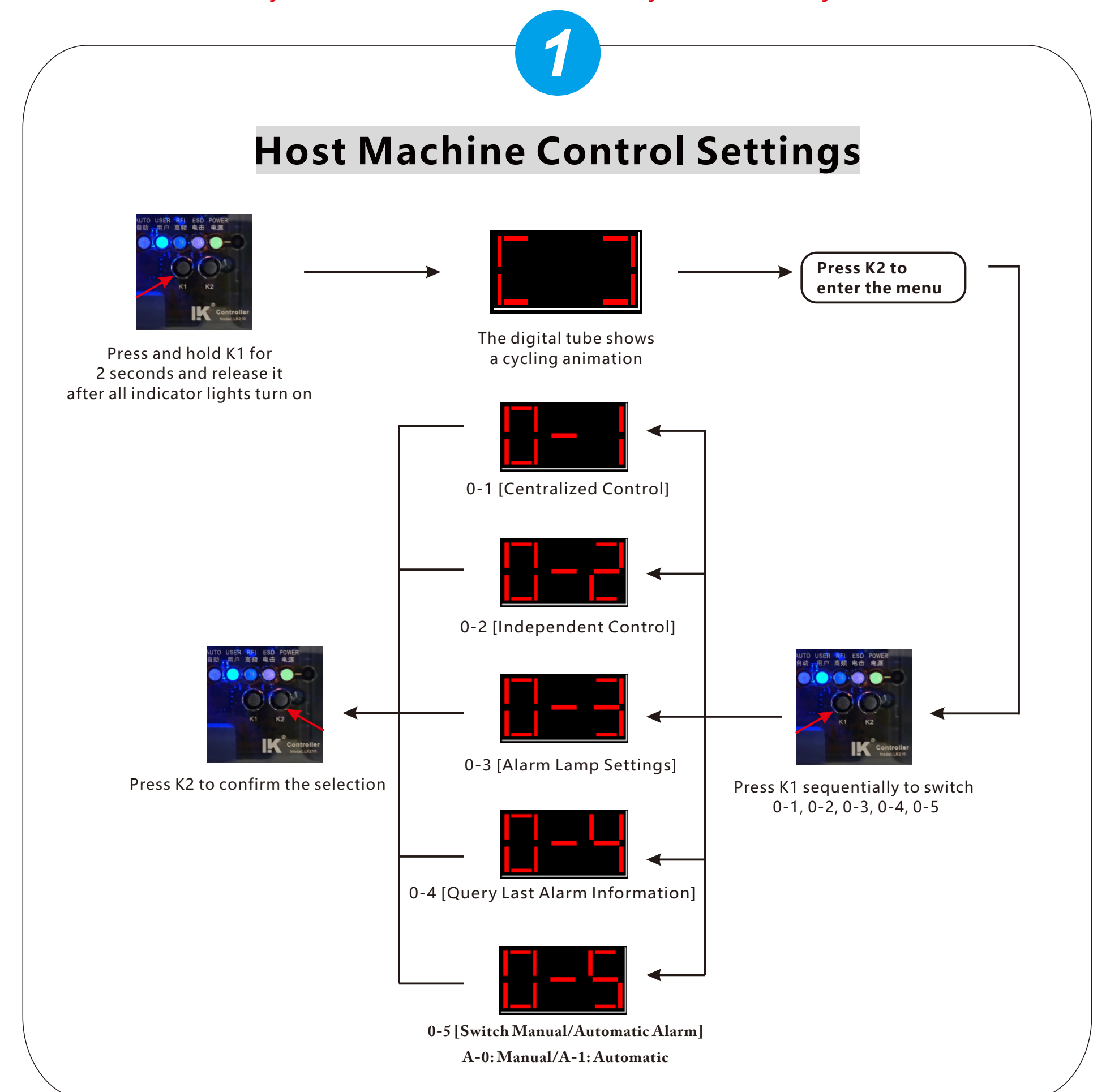
4. Additional Notes

- Factory settings: Host machine defaults to automatic ID assignment mode, extension ID defaults to F01.
- After power is restored, extension IDs remain unchanged; the host machine defaults to automatic ID assignment mode and new extensions can be added only after host machine initialization is complete.
- In automatic ID assignment mode, new extensions are automatically assigned an ID; in manual ID assignment mode, original IDs are retained.
- If there is an ID conflict in the network, the conflicting extension's ID will be automatically changed.

Host machine Panel Introduction:

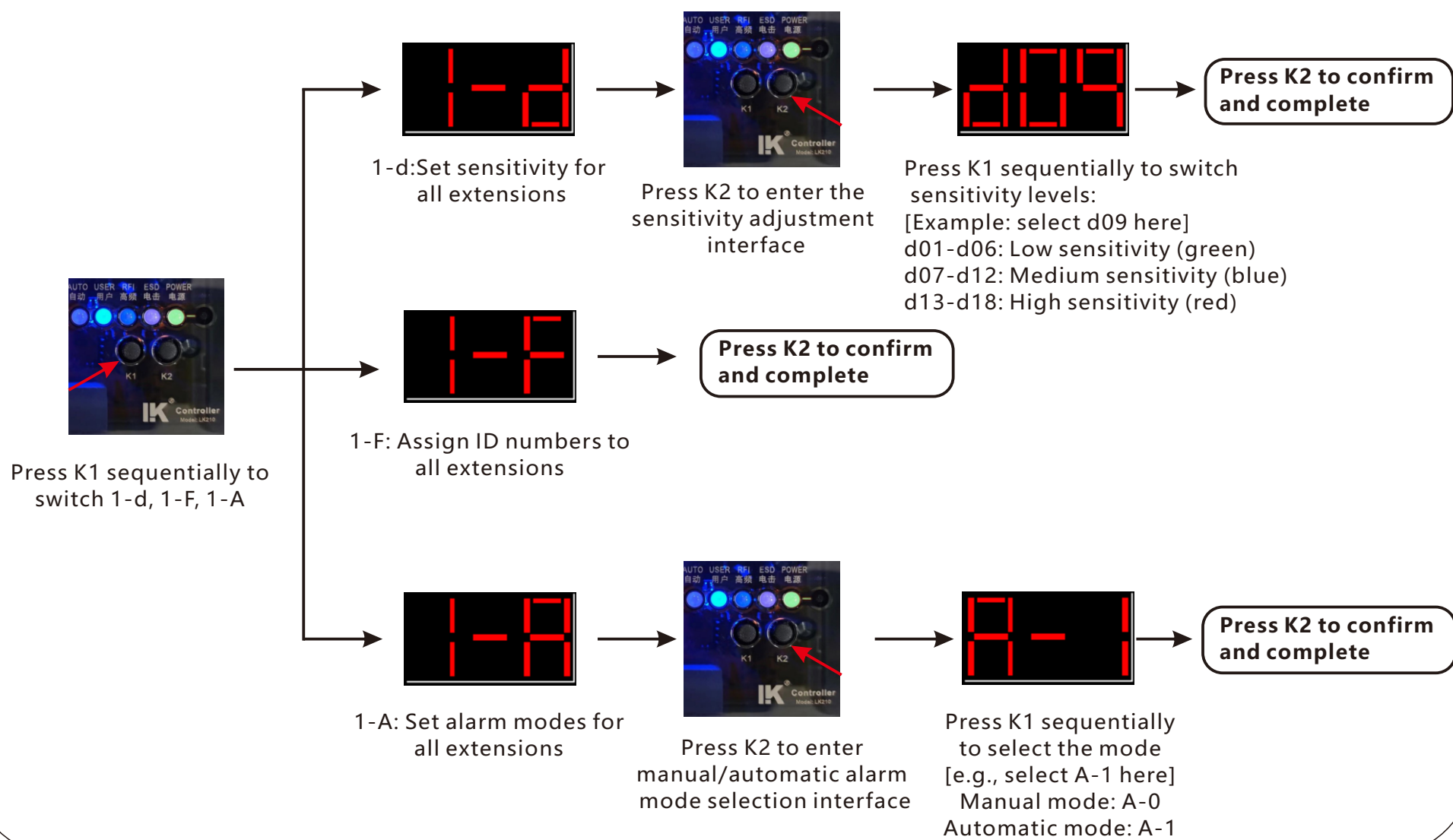


Host machine menu navigation logic: press K1 to select; press K2 to confirm; press "K1+K2" simultaneously to return to the previous step. (Please note: under "0-4" Query Menu, this action will return you to standby mode.)



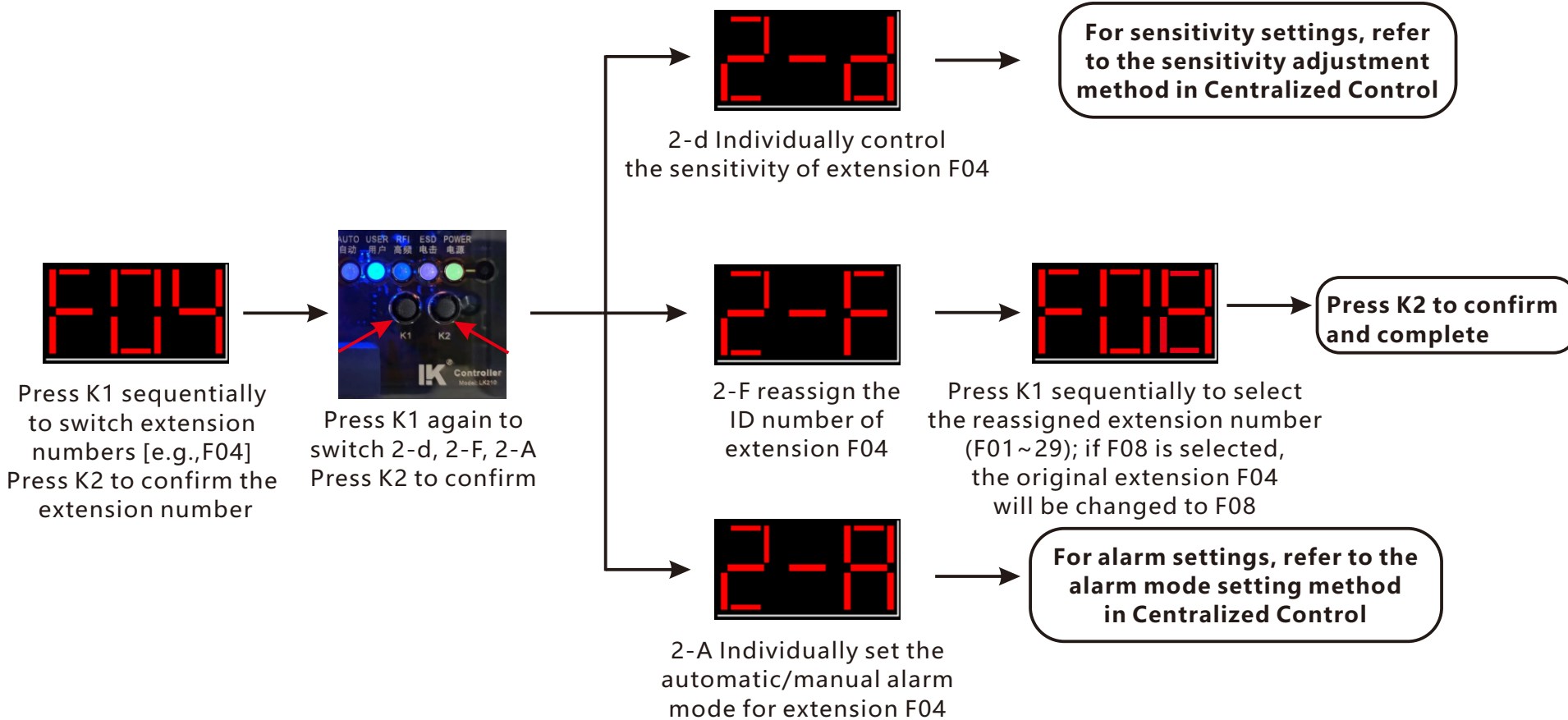
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Centralized Control



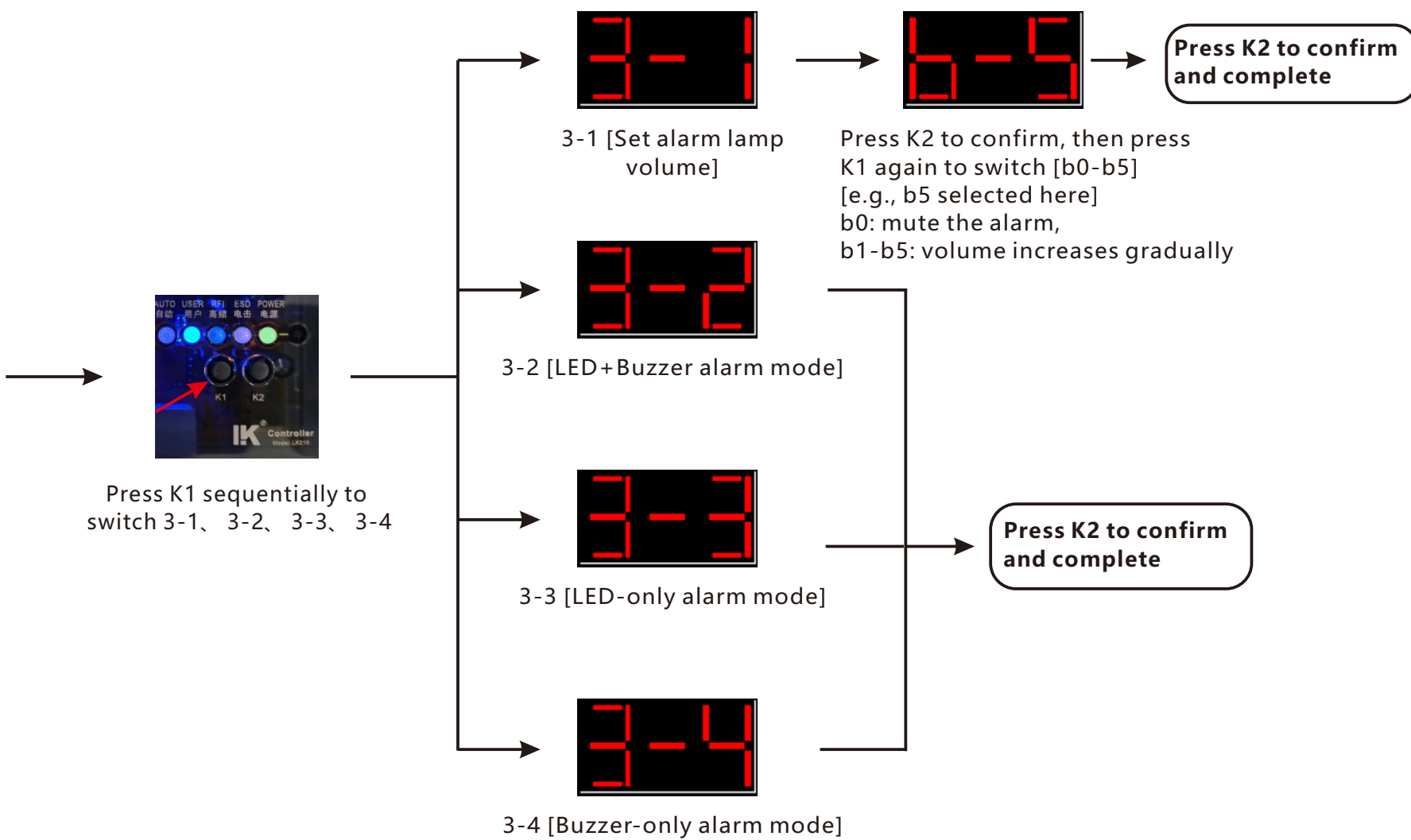
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Independent Control



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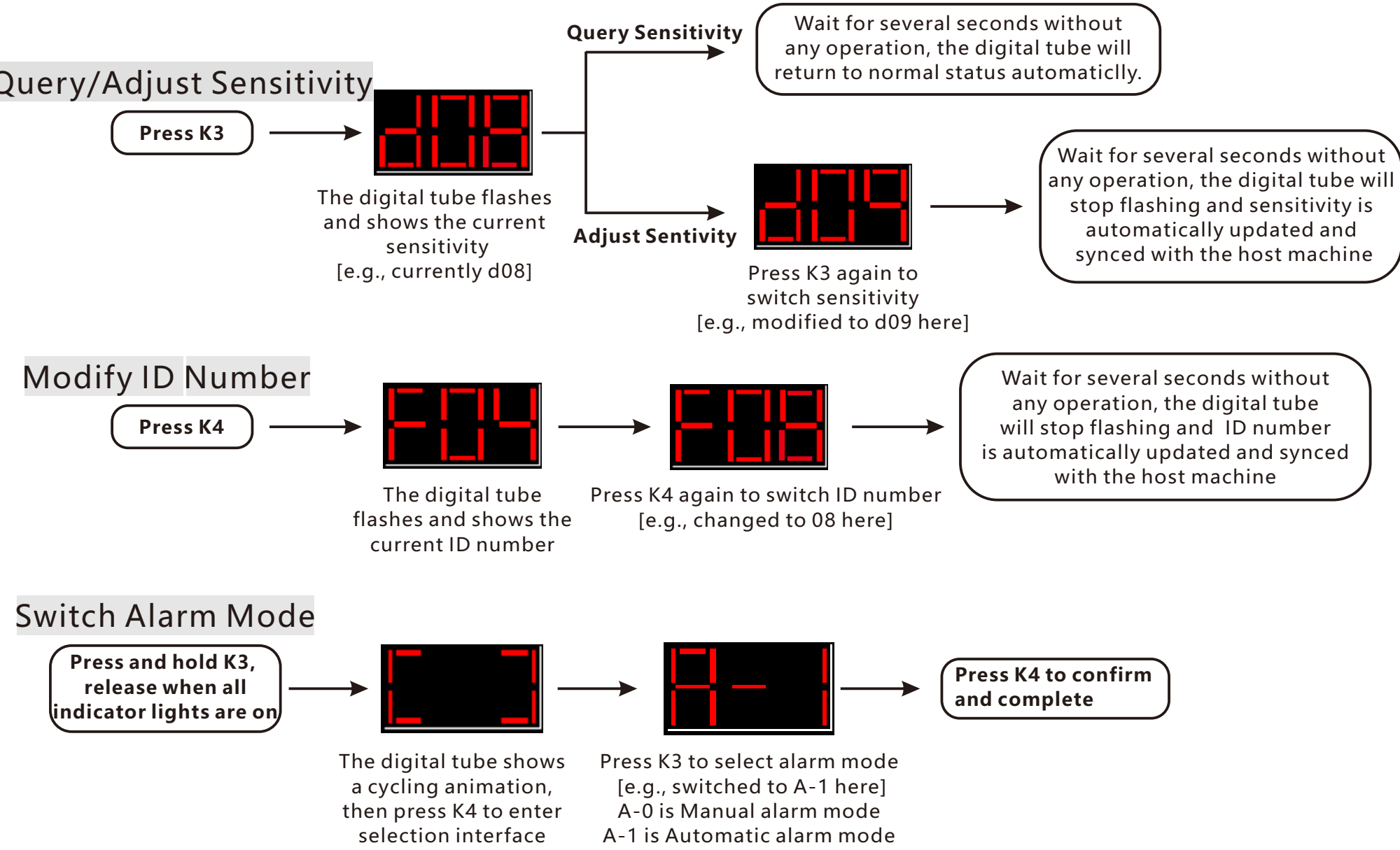
Alarm Lamp Settings



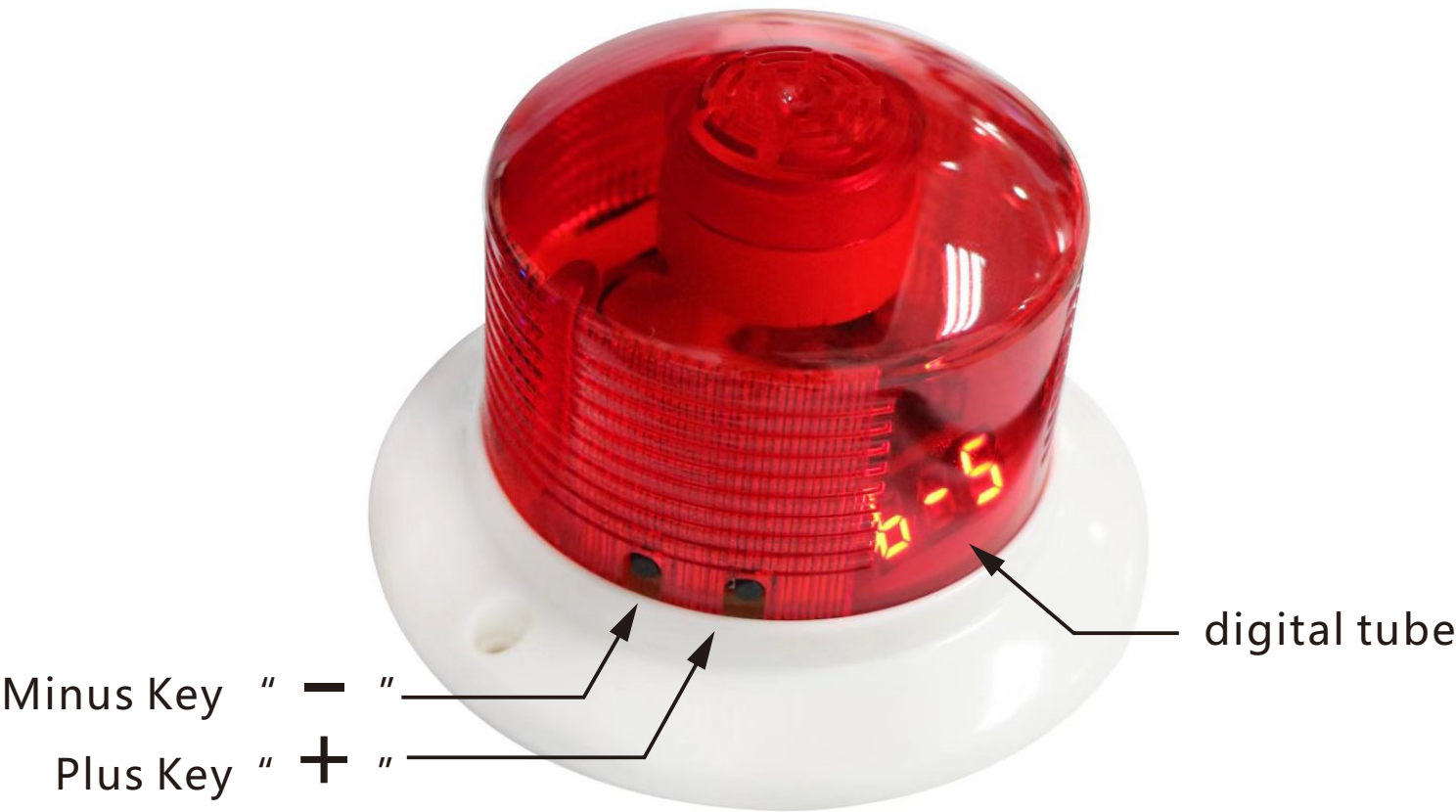
Extension Panel Introduction:



Extension Settings



Alarm Lamp Introduction:



Alarm Lamp Settings

