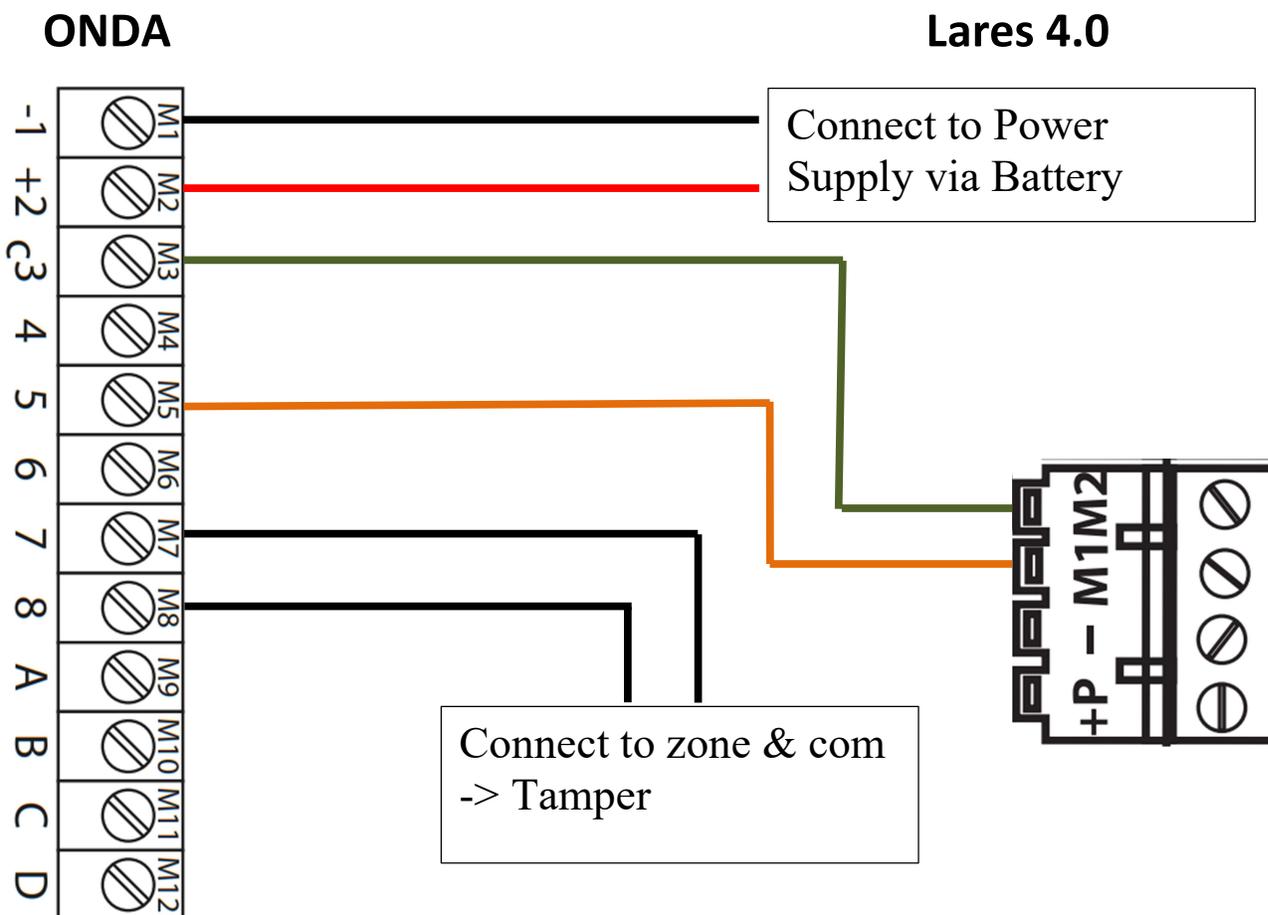


## ONDA L aansluiten op een Ksenia Lares 4.0 Connecter ONDA L sur un Ksenia Lares 4.0



NL: De Flits volgt de status van de sirene en kan gestopt worden via klem M5 (DIP 6 op OFF)  
FR: Le Flash suit l'état de la sirène et peut être arrêté via la borne M5 (DIP 6 sur OFF)

M3 (C3): Control Siren + Flash  
M5: RESET Flash  
M6: Technical Output (battery fault, speaker fault)

DIP 1: ON = Max 3min; OFF = Max. 8min Sounder timer  
DIP 2: OFF = Negative Command Sounder  
DIP 3: OFF = Sound Type interval  
DIP 4: ON = Falsh Type interval  
DIP 5: ON = Negative Command Flash  
DIP 6: OFF = RESET Flash  
DIP 7: OFF = Not used  
DIP 8: OFF = Not used

## Pannel settings:

Flash:

Mode = Alarm and Tamper, of een eigen scenario / gebeurtenis creeren;

Alarm and Tamper ou créez votre propre scénario / événement

General

Description  
Flash

Hashtags  
Hashtags

Partitions  
All x

Rooms  
Rooms

HTTP endpoints on gateway  
Read status GET

Peripheral Association

lares

lares

m1

Details

Polarity  
Normally Closed

Mode  
Alarm and Tamper

Activate only if system is armed

Siren: Mode = Vast; Monostable -> timer =180 sec + eigen scenario / gebeurtenis creeren  
créez votre propre scénario / événement

General

Description  
Sounder

Hashtags  
Hashtags

Partitions  
All x

Rooms  
Rooms

HTTP endpoints on gateway  
Read status GET

Peripheral Association

lares

lares

m2

Details

Polarity  
Normally Closed

Mode  
Monostable

App Management  
Hidden

Time ON  
180

Reactivation inhibition (sec)  
3

Category  
General

## Siren Scenario:

General	
Description	Sounder
Partitions	All x   v
Rooms	Rooms   v
App management	Hidden   v

Actions	
Output On	Sounder
HTTP endpoints on gateway	
Scenario execution using POST method	v
Scenario execution using GET method	v

## Siren Event :

General	
Type	Partition   v
Subtype	Alarm, Tamper   v
Entities	All x   v
Scenario	Sounder   v

ENG: Create other events when the sounder must be active.

NL: Maak andere gebeurtenissen aan wanneer de sirene actief moet zijn.

FR: Créez d'autres événements lorsque la sirène doit être active.