

Solution 16i



Security Systems

EN | User Guide
Security System

BOSCH

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The transmit level from this device is set as a fixed level and because of this there may be circumstances where the performance is less than optimal. Before reporting such occurrences as faults, please check the line with a standard telepermitted telephone.

Warnings

1. **This product must be installed by a qualified and licensed security installer.**
2. **This product may not perform as expected if installed incorrectly.**
3. **Some features of this product require a working telephone line to operate and telephone communication service provider charges may be applicable.**
4. **Australian standard AS 2201 require regular service by qualified and licensed security persons and regular user testing. Please consult your security alarm company for further details.**
5. **Incorrect programming of options can result in operation contrary to what may be desired.**
6. **Leave the mains adapter plugged in at all times.**
7. **Leave the telephone line plugged in at all times under normal conditions.**

Notice to Owner

Thankyou for selecting the Solution 16i Security Control Panel for your security needs. Your system includes many advanced features and functions which will be programmed and configured by your security consultant during installation. Depending on the configuration, and your access level, you may have the ability to program certain features within the system to suit changes in your security needs. For example you may wish to change a User Name or PIN number when a staff member leaves.

This manual explains all aspects of system operation as well as detailing the various programming options available to you. We ask that you take the time to read this manual carefully and that you have your installer explain the basic system operation and configuration to you when the installation is complete.

Contents

| | | | |
|-------------------------------------------|-----------|-------------------------------------------|-----------|
| Copyright Notice | 2 | Turn Output On/Off | 22 |
| Trademarks | 2 | Output Name | 22 |
| Notice of Liability | 2 | External Siren Test | 22 |
| Notice to Owner | 2 | Internal Siren Test | 23 |
| New Zealand Telepermit Note | 2 | Strobe Test..... | 23 |
| Contents | 3 | Communication / Reporting..... | 23 |
| Programming Menu | 4 | Call/Answer RAS..... | 23 |
| Introduction | 5 | Call Forward On/Off..... | 23 |
| Features | 5 | Direct Link Connect..... | 24 |
| User's Guide | 5 | Voice Setup | 24 |
| Reporting Alarms | 6 | Set Domestic Phone Number | 24 |
| About the Keypad..... | 6 | Call Forward On..... | 24 |
| Keypad Keys | 6 | Call Forward Off | 25 |
| Status Icons / LED's..... | 7 | Email Address | 26 |
| Keypad Tones | 7 | Email Options | 26 |
| Basic System Operation | 8 | Send Test Report | 26 |
| Turning An Area All On..... | 8 | Devices and Optional Modules..... | 27 |
| Turning An Area Part On / Part 2 On | 8 | LAN Status | 27 |
| Turning The System Off | 9 | Volume..... | 27 |
| Silencing Alarms | 9 | Contrast | 27 |
| Automatic Arming..... | 9 | Backlight..... | 27 |
| Duress or Silent Alarms | 9 | System Options and Events..... | 28 |
| Remote Arming - Quick Arm | 9 | Panel Status | 28 |
| DTMF Control Functions | 9 | System Trouble | 28 |
| Programming Text Using The Keypad | 10 | Set Date & Time | 28 |
| System Programming..... | 11 | Summer Time On | 29 |
| Erase User | 11 | Summer Time Off | 29 |
| Change Own PIN | 11 | Schedules..... | 30 |
| Change Other PIN | 11 | Name | 30 |
| Add PIN | 11 | Time | 30 |
| Delete PIN..... | 12 | Day..... | 31 |
| Proximity Tokens & Cards..... | 12 | Name | 31 |
| Add Token..... | 12 | Start / Stop Day | 32 |
| Delete Token | 13 | Keypad Hi/Lo Temp..... | 32 |
| Token Status..... | 13 | Walk Test All Zones | 33 |
| RF Radio Keyfobs | 13 | Battery Test | 33 |
| Add Keyfob..... | 13 | System Trouble Event Listing | 34 |
| Delete Keyfob | 13 | How System Troubles Are Displayed | 34 |
| User Name | 14 | Installation Details | 37 |
| Area Assignment..... | 14 | Index..... | 38 |
| Timer Groups | 14 | | |
| Timer Group | 15 | | |
| Access Group | 15 | | |
| Areas | 15 | | |
| Area Status | 15 | | |
| Turn Area On | 16 | | |
| Turn All Areas On | 16 | | |
| Turn All Areas Off | 16 | | |
| Move To Area | 16 | | |
| Chime On/Off..... | 17 | | |
| Chime Mode..... | 17 | | |
| Area Name..... | 18 | | |
| Input Options | 18 | | |
| Zone Status | 18 | | |
| Bypass Zones | 19 | | |
| Set Chime Zones | 19 | | |
| Set Part 2 Zones | 19 | | |
| Smoke Sensor Reset | 20 | | |
| Zone Name | 20 | | |
| Walk Test All Zones | 20 | | |
| Walk Test A Single Zone..... | 21 | | |
| Output Options..... | 21 | | |
| Output Status | 21 | | |

Programming Menu

The Solution 16i control panel includes an extensive range of features and options which enable your installer to tailor the system to suit your exact security requirements. The panel includes a number of user options which can be changed or modified by you if and when required.

This guide explains each of these in detail and includes examples on how to use each particular feature. The examples show how to perform each function using the menu or location numbers in the system. It is also possible to access many of the options using the simple text menus shown in the table below.

To access the text menus, enter your PIN + [MENU] key. Once the Access menu appears, use the [↑], [↓], [←] and [→] navigation keys to move around the menus and options. To drill down into an option press the [OK] key and follow the prompts. To move back one level, press the [MENU] key. When programming locations, pressing the [OK] key will save your changes and pressing the [MENU] key will abort any changes you have made in that location. To exit programming at any time press and hold the [MENU] key for 2 seconds.

If you are unclear on any items in this guide, please contact your installer as they are best equipped to answer questions relating to your particular installation.

| Menu N° | Display | Access Menu | Menu N° | Display | Comms Menu |
|---------|----------------|---------------------|---------|------------------|------------------------|
| 1-1-0 | <i>ch-Pin</i> | Change Own PIN | 5-1-5 | <i>SEt-Ph</i> | Domestic Phone N° |
| 1-1-1 | <i>ch-Ofth</i> | Change Other PIN | 5-0-2 | <i>cFOnOF</i> | Call Forward On/Off |
| 1-4-1 | <i>Ur-AREA</i> | Area Assignment | 5-1-6 | <i>cFOnPh</i> | Call Forward On Ph N° |
| 1-1-2 | <i>AddPin</i> | Add PIN | 5-1-7 | <i>cFOFPPh</i> | Call Forward Off Ph N° |
| 1-2-0 | <i>AddPrO</i> | Add Token | 5-0-1 | <i>cALAns</i> | Call / Answer RAS |
| 1-3-0 | <i>AddFOb</i> | Add Keyfob | 5-0-5 | <i>dircon</i> | Direct Connect |
| 1-1-3 | <i>dELPin</i> | Delete PIN | 5-0-8 | <i>cUSrEG</i> | Customer Registration |
| 1-2-1 | <i>dELPrO</i> | Delete Token | 5-9-0 | <i>tSt-dL</i> | Send Test Report |
| 1-3-1 | <i>dELFOb</i> | Delete Keyfob | 5-3-8 | <i>Ur-rAS</i> | User RAS Security PIN |
| 1-0-0 | <i>dEL-Ur</i> | Erase User | 5-0-6 | <i>uDi cE</i> | Voice Module Setup |
| 1-4-4 | <i>tirGrP</i> | Timer Group | 5-5-8 | <i>EiAlL</i> | Email Address |
| 1-4-5 | <i>Ur-ACC</i> | Access Assignment | 5-5-9 | <i>E-OPtS</i> | Email Options |
| 1-2-2 | <i>idPrO</i> | Token Status | | | |
| 1-4-0 | <i>UrAniE</i> | User Name | | | |
| | | Areas Menu | | | Devices Menu |
| 2-0-5 | <i>chOnOF</i> | Chime On/Off | 6-1-0 | <i>cP-uDL</i> | Volume |
| 2-0-6 | <i>ch tYP</i> | Chime Mode | 6-1-1 | <i>cP-cOn</i> | Contrast |
| 2-1-0 | <i>AnAniE</i> | Area Name | 6-1-2 | <i>cP-bl</i> | Backlight |
| | | Inputs Menu | 7-7-3 | <i>cP-dEG</i> | Hi/Lo Temperature |
| 3-0-0 | <i>StAtUS</i> | Zone Status | 6-0-0 | <i>LAn-St</i> | LAN Status |
| 3-0-2 | <i>bYPASS</i> | Bypass Zones | | | System Menu |
| 3-0-5 | <i>FiRE-r</i> | Smoke Sensor Reset | 7-0-0 | <i>StAtUS</i> | Panel Status |
| 3-0-3 | <i>ch-zn</i> | Set Chime Zones | 7-1-0 | <i>cLcH</i> | Set Date & Time |
| 3-0-4 | <i>Pt2-zn</i> | Set Part 2 Zones | 7-1-1 | <i>St-On</i> | Summer Time On |
| 3-9-1 | <i>tSt-zn</i> | Walk Test A Zone | 7-1-2 | <i>St-OFF</i> | Summer Time Off |
| 3-9-0 | <i>tStznS</i> | Walk Test All Zones | 7-0-2 | <i>HiSL09</i> | View History Log |
| 3-1-0 | <i>znAniE</i> | Zone Name | 5-0-4 | <i>SndL09</i> | Email History Log |
| | | Outputs Menu | 7-0-1 | <i>trbl</i> | System Trouble |
| 4-0-0 | <i>StAtUS</i> | Output Status | 7-9-1 | <i>tSt-bA</i> | Battery Test |
| 4-0-1 | <i>On-OFF</i> | Turn Output On/Off | 7-5-1 | <i>Sheti iE</i> | Schedule Time |
| 4-9-0 | <i>tStSir</i> | External Siren Test | 7-5-2 | <i>Sh dAY</i> | Schedule Day |
| 4-9-1 | <i>tStInt</i> | Internal Siren Test | 7-5-0 | <i>ShnAniE</i> | Schedule Name |
| 4-9-2 | <i>tStStE</i> | Strobe Test | 7-6-0 | <i>HAnAniE</i> | Holiday Name |
| 4-1-0 | <i>OPnAniE</i> | Output Name | 7-6-1 | <i>HAteti iE</i> | Holiday Dates |
| | | | 7-7-7 | <i>Si tE</i> | Site Name |
| | | | | <i>About</i> | Panel Information |

Table 1: Programming Menu Structure

Introduction

Your system helps to secure life, property and investments against fire, theft and bodily harm. It consists of a keypad (or keypads), sensors such as motion detectors or devices located on doors and windows, and other sensing devices designed to detect the presence of smoke or combustion. The location and quantity of sensing devices will have already been discussed with you by your alarm installer.

Control of your security system is achieved through the unique ICON keypad, which displays all system information using Icon Symbols with text prompts for most common functions. Its versatility and ease of operation, make it ideal for any home or business application.

Features

Listed below are the main features of the Solution 16i control panel.

- Up to 16 Fully Programmable Zones
- Fire Alarm Verification
- Up to 48 Unique PIN Numbers (Users)
- Up to 4 Relay Outputs via optional output expander
- 4 Open Collector Outputs
- Supervised Siren Driver
- 8 Programmable Schedules
- Up To 4 Areas including a common area
- Built-In Dialler
- Up To 8 Fully Supervised ICON Keypads
- Optional Voice Module
- 256 History Event Memory
- Optional Clock Back-up Module
- Programmable Via Keypad
- Remote Programmable Via Upload/Download Software
- Alarm Event Memory
- Optional Ethernet Module
- Built-In Telephone Line Fail Monitor

User's Guide

This user's guide shows you how to use and maintain your security system. It covers basic functions, such as turning the system on and off as well as some general programming. More complex programming and system configuration should be performed by your installer.

Many of the programming functions described in this guide will have already been programmed by your alarm installer while others may need to be programmed or changed by you. Depending on your particular system configuration some features described in this manual may not be available. Please discuss this with your alarm installer.

Functions outlined in this user guide may require you to enter your PIN (Personal Identification Number) so make sure you choose a number that is easy to remember. For security reasons do not write this code down or give it to anyone else. If more than one person needs to operate the system then you should create a unique code for them if this has not been done by your installer. This guide will explain how to do this.

Please take the time to familiarise your self with the

following terms before reading the rest of this guide.

Zones

A 'Zone' is a detection device, or group of devices connected to your security system. Zones are identified by the area they monitor, such as a front door, bedroom window or hallway.

Faulted Zones

When a zone (such as a door or window) is closed, it is said to be 'normal'. When the door or window is open, the zone is said to be 'faulted'. When you turn your system on, you will usually want all of the zones in your system to be normal, although, you can turn your system on with faulted zones.

Zones Types

There are two basic types of zones, Non 24-hour and 24-hour. See below.

Non 24-Hour Zones

Non 24-hour zones respond to alarm conditions depending upon whether the system is turned on or off. They are programmed to either respond instantly to alarm conditions or to provide a delay for you to reach the keypad and turn the system off. Various zones will be located throughout your premises.

When you turn your system on, you have the option of turning on all zones (All On), or just some of the zones (Part On). Refer to "Turning An Area All On" and "Turning An Area Part On / Part 2 On" on page 8 for more information.

Bypassed Zones

A zone which has been bypassed will remain unarmed when the system is armed. You may need to bypass a zone when doing renovations in the building or if a sensor becomes faulty. Bypassed zones will reset the next time the system is disarmed.

24-Hour Zones

24-hour zones are always on and cannot be turned off, even when the system is turned off (disarmed). There are two types of 24-hour zones, fire zones and non-fire zones.

What Is An Area?

The Solution 16i control panel comes defaulted and programmed for a single area configuration (Area 1), therefore, all zones are assigned to Area 1. The alarm system can be divided into 4 individual areas running off the same control panel. In this case, your installation company would assign different sensors (zones) to each area according to the section of the building they are in.

Example:

Partitioning a commercial business to 4 individual areas may be as follows:

Area 1 – Main entry/exit area

Area 2 – Sales

Area 3 – Administration

Area 4 – Dispatch

Each area can be controlled individually as if they were separate alarm systems.

All On

When you turn an area All On, you are turning on all non 24-hour zones, both interior (motion detectors) and perimeter (doors and windows of the building).

Part On

When you turn an area Part On, you only turn on some of the non 24-hour zones. Your security company will program which zones are included in this portion. Part zones may include only the perimeter (doors and windows) of your alarms system, or sensors in other areas of your premises. Check with your installation company to learn which zones are Part zones.

Reporting Alarms

Your system may be programmed to send reports to a alarm monitoring centre. These centres are maned 24hrs a day and can take action on your behalf when an alarm occurs. Once the alarm report is complete, the system returns the telephone to normal operation. Your security company will advise you how your system has been configured for alarm reporting.

Your system will make repeated attempts to send reports to the monitoring centre. If your system fails to report, the keypad will display the 'service' symbol.

About the Keypad

Your keypad has 20 keys. The keys allow you to input instructions and perform programming as required. Some keys have a secondary function which is activated by press and holding them down for two seconds.

Each keys' function is described below:

Keypad Keys

| Key | Description |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 to 9 | The numeric keys allow you to enter you numbers when required. |
| MENU | Use the [MENU] and the numeric keys to enter commands. The [MENU] key is also used to go back one level when navigating through menus or to exit a programming location without saving changes. |
| ALL ON ON | The [ON] key allows you to turn an area or output on. To turn all areas on at the same time when the system has been partitioned, press and hold the [ON] key for two seconds. |
| BYPASS PART | The [PART] key allows you to turn an area Part On. This key can also be used to bypass a zone or multiple zones when you press and hold for two seconds. |

| Key | Description |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ALL OFF OFF | The [OFF] key allows you to turn an area or output off. To turn all areas off at the same time when the system has been partitioned, enter PIN and press and hold the [OFF] key for two seconds. |
| OK | The [OK] key allows you to select options and confirm programming changes. |
| TEST MAIL | The [MAIL] key is used to initiate a dialer test when you press and hold for two seconds. |
| ← | The [←] key allows you to move the cursor left when programming text or telephone numbers. |
| → | The [→] key allows you to move the cursor right when programming text or telephone numbers. |
| ↑ | The [↑] key allows you to navigate through menus or to toggle characters when programming text or telephone numbers. |
| ↓ | The [↓] key allows you to navigate through menus or to toggle characters when programming text or telephone numbers. Pressing The [↓] key will display current trouble conditions when the area that the keypad is displaying is disarmed. |
| → + ↑ for 2 sec | Pressing the [→] and [↑] keys together and holding them down for 2 seconds will cause trigger a Panic alarm. If programmed the sirens will sound and the monitoring station will be notified. |
| ← + → for 2 sec | Pressing the [←] and [→] keys together and holding them down for 2 seconds will trigger a Fire alarm. If programmed the sirens will sound and the monitoring station will be notified. |
| ↑ + ↓ for 2 sec | Pressing the [↑] and [↓] keys together and holding them down for 2 seconds will trigger a Medical alarm. If programmed, the sirens will sound and the monitoring station will be notified. |

Table 2: Keypad Keys and Their Function

| KEYPAD EMERGENCY ALARM TRIGGER'S | | |
|----------------------------------|--------------------|----------------------|
| Key Sequence | | Event Triggered |
| ← + → | Hold for 2 seconds | Keypad Fire Alarm |
| → + ↑ | Hold for 2 seconds | Keypad Panic Alarm |
| ↑ + ↓ | Hold for 2 seconds | Keypad Medical Alarm |

Table 3: Keypad Emergency Alarm Trigger's

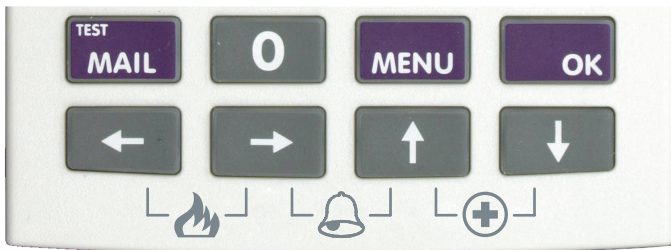


Figure 1: Keypad Emergency Alarm Trigger's

Status Icons / LED's

The following table lists the function of each of the ICON Symbols and LED Indicators on the ICON Keypad Display.

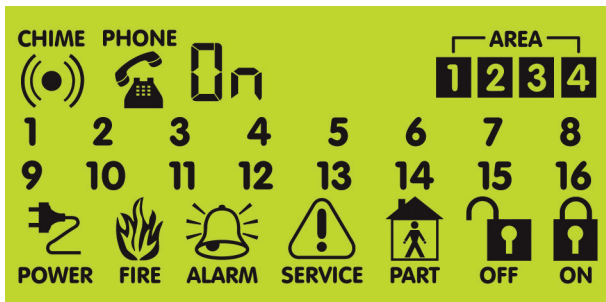


Figure 2: LCD Display Showing All ICONs

| Icon | Status | Meaning |
|------|-----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|
| | The keypad can display which areas (1 – 4) are turned on or off via the Area Icon Indicators. | |
| | On | The area is All On or Part On. |
| | Off | The area is Off. |
| | Flashing Fast | The area has an alarm. |
| | On | System power is normal. |
| | Flashing | System power is missing. |
| | Flashing | A fire alarm is active. |
| | Off | No fire alarm. |
| | On | Fire alarm in memory (Turn the area All On and Off to clear). |
| | On | The existing service or trouble condition has been acknowledged. |
| | Off | No service or trouble conditions exist. |
| | Flashing | A service or trouble condition is present that has not been acknowledged. |
| | On | Area is Part On or Part 2 On. |
| | Off | The area is not Part On. |

| Icon | Status | Meaning |
|---------------------------------------------------------------------------------------------------------------------|----------|-----------------------------------|
| | On | The area is Off. |
| | Off | The area is All On or Part On. |
| | On | The area is All On. |
| | Off | The area is Off. |
| | On | Chime mode is ON. |
| | Off | Chime mode is Off. |
| | On | Phone Line in use. |
| | Off | Phone Line not in use. |
| Red LED | On | The Area or System is Armed. |
| | Flashing | Alarm. |
| Green LED | On | Areas or System Disarmed. |
| | Flashing | Area not ready to turn on. |
| 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 | On | Zone Open. (Unsealed or Faulted). |
| | | Off |
| | Flashing | Zone in Alarm or Alarm Memory. |

Table 4: Status ICONs, LED Indicator's and Their Meanings

Keypad Tones

Your keypad emits several distinct tones to alert you about various system events. Additional bells or sirens may also be connected to your system. Bells or sirens mounted on the exterior of your premises alert neighbours to emergencies and provide an audible guide for police and fire fighters.

| Type | Meaning |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Fire Alarm Tone | When a fire zone sounds an alarm, the keypad will sound 3 seconds on and 2 seconds off (repeat). |
| Burglary Alarm Tone | When a burglary zone activates while your system is turned on, your keypad emits a continuous siren tone. It sounds for the time set by your security company. |
| Trouble Tone | When a system component is not functioning properly, your keypad sounds 4 fast short beeps followed by a 5 second pause (repeat). |

| | |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Key Press Tone | Pressing any key on the keypad sounds one short beep, indicating that the key press is accepted. |
| Entry Delay Tone | When you enter the premises through a zone programmed for entry delay, the keypad sounds a Hi/Low (repeat) tone to remind you to turn off the area. If the area is not turned off before the entry delay expires, an alarm condition will sound and a report (if programmed) will be sent to your alarm company. |
| Exit Delay Tone | After you turn an area All On, the keypad will sound 1 short beep every second. During the last 10 seconds fast short beeps will be heard. If you don't exit before the delay time expires and an exit delay door is faulted, an alarm occurs. |
| Error Tone | If you press an incorrect key, your keypad will sound a 2 second tone. |
| Menu Mode | The keypad will sound a tone to indicate when you enter or leave the MENU Programming Mode. |
| Chime Tone | The keypad sounds fast short beeps to alert you when a zone programmed for chime is faulted or unsealed. |

Table 5: Keypad Tones and Their Meanings



Figure 3: CP510i ICON Keypad

Basic System Operation

Turning An Area All On

Use this function to turn the system All On. As soon as you turn an area on, exit delay time will start. Exit time allows you to exit the premises without sounding an alarm. Your installer will program the length of exit delay time to suit your premises.

1. Make sure that all zones are normal (not faulted).

The green indicator light will be on steady

2. Enter your PIN, then press the [ON] key.

If your PIN is valid and if all zones are normal, exit delay time will start. You should leave now. If the control panel detects a faulted zone, you should return it to the normal condition, or manually bypass the zone.

During exit delay, you may stop the area from turning All On by entering your PIN followed by the [OFF] key.

3. To turn the system (or area) off, enter your PIN, then press [OFF].



The system is factory defaulted for one area. If your installation has been configured for multiple areas it will be possible to turn on certain areas while leaving others turned off.

Turning An Area Part On / Part 2 On

Use this function to turn an area Part On or Part 2 On. Part On and Part 2 On modes can be used to turn on only part of the area, leaving the rest of the area turned off.

Only your installer can program which zones are monitored for Part On. However, a master user (default = User 1) can program which zones are monitored when an area is turned Part 2 On.

Once you have turned an area Part On or Part 2 On, exit time will start. You should leave all zones that are active before exit delay time expires. Leaving active zones after exit delay expires causes an alarm event.

Use Part On or Part 2 On only when you want part of an area turned on.

1. Make sure that all zones are normal (not faulted).

2. Enter your PIN, then press the [PART] key once.

If the area has zones programmed for Part 2, the keypad will prompt the user to cursor between Part 1 and Part 2 options using the [↑] and [↓] keys before pressing the [OK] key.

If your PIN is valid and all zones are normal, the area will turn Part On and the exit delay time will start. If your system has a faulted zone, you should return it to the normal, or manually bypass the zone before continuing.

During exit delay, you may stop the area from turning Part On by entering your PIN followed by the [OFF] key.

Turning The System Off

When the system is on, you must enter through a designated entry door to prevent an alarm. Opening the door (e.g. front door) will start the entry timer. During entry time, the keypad will emit a pulsing "beep" to remind you to turn the area off.

If you enter through the wrong door or fail to turn the area off before the entry delay time expires, the system may sound an alarm. If an alarm occurs, silence the alarm (by entering your PIN followed by the [OFF] key) and call your security company to let them know that it is not an emergency situation.

1. Enter your PIN + [OFF] to turn the system (or area) off.

The keypad will display the 'Off' icon.

Silencing Alarms

When the system has registered an alarm, the keypad (s) and sirens will sound to alert personnel that an alarm has occurred. The zone or zones which triggered the alarm will be flashing on the keypad display for visual feedback. If you silence and turn off an area before the siren time expires, a 'cancel' report may be sent to your security company.

1. Enter your PIN + [OFF] to silence any alarm and turn the area off.

The keypad will continue to flash the zone indicator of the zone which caused the alarm. This is called alarm memory.

2. To clear alarm memory, turn the area on and off again. (eg. PIN + [ON] + PIN + [OFF]).

Automatic Arming

One or more areas can be programmed by your installer to automatically turn All On or Part On for one or multiple days of the week.

If for some reason you are still in the building when the auto arming is taking place, it is possible to extend or delay the auto-on time (automatic arming time) by one hour if required. During the auto-on pre-alert time, the keypad buzzer sounds and displays the word AUTO on the screen.

To delay, enter your PIN + [OFF] key. The system will prompt with the word Delay? Press [OK] to confirm that you want to delay the arming sequence.

Example:

If the control panel is programmed by your installer to automatically turn All On at 6:00pm and the auto-on pre-alert time starts beeping the keypad at 5:55pm, enter your PIN+[OK] and then when prompted press [OK] to delay. The auto-on pre-alert time will commence again 1 hour later at 6:55pm. If no further delays are requested system will automatically turn All On at 7:00pm.

Duress or Silent Alarms

A Duress or Silent Panic alarm can be easily initiated via the keypad if you are being forced to operate the system against your will. No sirens will operate or sound during a Duress or Silent Alarm activation. This will allow the system to send a 'duress' report to your monitoring security company without sounding any audible alarm.

To initiate a duress, enter your PIN followed by the last 2 digits of your user PIN followed by the [ON] or [OFF] key.

See the following examples.

1) If your PIN is 2580, to send a duress report when the area is turned off, Enter, [2] [5] [8] [0] + [8] [0] + [OK] or [ON].

2) If your PIN is 2580, to send a duress report when the area is All On or Part On, Enter, [2] [5] [8] [0] + [8] [0] + [OFF].

Remote Arming - Quick Arm

If you forget to turn on your system, it is possible for you (at factory default) to remotely turn on your system using a touch tone telephone. This option can only be programmed by your installer.

To arm the system call the number which the panel is connected to and when the panel answers you will here 3 beeps in ascending frequency if the panel is in the disarmed condition. Press [0] + [#] to arm. You will hear 3 beeps in descending order when the panel arms.

All areas on the system will be armed regardless of there condition when using the DTMF quick arm function.

DTMF Control Functions

Your system's telephone line interface provides for comprehensive DTMF control of individual areas and outputs with full user PIN and TIMER GROUP access verification.

Your installer will advise you which DTMF features have been enabled on your system.

How to Use DTMF Control

1. Call the telephone number that the control panel is connected to.

When the control panel answers the incoming call, you will hear a short welcome jingle. You now have approximately 5 seconds to enter a valid PIN and log onto the panel.

2. Enter your PIN + [#].

If the PIN is valid, the system will respond with two short beeps. If the PIN is invalid then a single long beep will be heard.

If a valid PIN is not entered in time, the panel will attempt to establish a modem connection. If this happens you will need to hang up for approximately 60 seconds before trying again.

Once your PIN is validated, the following commands can be

performed. See the table below. If no keys are pressed for 20 seconds then the panel will play the exit jingle before automatically terminating the session and hanging up. Pressing [#] + [#] at any time while connected will cause the control panel to terminate the session.

| DTMF CONTROL FUNCTIONS | | |
|------------------------|----------------------------------|------------------------|
| Operation | Command | Response |
| Quick Arm All Areas | [0] + [#] | 2 x Beeps |
| Log In OK | [U][S][E][R] [P][I][N] + [#] | Welcome Jingle |
| Log In Failed | [U][S][E][R] [P][I][N] + [#] | Long Beep |
| Turn Area ON | [1] + (Area N°1-4) + [1] + [#] | 2 x Beeps (Low - High) |
| Turn Area OFF | [1] + (Area N°1-4) + [2] + [#] | 2 x Beeps (High - Low) |
| Turn Output ON | [2] + (Output N°1-8) + [1] + [#] | 2 x Beeps (Low - High) |
| Turn Output OFF | [2] + (Output N°1-8) + [2] + [#] | 2 x Beeps (High - Low) |
| End Session | [#] + [#] | Exit Jingle |

Table 6: DTMF Remote Control Functions

DTMF EXAMPLES

Examples below shows the log on step for clarity. In practise is only necessary to log on once per DTMF control session.

To turn Area 1 ON enter the following

[2] + [5] + [8] + [0] + [#] = Log ON

[1] + [1] + [1] + [#] = Arm Area 1

To turn Output 7 ON enter the following

[2] + [5] + [8] + [0] + [#] = Log ON

[2] + [7] + [1] + [#] = Turn Output 7 ON

To turn Output 3 OFF enter the following

[2] + [5] + [8] + [0] + [#] = Log ON

[2] + [3] + [2] + [#] = Turn Output 3 OFF



If the DTMF Quick Arm option is programmed then it is possible to remotely arm all areas without logging onto the panel.

Simply enter [0] + [#] following the welcome jingle.

Make sure that the phone being used to remotely control the panel is set to transmit DTMF tones when keys are pressed during the call.

This option is disabled by default on some phones.

Programming Text Using The Keypad

When programming text via the keypad, each numeric key represents a different group of characters.

Pressing the same numeric key again will move to the next character assigned to the key (eg. Press the [2] key will display the 'A' character, press the [2] key again will move to the 'B' character, press the [2] key again will move to the 'C' character etc).

Once the required character is displayed, use the arrow keys to move to the next letter of the word you are entering. If you press a different key the system will assume you are entering the next character in the word and it will automatically step forward 1 position.

The key assignments and programming function are identical to those found on most fixed and mobile phones.

Refer to the table below for detailed character information.

| Key | Characters Assigned To Each Numeric Key | | | | | | | | |
|-----|-------------------------------------------|---|---|---|---|--|--|--|--|
| 1 | _ | - | @ | . | 1 | | | | |
| 2 | A | B | C | 2 | | | | | |
| 3 | D | E | F | 3 | | | | | |
| 4 | G | H | I | 4 | | | | | |
| 5 | J | K | L | 5 | | | | | |
| 6 | M | N | O | 6 | | | | | |
| 7 | P | Q | R | S | 7 | | | | |
| 8 | T | U | V | 8 | | | | | |
| 9 | W | X | Y | Z | 9 | | | | |
| 0 | SPACE | 0 | | | | | | | |
| ↑ | Scroll Up through entire character list | | | | | | | | |
| ↓ | Scroll Down through entire character list | | | | | | | | |
| ← | Move to left one character position | | | | | | | | |
| → | Move to right one character position | | | | | | | | |
| OFF | Clear from cursor position to end of line | | | | | | | | |

Table 7: Text Character Set

To save programming changes, press [OK], or press [MENU] to exit without saving.

The following additional special characters are available by scrolling using the [↑] and [↓] arrow keys.
+ - @ # \$ " & % * : () / < > =

System Programming



To enter programming mode simply enter your PIN and press the MENU key on the keypad.
The default Master user PIN is 2580.

Access > PIN Codes >

DEL - Ur

ERASE USER

MENU 1-0-0

This command allows a master user to to erase another user from the system. Erasing a user will remove the user's PIN, Proximity Token and RF keyfob credentials.

1. Ensure that the system (or area) is turned off.
2. Enter Master PIN + [MENU]
3. Enter [1] + [0] + [0] + [OK].

The keypad will display Ur = prompting you to enter the number of the user to erase.

Ur =

4. Enter the user number then press [OK].

DEL 2

5. The keypad will now prompt you to confirm the erasure by pressing [OK].

Access > PIN Codes >

ch-Pin

CHANGE OWN PIN

MENU 1-1-0

This menu lets you change your own PIN. It is recommended that you write down your old PIN and the new one before you begin. The new PIN must have the same number of digits as your old PIN unless the variable PIN length option has programmed by your installer. Once the change is complete you should destroy the written copy.

At factory default, each PIN is fixed to 4 digits in length.

1. Enter your PIN + [MENU]
2. Enter [1] + [1] + [0] + [OK].

The keypad will prompt you to enter a new PIN.

EntPin

3. Enter your new PIN, and then press [OK].

If an error tone sounds and the display reads "bAdPin" you should try a different PIN. The keypad will now prompt you to enter your new PIN again.

rEPERt

4. To confirm your new PIN, enter your new PIN again.
5. Press [OK] to save and exit, or press [MENU] to exit without saving. Your PIN has now been changed.

Access > PIN Codes >

ch-oth

CHANGE OTHER PIN

MENU 1-1-1

This menu allows a master user to change somebody else's PIN. It is recommended that you write down the old PIN and the new one before you begin. Once the change is complete you should destroy the written copy. The new PIN must have the same number of digits as the old PIN.

At factory default, each PIN is fixed to 4 digits in length. The default PIN for User 1 (Master user) is 2580.

1. Enter your master PIN + [MENU]
2. Enter [1] + [1] + [1] + [OK].

The keypad will display Ur = prompting you to enter the number of the user to change. Each user in the system is assigned a user number as well as a PIN Number.

Ur =

3. Enter the user number to change then press [OK].

EntPin

4. Enter the new PIN.

If an error tone sounds, or "bAdPin" is displayed try a different PIN.

5. Press [OK] to save and exit, or press [MENU] to exit without saving.

Access > PIN Codes >

AddPin

ADD PIN

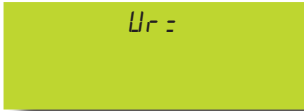
MENU 1-1-2

This menu allows a master user to add a PIN for a new user. Each master user can only program new PINs for those users that have been assigned to the same area(s) as the master user.

At factory default, each PIN is fixed to 4 digits in length however this can be changed by your installer to suit your needs. The default PIN for User 1 (Master user) is 2580.

1. Enter your master PIN + [MENU]
2. Enter [1] + [1] + [2] + [OK].

The keypad will display the Ur = prompt.



3. Enter the user number that you want to add, then press [OK].

If you select a user number which already exists, an error beep will sound. If this happens select a different user number.



4. Enter the new PIN for the user you have selected. If an error tone sounds, try a different PIN. The display will show ===== as you enter the new PIN.

5. Press [OK] to save and exit, or press [MENU] to exit without saving.

Access > PIN Codes >

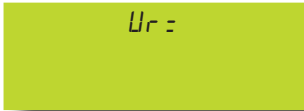


DELETE PIN

This menu allows a master user the ability delete another users PIN. A Master user can only delete a PIN for users that have been assigned to the same area(s) as the Master user. A Master user cannot delete their own PIN.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [1] + [3] + [OK].

The keypad will display the Ur = prompt.



3. Enter the user number you want to delete, then press [OK].



If you have selected a valid user, the system will ask you to confirm the deletion.

4. Press [OK] to delete the PIN, or press [MENU] to cancel.

Proximity Tokens & Cards

Proximity tokens and cards can be used as an alternative to a PIN number when on and off the system.

A token is a small plastic tag card that has a unique ID. A user can place the token card in front of a reader keypad to turn the system or specific areas on and off.

This feature requires that at least one keypad that has an in-build prox reader fitted. This section outlines how to add and delete proximity tokens or cards. If you try to add a token from a keypad that does not have an in-built reader, the keypad will prompt you to select the reader you wish to learn the new token.

You should discuss this feature with your installer for more details on your particular installation.

Access > Token >



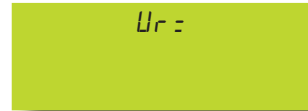
ADD TOKEN

This menu allows a master user to add a new token for other users provided they are assigned to the same area(s) as the Master user.

This feature requires that at least one keypad that has an in-build prox reader fitted.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [2] + [0] + [OK].

The keypad will display the Ur = prompt.



2. Enter the user number you want to add the token to, then press [OK].

If you are currently using a keypad with built in reader the system will prompt you to present the new token to the keypad.



2. Present the token at the keypad to learn the new token.

Access > Token >

dELPr0

DELETE TOKEN**MENU 1-2-1**

This menu allows a master user to delete a users proximity token or card. Master users can only delete user's tokens that belong to the same area.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [2] + [1] + [OK].

The keypad will display the Ur = prompt.

Ur =

3. Enter the user number who's token you want to delete, then press [OK].

If you have selected a valid user with a token, the system will ask you to confirm the deletion.

dEL P

4. Press [OK] again to delete the token, or press [MENU] to cancel.

Access > Token >

id Pr0

TOKEN STATUS**MENU 1-2-2**

This menu allows a master user to identify which user belongs to the token.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [2] + [2] + [OK].

The system will prompt you to present the token to be identify to the keypad.

PrSEnt

3. Present the token to the keypad.

Once the token is presented the system will display the user number who the token belongs to. In the example below the token belongs to user 9.

Ur009

4. Press [OK] when finished.

RF Radio Keyfobs

Radio Keyfobs can be used as an alternate method for users to turn an area(s) on and off and or control an automatic door or gate.

This section outlines how to add and delete RF keyfobs for users. The RF Keyfob must be compatible with the RF Receiver that has been installed by your security company.

Access > RF Keyfob >

AddF0b

ADD KEYFOB**MENU 1-3-0**

This menu allows a master user to program or learn a keyfob ID number into the system.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [3] + [0] + [OK].

The keypad will display the Ur = prompt.

Ur =

3. Enter the user number you want to add the keyfob to, then press [OK].

The keypad will prompt you to enter the RF keyfob ID number.

Ent id

4. Enter the RF Keyfob's ID Number or alternatively press any button on the keyfob to automatically learn the ID number.

Access > RF Keyfob >

dELF0b

DELETE KEYFOB**MENU 1-3-1**

This menu allows a master user to delete the RF keyfob that has been assigned to a user.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [3] + [1] + [OK].

The keypad will display the Ur = prompt.

Ur =

3. Enter the user number who's keyfob you want to delete, then press [OK].

dEL P

4. Press [OK] to delete the RF keyfob and exit.

Access > User Properties >

Ur nRiE
MENU 1-4-0

USER NAME

This menu allows the master user to program the user's name. A maximum of 16 characters can be entered in this field. Use the [←] and [→] keys to scroll the cursor left and right to view the entire user name.

The text programming procedure is very similar to that of most mobile phones. Refer the Programming Text section on page 10 for more details.

User names are stored with associated events in the system's history log. This enables accurate auditing of user movements at a later time if required. Names are also used when reporting alarms and arm /disarm events in SMS and other text based reporting formats.

Each user has a default name which can be changed if desired. The default names are as follows.

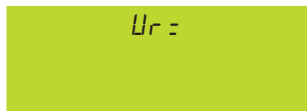
| DEFAULT USER NAMES | |
|--------------------|--------------|
| User Number | Default Name |
| 1 | USER 1 nRiE |
| 2 | USER 2 nRiE |
| ↓ | ↓ |
| 48 | USER 48 nRiE |

Table 8: Default User Names

To change a user name,

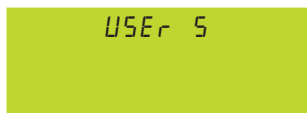
1. Enter your Master PIN + [MENU].
2. Enter [1] + [4] + [0] + [OK].

The keypad will display the Ur = prompt.



3. Enter the user number who's name you want to change, then press [OK].

The keypad will display the current User Name.



The cursor position is displayed by the flashing character in the name.

4. Use the 0 to 9, [←] and [→] keys to change the user name text as required. At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters.

To clear all text from the cursor position to the right, press the [OFF] key.

5. When the user name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.

Access > User Properties >

Ur Ar ER
MENU 1-4-1

AREA ASSIGNMENT

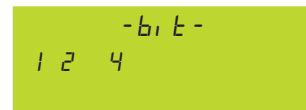
This menu allows the master user to program which area(s) (1 to 4) a user operate. The master user can only assign another user to any one or multiple areas that the master user has been assigned to. At factory default, each user is assigned to operate Area 1.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [4] + [1] + [OK].
The keypad will display the Ur = prompt.



3. Enter the user number who's area assignment you want to change, then press [OK].

Zone numbers 1 to 4 area used to display which areas that the user has access to.



4. Use keys [1] to [4] to toggle the area assignment on or off.
5. Press [OK] to save and exit, or press [MENU] to exit without saving.

Timer Groups

Timer Groups can be used to prevent various users from operating the system outside given times of the day, days of the week or even holiday periods.

This functionality can only be configured on your system by the installer. Master users can assign other users to a specific timer group as well as adjust the schedule start and stop times and also the days of the week that the schedule will operate.

Multiple schedules can be associated to a timer group, however users can only belong to one timer group. For example, to allow a group of users to operate the system between 8am and 5pm on Mon, Tue, Wed and Fri, 1 schedule (Sh1) is required. To allow operation between 8am and 9.30pm on Thu, a second schedule (Sh2) is required.

Once the schedule(s) have been created, your installer will link them to a timer group, and advise you which timer group number has been used.

Master users can now restrict the user(s), by linking them to the appropriate timer group.

Users

Each user can only belong to 1 timer group.

Schedules

Multiple schedules can be linked to the same timer group. Up to 8 schedules can be created.

Time Groups

Up to 8 different timer groups can be created.

Access > User Properties >

Timer Grp

TIMER GROUP

MENU 1-4-4

This menu allows the master user assign each user to a timer group. Timer groups can be used to restrict User access to be within specific times defined by schedules. Each user can only be assigned to one timer group. Setting this option to 0 will give the user 24 hour access to the system.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [4] + [4] + [OK].
The keypad will display the Ur = prompt.

Ur =

3. Enter the user number you want to assign, then press [OK].

d=00

4. Using the numeric keys (1 to 8 / 0 = disabled) , enter the timer group number.
5. Press [OK] to save and exit or press [MENU] to exit without saving.

Access > User Properties >

Ur - Acc

ACCESS GROUP

MENU 1-4-5

This menu allows the master user to assign other users to one or more access groups. An access group is used to allow and/or restrict which users have access to various system outputs. Outputs can be used to control doors, gates or roller doors etc.

You should discuss these options with your installer.

1. Enter your Master PIN + [MENU].
2. Enter [1] + [4] + [5] + [OK].
The keypad will display the Ur = prompt.

Ur =

3. Enter the user number you want to assign, then press [OK].

The keypad will display the current access groups assigned to the user via the zone indicators.

-b, t-
1 2 4 5 6 8

4. Use keys [1] to [8] to toggle the corresponding access groups on or off.
5. Press [OK] to save and exit, or press [MENU] to exit without saving.

Areas

The Solution 16i control panel has the ability to be partitioned up to 4 individual areas. Each area can be independantly controlled. This section outlines various commands that control individual areas.

Areas > Commands >

L200

AREA STATUS

MENU 2-0-0

This menu allow users the ability to view the area status of the current area or the status of a different area. This menu is only available via a keypad who's corresponding area is turned off.

1. Enter [Master PIN] + [MENU]
2. Enter [2] + [0] + [0] + [OK].

If your system has been configured to have more than one area, the keypad will display the A = prompt.

A =

3. Enter the number of the area that you want to view the status of, then press [OK].

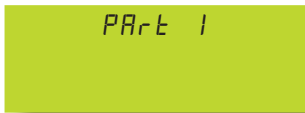
The keypad will display the area status information. If the area is turned All On, the keypad will display:

ALL On

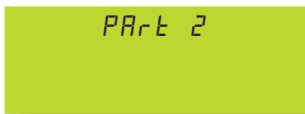
If the area is turned All Off, the keypad will display:

1 5 OFF

If the area is turned Part On, the keypad will display:



If the area is turned Part 2 On, the keypad will display:



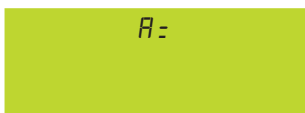
4. To exit, press [OK].



This menu allows you to turn a single area All On. If your system has been configured to have multiple areas then the keypad will prompt you to select the area you wish to turn All On.

1. Enter your Master PIN + [MENU].
2. Enter [2] + [0] + [1] + [OK].

If your system has been configured to have more than one area, the keypad will display the A = prompt.



3. Enter the area number you wish to turn All On, then press [OK].



This menu allows you to turn on all areas that your PIN has been assigned to at the same time All On. The keypad displays below show the area icons 1 and 2 on indicating that both Area 1 and Area 2 are armed.

1. Enter your Master PIN + [MENU]
2. Enter [2] + [0] + [2] + [OK].

The keypad will display the word "LEAVE" in the display and the exit warning beeper will sound. You should leave all areas now.



When exit time has expired, the keypad will display that the home area (Area 1 in this case) is on, and that area 2 is also on via the area icons.



Area icons will only display if programmed to do so by your security installer.



This menu allows you to turn off all areas that your PIN has been assigned to at the same time. At least one keypad on the system must be in a disarmed area before you can access this command.

1. Enter Master PIN + [MENU].
2. Enter [2] + [0] + [3] + [OK].

The system will now disarm all areas that are in the armed condition provided the user belongs or has access to the area.



This menu allows you to move the focus of a keypad's default home area to a different area. Once the keypad's focus has changed, you will be able to see the status of the zones in that area and also perform functions as if you were using the keypad located or assigned to that area.

1. Enter [Master PIN] + [MENU]
2. Enter [2] + [0] + [4] + [OK].

If your system has been configured to have more than one area, the keypad will display the A = prompt.



3. Enter the area number (1 to 4) that you want to move to, then press [OK].

The keypad will now move to the requested area. If you do not have access to the selected area the system will sound a error beep and the keypad focus will remain un-changed.

The keypad will return to it's home area, 30 seconds after the last key press.



If the keypad has been programmed to be a roaming keypad then you can use the [←] and [→] keys to move between areas at any time.

Areas > Commands >

CH ON/OFF

CHIME ON/OFF

MENU 2-0-5

Chime mode allows you to monitor a zone (or group of zones) while the system or area is in the disarmed state.

The system can be programmed to sound the keypad buzzer or activate a programmable output when the corresponding chime zone(s) are faulted. This feature can be useful when you need to monitor the front or back entrance to the premises.

This menu allows a user to turn chime mode on and off. Only keypads programmed to sound the chime tone will be heard when a zone programmed for chime is faulted.

The master user can program which zones are monitored for chime alarms in MENU 3-0-3.

1. Enter your Master PIN + [MENU].
2. Enter [2] + [0] + [5] + [OK].

The system will display the current chime state. If your system has been configured for multiple areas you will be prompted to enter the area number to program.

In the example below chime mode "IS OFF".

3. To turn Chime mode on, simply press the [ON] key.

The display will show that chime mode "IS ON" and also the chime icon will be displayed.

To toggle chime mode off again, simply press [OFF].

4. Press the [OK] key to exit.



It is possible to turn chime mode on and off pressing the 4 key down for 2 seconds. Only the area currently in focus will operate when using this method.

Areas > Commands >

CH LYP

CHIME MODE

MENU 2-0-6

Chime mode allows the master user to control the way chime alarms operate. There are 4 options available.

1) Chime Always

Will sound the chime alarm while ever the zone(s) programmed for Chime are open or faulted.

2) Chime One-Shot (Max 255 seconds)

Will sound the chime alarm for the programmed time regardless of how long the chime zone(s) remains open or faulted.

3) Delayed Chime (Max 255 seconds)

Will sound the chime alarm only after the chime zone(s) has been open or faulted for the programmed time.

4) Chime Latching.

Will sound the chime alarm until a valid user code is entered followed by the [OK] key. This will reset the Chime Alarm.

To set the chime mode.

1. Enter your Master PIN + [MENU].
2. Enter [2] + [0] + [6] + [OK].

If your system has been configured for multiple areas, your keypad will prompt you to enter the area number to program. The keypad will display the current chime mode set for that area.

3. Use the [↑] and [↓] keys to select the required chime mode.

If a time parameter is required for the chosen mode, simply enter the require value in seconds.

4. Press [OK] to save and exit, or press [MENU] to exit without saving.

Areas > Area Properties >

A-nAñE
MENU 2-1-0

AREA NAME

This menu allows you to program the name for each area. The area name can be up to 16 characters long. At factory default, only Area 1 is used. The control panel can have a maximum of 4 independent areas programmed.

1. Enter your Master PIN + [MENU].
2. Enter [2] + [1] + [0] + [OK].

The keypad will prompt you to enter the area number of the area that you want to change the name for.



3. Enter the area number (1 to 4), then press [OK].

The keypad will display the first six characters of the current area name.

4. Use the [0] to [9], [←] and [→] keys to change the area name text as required.

At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters.

To clear all text from the cursor position to the right, press the [OFF] key.

5. When the area name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.

| DEFAULT AREA NAMES | |
|--------------------|-----------------|
| Area Number | Default Name |
| 1 | SECURITY SYSTEM |
| 2 | AREA 2 |
| 3 | AREA 3 |
| 4 | AREA 4 |

Table 9: Default Area Names

Input Options

The control panel can have up to a maximum of 16 zones. When the optional radio receiver is fitted, any available zone can be programmed as a wireless zone. Your installer will advise you on the exact makeup and configuration of your system.

Inputs > Commands >

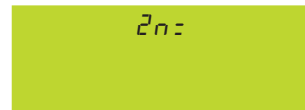
STATUS
MENU 3-0-0

ZONE STATUS

This menu allows you to view the status or condition of each zone on the system. There are four possible states which can be displayed, Zone Normal, Zone Open, Zone Tamper and Zone Shorted. The status display will also show the resistance across the zone loop.

1. Enter your Master PIN + [MENU].
2. Enter [3] + [0] + [0] + [OK].

The keypad will display the Zn = prompt.



3. Enter the zone number you want to view the status of, then press [OK].

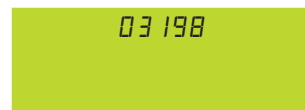
The keypad will scroll the zone status information. The first screen will display the zone state.

There are 4 possible states;

- Normal - Zone is closed and ready.
- Short - Zone is shorted and not ready.
- Open - Zone is open and not ready.
- Tamper - Zone tamper circuit is open.



The keypad will now display the zone resistance in ohms. This resistance is measured by the control panel.



4. Press the [OK] key to exit.

Inputs > Commands >

bYPASS

BYPASS ZONES**MENU 3-0-2**

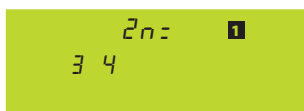
This menu allows you to bypass one or more zones before you turn an area All On, Part On or Part 2 On. When a zone is bypassed, it is not able to detect intrusion or sound an alarm. All non bypassed zones will continue to operate as normal.

Any zone that has been bypassed will automatically be un-bypassed when you turn the corresponding area off.


1. Enter your Master PIN + [MENU].
2. Enter [3] + [0] + [2] + [OK].


The keypad will flash the Zn= prompt. Any zone(s) which are currently bypassed will also be flashing.

If your system is programmed for multiple areas, the area icon will also be displayed.



3. To bypass a zone, enter the zone number and then press [OK].
The zone indicator will begin to flash. To un-bypass a zone type the zone number and then press [OK].
Repeat step 3 for any additional zones that you need to bypass or un-bypass.
4. Press [OK] to save and exit, or press [MENU] to exit without saving.

 You can only bypass zones in the current area. To bypass zones in another area, exit programming mode and move to the required area before repeating from step 1.

 You can also access the Zone Bypass function by entering your PIN and then pressing the PART / Bypass key down for 2 seconds.

Inputs > Commands >

ch-Zn

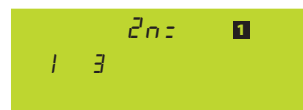
SET CHIME ZONES**MENU 3-0-3**

This menu allows you to program zones to be monitored when the corresponding area is turned off. Chime mode is ideal to monitor a front door to sound the keypad buzzer when opened (faulted).

1. Enter your Master PIN + [MENU].
2. Enter [3] + [0] + [3] + [OK].

The keypad will flash the Zn= prompt, indicating that you are in data entry mode. Any zone(s) which are currently set as Chime Zones will be displayed.

An area icon will also display to verify which area you are programming chime zones for.



3. Enter the zone number (1 to 16) followed by the [OK] key to toggle the zone on or off for chime mode.
Repeat step 3 toggle chime zones on or off.
4. Press [OK] to save and exit, or press [MENU] to exit without saving.

Inputs > Commands >

Pt2-Zn

SET PART 2 ZONES**MENU 3-0-4**

This menu allows you to program which zones are to be monitored when an area has been turned Part 2 On.

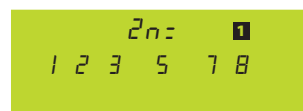
At factory default all zones are monitored when you turn the area Part 2 On.

1. Enter your Master PIN + [MENU].
2. Enter [3] + [0] + [4] + [OK].

The keypad will display the Zn= prompt.

Any zone(s) that are programmed not to be monitored when you turn the area Part 2 On will not be displayed.


An area icon will also display to verify which area you are programming chime zones for.



3. Enter the zone number (1 to 16) followed by [OK] to toggle the monitoring of the zone on or off when turned Part 2 On.

Repeat Step 3 for any additional Part 2 zones you require.

4. Press [OK] to save and exit, or press [MENU] to exit without saving.

 In the above example, zones 1,2,3,5,7 and 8 will be monitored when the Area 1 is turned Part 2 On. Zones 4 and 6 will not be monitored.

Inputs > Commands >

SMOKE SENSOR RESET

FIRE-r
MENU 3-0-5

If your system has smoke sensors fitted, they may be powered directly by the control panel. If this is the case, this menu is used to reset your smoke detectors when required.

1. Enter your Master PIN + [MENU].
2. Enter [3] + [0] + [5] + [OK].



The keypad will display the word BUSY for 10 seconds while the smoke sensors are reset before returning to the menu.



If your system is configured for multiple areas you may be asked to select the area to reset.

Inputs > Zone Properties >

ZONE NAME

ZoneName
MENU 3-1-0

This menu allows the master user to program name of each zone (Up to 16 characters). Use the [←] and [→] keys to move the cursor position left and right to view the zone name.

The text programming procedure is very similar to that of most mobile phones. Refer the Programming Text section on page 10 for more details.

Zone names are stored with associated events in the system's history log. This enables accurate auditing of events at a later time if required. Names are also used when reporting alarms and turning an area on and off in SMS and other text based reporting formats.

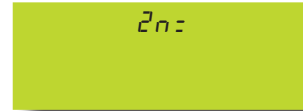
Each zone has a default name which can be changed if desired. The default names are as follows.

| DEFAULT ZONE NAMES | |
|--------------------|--------------|
| Zone Number | Default Name |
| 1 | Zone 1 |
| 2 | Zone 2 |
| ↓ | ↓ |
| 16 | Zone 16 |

Table 10: Default Zone Names

1. Enter your Master PIN + [MENU].
2. Enter [3] + [1] + [0] + [OK].

The keypad will display the Zn = prompt.



3. Enter the zone number you want to program, then press [OK].

The keypad will display the current Zone Name.



4. Use the [0] to [9], [←] and [→] keys to change the Zone Name text as required.

At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters.

To clear all text from the cursor position to the right, press the [OFF] key.

5. When the Zone Name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.

Inputs > Input Testing >

WALK TEST ALL ZONES

TestZones
MENU 3-9-0

This menu allows you to test all zones within an area at the same time. To successfully walk test each zone, you must open and close each zone.

1. Enter your Master PIN + [MENU].
2. Enter [3] + [9] + [0] + [OK].

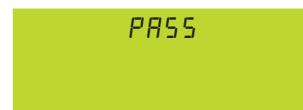
The keypad will display a list of all zones to be tested. If your system is configured for multiple areas then you may be prompted to select the area to test.



3. Fault and restore each zone that needs to be tested.

A zone that has been successfully tested will no longer be displayed on the keypad display.

When all zones have been tested, the keypad will display PASS.



4. Press [OK] to exit

Inputs > Input Testing >

TEST-Zn

WALK TEST A SINGLE ZONE**MENU 3-9-1**

This menu allows you to select a single zone to be tested via walk test.

1. Enter your Master PIN + [MENU].
2. Enter [3] + [9] + [1] + [OK].

The keypad will display the Zn = prompt.

Zn =

3. Enter the zone number you want to test, then press [OK].

TEST
2

4. Fault and restore the zone to be tested.

If the zone test was successful, the keypad will display PASS.

The system will also chirp the sirens for 1 second if the zone test was successful making it easier for one person to do the test.

PASS

5. Press [OK] to exit when finished.

Output Options

The control panel can have up to 8 outputs. Four outputs are available as standard with an additional four available when the optional output expander is fitted.

Outputs are used to operate sirens, strobe lights etc and can also be used to control automatic doors and gates.

Your installer will advise you on the exact makeup and configuration of your system.

Outputs > Commands >

STATUS

OUTPUT STATUS**MENU 4-0-0**

This menu allows you to view the the current status of each output.

1. Enter your Master PIN + [MENU].
2. Enter [4] + [0] + [0] + [OK].

The keypad will flash the Op = prompt.

OP =

3. Enter the output number you want to view, then press [OK].

The keypad will now display the status of the selected output.

There are 4 possible states.

i 5 OFF - output is OFF,

i 5 On - Output is ON and

c OnL St - Connection Trouble.

oUL OAd - Connection Overload.

If connection trouble or connection overload is shown there may be a problem with an output device on the system. In this case you should contact your installer for further information.

The keypad will display the following when output 3 is OFF.

i 5 OFF

The keypad will display the following when output 2 is ON.

i 5 On

The keypad will display the following when output 3 has a connection trouble (output device is missing).

c OnL St

The keypad will display the following when output 3 has an overload condition.

oUL OAd

4. Press [OK] to exit.

Outputs > Commands >

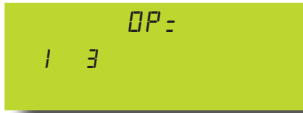
ON-OFF
MENU 4-0-1

TURN OUTPUT ON/OFF

This menu allows you to manually control the system outputs that have been programmed by your installer. Outputs can be programmed to control sirens, strobe lights, outside lighting, pool pumps, watering systems etc.

1. Enter your Master PIN + [MENU].
2. Enter [4] + [0] + [1] + [OK].

The keypad will flash the Op= prompt. Any output(s) which are currently on will also be displayed.



If your system is configured for multiple areas the area icon for the current area will also be displayed.

3. Enter the output number + [OK] to toggle the output on or off.
Repeat step 3 for any additional outputs that you need to control.
4. Press [OK] to exit.

Outputs > Properties >

OUTPUT NAME
MENU 4-1-0

OUTPUT NAME

This menu allows the master user to program name of each Output (Up to 16 characters). Use the [←] and [→] keys to move the cursor position left and right to view the zone name.

The text programming procedure is very similar to that of most mobile phones. Refer the Programming Text section on page 10 for more details.

Output names are stored with associated events in the system's history log. This enables accurate auditing of events at a later time if required. Names are also used when reporting alarms and turning an area on and off in SMS and other text based reporting formats.

Each output has a default name which can be changed if desired. The default names are as follows.

| DEFAULT OUTPUT NAMES | |
|----------------------|----------------|
| Output Number | Default Name |
| 1 | EXTERNAL SIREN |
| 2 | STROBE |
| 3 | SIREN SDR |
| 4 | INTERNAL SIREN |
| 5 | OUTPUT 5 NAME |
| 6 | OUTPUT 6 NAME |
| 7 | OUTPUT 7 NAME |
| 8 | OUTPUT 8 NAME |

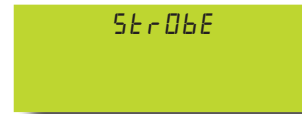
Table 11: Default Output Names

Outputs 5 to 8 are available when an optional output expander is fitted. Discuss this feature with your installer.

1. Enter your Master PIN + [MENU].
2. Enter [4] + [1] + [0] + [OK].
The keypad will flash the Op = prompt.



3. Enter the output number (1 to 8) you want to program, then press [OK].



4. Use keys [0] to [9], [←] and [→] keys to change the Output Name text as required.

At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters. To clear all text from the cursor position to the right, press the [OFF] key.

5. When the Output Name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.

Outputs > Output Testing >

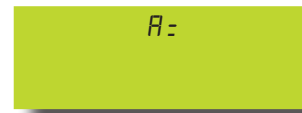
EXTERNAL SIREN TEST
MENU 4-9-0

EXTERNAL SIREN TEST

This menu allows you to test the external sirens which have been connected to the system. The test will last for 5 seconds.

1. Enter your Master PIN + [MENU].
2. Enter [4] + [9] + [0] + [OK].

If your system has been configured to have more than one area, the keypad will display the A = prompt.



3. Enter the Area number in which to test the external sirens in and then press [OK].



The keypad will display 'Siren' and the alarm icon during the audible 3 second siren test.

Outputs > Output Testing >

tStnt

INTERNAL SIREN TEST**MENU 4-9-1**

This menu allows you to test any internal sirens which have been connected to the system. The test will last for 3 seconds.

1. Enter your Master PIN + [MENU].
2. Enter [4] + [9] + [1] + [OK].

If your system has been configured to have more than one area, the keypad will display the A = prompt.

A=

3. Enter the Area number in which to test the internal sirens in and then press [OK].

bELL



The keypad will display 'Bell' and the alarm icon during the audible 3 second internal siren test.

Outputs > Output Testing >

tStStt

STROBE TEST**MENU 4-9-2**

This menu allows you to test the external strobe lights fitted to the system. The test will last for 1 minute.

1. Enter [Master PIN] + [MENU]
2. Enter [4] + [9] + [2] + [OK].

If your system has been configured to have more than one area, the keypad will display the A = prompt.

A=

3. Enter the area number in which to test the strobe lights in and then press [OK].

Strobe



During the 60 second strobe test, the keypad will display both the word 'Strobe' and also the alarm icon.

Communication / Reporting

Programming options in this section relate to how your control panel will communicate alarm information. Your installer will advise you on the configuration of your system.

Comms > Commands >

cALRS

CALL/ANSWER RAS**MENU 5-0-1**

This menu allows you to initiate a modem call to the installer's off-site computer for programming changes and updates or to remotely service and configure your system. You should not enter this command unless requested to do so.

1. Enter your Master PIN + [MENU].
2. Enter [5] + [0] + [1] + [OK].

Comms > Commands >

cFOnOff

CALL FORWARD ON/OFF**MENU 5-0-2**

This menu allows you to turn on and off the call forward feature. When you turn on call forwarding, the control panel will automatically activate and de-activate the call forward on and call forward off sequence accordingly when you turn your system All On and Off.

For this feature to work you will need to also program the Call Forward On and Call Forward Off Numbers as detailed later in this section.

1. Enter your Master PIN + [MENU].
2. Enter [5] + [0] + [2] + [OK].
If call forwarding is off, the keypad will display:

15 OFF

If call forwarding is on, the keypad will display.

15 On

3. To turn Call Forwarding On, press the [ON] key or press the [OFF] key to turn call Forwarding off.
4. Press [OK] to exit.

Comms > Commands >

d i r e c t

DIRECT LINK CONNECT**MENU 5-0-5**

This menu allows the master user to start a direct link session without the need for the installer to press and hold the default button.

1. Enter your Master PIN + [MENU].
2. Enter [5] + [0] + [5] + [OK].

c o n n e c t

Once the computer and the control panel establishes a connection, the keypad will automatically return to the normal state.

Comms > Commands >

v o i c e

VOICE SETUP**MENU 5-0-6**

This menu allows the master user to record their own customised greeting and zone description message that will be played back to users that are programmed to receive domestic telephone calls from the alarm system.

These messages should be clear enough so that the user receiving the telephone call from the control panel can then take the appropriate action.

This feature requires an optional voice module to be fitted to the control panel by your installer. Additional programming information is included with the voice module.

Comms > Commands >

S E T - P h

SET DOMESTIC PHONE NUMBER**MENU 5-1-5**

Domestic reporting allows the control panel to send reports to 3 different personal telephone numbers (eg. mobile telephone numbers). Each telephone number has a maximum of 32 digits.

A telephone call needs to be acknowledged by the user that answers the incoming call by pressing [#] on their telephone. If the user fails to acknowledge the call, the control panel will make another attempt to report until the maximum number of call attempts are reached.

1. Enter your Master PIN + [MENU].
2. Enter [5] + [1] + [5].
If the control panel is not configured to report via domestic format, the keypad will display the following:

n o o p t

If the control panel has been configured to report via domestic format, the keypad will display information for telephone number 1.

P h 1 ?

3. Using the numeric keys, enter all of the digits of the first telephone number that the control panel will call.

You can change a single digit by scrolling the cursor left [←] and right [→]. For special characters (eg. Pause = P, A = *, H = # etc), use the [↑] and [↓] keys.

To clear or delete all numbers from the current cursor position to the right, press the [OFF] key.

4. Press [OK] to program telephone number 2.

P h 2 ?

5. Using the numeric keys, enter all of the digits of the second telephone number (if required).

6. Press [OK] to program telephone number 3.

P h 3 ?

7. Using the numeric keys, enter all the digits of the third telephone number (if required).

8. Press [OK] to save and exit, or press [MENU] to cancel.



Domestic reporting must be programmed by your installer or this location will not be available.

Comms > Commands >

c a l l f o r w a r d o n

CALL FORWARD ON**MENU 5-1-6**

When you leave your premises, you no longer need to remember to manually activate the Call Forward On feature on your telephone. This option allows you to program the Call Forward On sequence that the control panel will automatically use when you turn Area 1 'On'.

In Australia, a typical sequence for activating the Call-Forward On are described in the following examples:

Call Forward On All Calls -**Immediate**

[*][2][1] [Phone Number] [#]

or

If No Answer

[*][6][1] [Phone Number] [#]

or

If No Answer (After 5 to 60 Seconds)

[*][6][1] [Phone Number] [*] [Time In Seconds] [#]

For other countries please substitute the appropriate commands after consultaion with your telephone company.

1. Enter your Master PIN + [MENU].
2. Enter [5] + [1] + [6] + [OK].

The keypad will display the current call forward on number sequence.



AB 1PA2

The default sequence AB 1PA2DH is explained below. You should modify this sequence to suit your particular requirements or ask your installer to configure for you.

AB 1 = (Turn Call Forward On – No Answer).

P = (2 Second Pause).

A2DH = (Delay Call Forward sequence for 20 seconds).

3. Using the combination of numeric keys and [↑] and [↓] keys to program special characters, enter all the digits of the call forward on sequence.

You can change a single digit by moving the cursor position using the [←] and [→] keys.

Example:

For the control panel to initiate the sequence of forwarding all calls immediately to the telephone number 0212345678, a sequence of A2 102 123456 7BH would be programmed.

4. Press [OK] to save and exit, or press [MENU] to exit without saving.



For more information on how to use the Call Forwarding features contact your telephone service provider or your installer.

When programming telephone numbers the following symbols have a special meaning or function.

A = *

H = #

P = Pause (2 second)

Comms > Commands >

CFOPh

CALL FORWARD OFF

MENU 5-1-7

When you enter your premises, you no longer need to remember to manually disable the Call Forward feature via the telephone. This option allows you to program the Call Forward Off sequence that the control panel will automatically use when you turn Area 1 'Off'.

In Australia, a typical sequence of activating the Call Forward Off feature is described below:

Call Forward Off All Calls -**Immediate**

[*][2][1] [#]

or

If No Answer

[*][6][1] [#]

For other countries please substitute the appropriate commands after consultaion with your telephone company.

1. Enter your Master PIN + [MENU].
2. Enter [5] + [1] + [7] + [OK].

The keypad will display the current call forward off sequence.



HB 1h

The default sequence HB 1H is explained below. You should modify this sequence to suit your particular requirements or ask your installer to configure for you.

HB 1 (To turn Call Forward With No Answer Off).

H (End of Call-Forward sequence)

3. Using the combination of numeric keys and [↑] and [↓] keys to program special characters, enter all the digits of the call forward off sequence.

You can change a single digit by moving the cursor position using the [←] and [→] keys.

For special characters (eg. P = pause, A=* or H=# etc), use the [↑] and [↓] keys.

4. Press [OK] to save and exit, or press [MENU] to exit without saving.

Comms > MyAlarm >

EiRL

EMAIL ADDRESS

MENU 5-5-8

This menu allows the master user to program the email address that the system will send reports to.

1. Enter your Master PIN + [MENU].
2. Enter [5] + [5] + [8] + [OK].

The keypad will display the current email address.



3. Use the numeric, [0] to [9], [←] and [→] keys to enter or change the email address as required.

At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters.

To clear all characters from the cursor position to the right, press the [OFF] key.

4. When the email address is complete, press [OK] to save and exit, or press [MENU] to exit without saving.
5. To stop email reporting simply remove the email address or disable all of the email options.



When entering an email address the @ symbol is represented on the keypad display as . To enter this character continually press the 1 key until the symbol appears. For more information see "Table 7: Text Character Set" on page 10.

Comms > MyAlarm >

E-OPtS

EMAIL OPTIONS

MENU 5-5-9

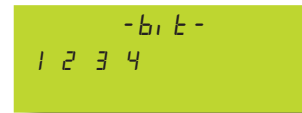
This menu allows the master user to program which types of system events are sent via email.

| Option | Description |
|--------|--------------------|
| 1 | Open/Close Reports |
| 2 | Zone Alarm |
| 3 | Zone Trouble |
| 4 | System |
| 5 | Access |
| 6 | Reserved |
| 7 | Reserved |
| 8 | Reserved |

Table 13: Email Options

1. Enter your Master PIN + [MENU].
2. Enter [5] + [5] + [9] + [OK].

The keypad will display the current options which are selected or enabled.



3. Use the [1] to [8] keys to turn on and off the features as required. When the corresponding number on the keypad is on then the option is selected.
4. When all email options are programmed, press [OK] to save and exit, or press [MENU] to exit without saving.

Comms > Periodic Test >

tSt-dL

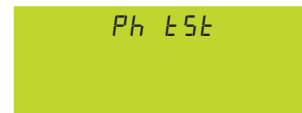
SEND TEST REPORT

MENU 5-9-0

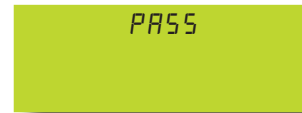
This menu allows you to test the reporting functions of the control panel by manually sending a 'Test' report to the receiving party (i.e. security company monitoring station, mobile telephone etc).

1. Enter your Master PIN + [MENU].
2. Enter [5] + [9] + [0] + [OK].

The test will begin and the keypad will display that testing is in the progress. The test may take up to 3 minutes to complete.



If the test is successful, the keypad will prompt:



If the test is NOT successful, the keypad will prompt:



3. Press [OK] or [MENU] to exit.

Devices and Optional Modules

Programming options in this section relate to the keypads and other devices which may be connected to your alarm system. Your installer will advise you on the exact configuration of your system.

Devices > Commands >

LAN-5t

LAN STATUS

MENU 6-0-0

This menu provides a listing of all devices and modules connected to your system. Using this option it is possible to view the voltage, temperature and other information about each of the modules.

1. Enter your Master PIN + [MENU].
2. Enter [MENU] + [6] + [0] + [0] + [OK].

The keypad will display the first device fitted to the system.

3. Use the [↑] and [↓] keys to select the device that you want to view, then press [OK] to select.

cP001

The system display CP001 which represents Keypad number 1 on the system. Press [OK] to view.

The display will show each parameter for the device one at a time.

Display shows the current keypad temperature.

t = 22c

Displays the current voltage being measured at the keypad.

v = 13.8

Displays the firmware version of the keypad.

r = 1-00

Displays the keypad size. 8 Zone or 16 Zone

16 2n

Displays if the keypad has an in built proximity reader.

Pr0

4. Press [OK] or [MENU] to exit.

Devices > Keypads >

cP-u0L

VOLUME

MENU 6-1-0

This menu allows you to adjust the volume of the keypad's buzzer. Each keypad can have their volume adjusted separately to suit your needs.

1. Enter your Master PIN + [MENU].
2. Enter [6] + [1] + [0] + [OK].

The keypad will display the current volume setting and the keypad address. This example shows keypad 1.

u0L = 6

3. Press the the [↑] and [↓] keys to adjust the volume. Min = 1, Max = 8, 0 = Off.
4. Press [OK] to save and exit, or press [MENU] to exit without saving.

Devices > Keypads >

cP-c0n

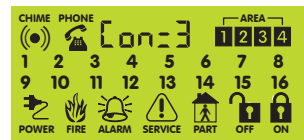
CONTRAST

MENU 6-1-1

This menu allows you to adjust the contrast of the keypad's LCD display to improve visibility. Each keypad can have their display adjusted separately.

1. Enter your Master PIN + [MENU].
2. Enter [6] + [1] + [1] + [OK].

The keypad will then display the contrast screen which includes all of the available symbols and the current contrast setting.



3. Press the the [↑] and [↓] keys to adjust the contrast. Min = 1, Max = 3.
4. Press [OK] to save and exit, or press [MENU] to exit without saving.

Devices > Keypads >

cP-bL

BACKLIGHT

MENU 6-1-2

This menu allows you to adjust the brightness of the keypad's LCD display backlight. Each keypad can have their display adjusted separately.

1. Enter your Master PIN + [MENU].
2. Enter [6] + [1] + [2] + [OK].

The keypad will display the current backlight setting and the keypad address. This example shows keypad 1.

bL = 8

- Press the the [↑] and [↓] keys to adjust the contrast. Min = 1, Max = 10, 0 = Off.
- Press [OK] to save and exit, or press [MENU] to exit without saving.

System Options and Events

Options in this section relate to programming of system wide options and interpretation of system trouble events when and if they occur. Your installer will advise you how to interrogate system trouble events.

System > Commands >

STATUS

PANEL STATUS

MENU 7-0-0

The panel status menu displays the panel software version information as well as highlighting any panel troubles that are currently in effect. This is a view only menu.

System > Commands >

TRBL

SYSTEM TROUBLE

MENU 7-0-1

This menu provides a list of any current system trouble conditions.

To learn more about the possible trouble events that the system will report, see the Trouble Messages table later in this user guide.

If you are uncertain about any messages you should contact your installer for more information.

System > Clock >

CLCK

SET DATE & TIME

MENU 7-1-0

This menu allows you to program or adjust the system's clock.

The keypad allows you to easily program the system's date and time separating the day, month, year, hour and minutes over 5 different screens.

At any time you can toggle between screens by pressing the [←] and [→] keys. You should step through all 5 screens to confirm the time and date are correct before pressing the [OK] key to exit.

See the example below. 01/01/2008 21:53

- Enter your Master PIN + [MENU].
- Enter [7] + [1] + [0] + [OK].

The keypad will display the currently programmed day of the month.

dd = 01

- Use the numeric keys to enter the correct day (1 - 31).

The keypad will display the currently programmed month.

mm = 01

- Use the numeric keys to enter the correct month (1 -12). The keypad will display the currently programmed year.

yy = 08

- Use the numeric keys to enter the last 2 digits of the current year (01 -99). The keypad will display the currently programmed hour of the day in 24hr time.

hh = 21

- Use the numeric keys to enter the correct hour (00 -23). The keypad will display the currently programmed minute of the day.

mm = 35

- Use the numeric keys to enter the correct minute (01 -59).
- Use the [←] and [→] keys at any time to confirm programming, then press [OK] or [MENU] to exit.

System > Clock >

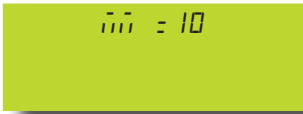
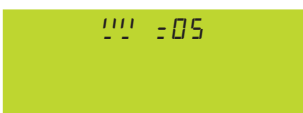
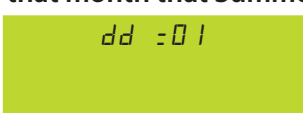
St-On

SUMMER TIME ON**MENU 7-1-1**

This menu allows you to program when day light savings start during the year. This will allow the control panel to automatically adjust it's built in clock accordingly. See the section on Australian daylight savings times for more information.

To program Summertime On, you will need to set the month of the year (Jan to Dec), the week of the month (1 to 5) and the day of the week (Sun to Sat) that daylight savings starts.

January = Month 1 December = Month 12
 First Week = 1 Last Week = 5
 Sunday = Day 1 Saturday = Day 7

1. Enter your Master PIN + [MENU].
2. Enter [7] + [1] + [1] + [OK].

3. Enter the number of the month (January = 01 / December = 12) that Summer Time starts.

4. Enter the number of the week (First Week = 1 / Last Week = 5) in that month that Summer Time starts.

5. Enter the number of the day in the week (Sunday = 01 / Saturday = 07) Summer Time starts
6. Use the [←] and [→] keys at any time to confirm programming and then press [OK] to exit.

Australian Daylight Savings Times

From 2008, the ACT, NSW, South Australia, Victoria and Tasmania will all start daylight savings on the first Sunday in October and end on the first Sunday in April. This will result in an extra month of daylight savings for the ACT and introduces common start and finish dates in these states.

For Western Australia, a three year trial of daylight savings began on Sunday December 3, 2006. A referendum will be held in 2009 to decide whether it should become permanent.

| Daylight Saving Begins | Daylight Saving Ends |
|------------------------|----------------------|
| Turn Clock Ahead 1 hr | Turn Clock Back 1 hr |
| Sunday 4 October 2009 | Sunday 4 April 2010 |
| Sunday 3 October 2010 | Sunday 3 April 2011 |

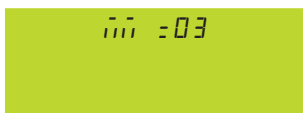
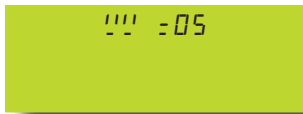
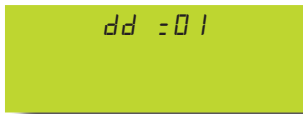
System > Clock >

St-Off

SUMMER TIME OFF**MENU 7-1-2**

This menu allows you to program when day light savings end during the year. This will allow the panel to automatically adjust it's built in clock accordingly.

To program Summer time Off, you will need to program the month of the year (Jan to Dec), the week of the month (1 to 5) and the day of the week (Sun to Sat) that daylight saving ends.

1. Enter your Master PIN + [MENU].
2. Enter [7] + [1] + [2] + [OK].

3. Enter the number of the month (January = 01 / December = 12) that Summer Time ends.

4. Enter the number of the week (First Week = 1 / Last Week = 5) in that month that Summer Time ends.

5. Enter the number of the day in the week (Sunday = 01 / Saturday = 07) Summer Time ends.
6. Use the [←] and [→] keys at any time to confirm programming and then press [OK] to exit.

Schedules

Schedules can be used to automatically operate outputs or on different areas All On and/or Off or Part On and/or Off at different times.

When linked to Timer Groups they can be used to control a users access to the system. For example you may like to restrict staff from accessing the building on Sundays.

The control panel has up to 8 schedules available. Each schedule includes a start and stop time, a day of the week and holiday option which are used to set which days they will operate.

Your installer will configure the schedules and other parameters during installation, however master code users are able to make adjustments to the schedules if required.

The following menus will show how to make adjustments to the schedule name, the start and/or stop time, the days of the week the schedule will operate, Holiday names and holiday dates.

Your installer will advise you if your system has been configured to use schedules.

System > Schedules >

NAME

SchNME
MENU 7-5-0

This menu allows the master user to program the schedule's name (maximum = 16 characters). Use the [←] and [→] keys to scroll the cursor left and right to view the entire name.

The text programming procedure is very similar to that of most mobile phones. Refer the Programming Text section on page 10 for more details.

Schedule names are stored with associated events in the system's history log. This enables accurate auditing of events at a later time if required. Names are also used when reporting alarms and arm /disarm events in SMS and other text based reporting formats.

Each schedule has a default name which can be changed if desired. The default names are as follows.

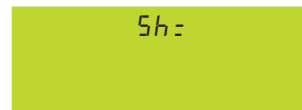
| DEFAULT SCHEDULE NAMES | |
|------------------------|----------------|
| Schedule Number | Default Name |
| 1 | SchEDULE 1 nME |
| 2 | SchEDULE 2 nME |
| ↓ | ↓ |
| 8 | SchEDULE 8 nME |

Table 12: Default Schedule Names

1. Enter your Master PIN + [MENU].

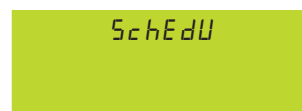
2. Enter [7] + [5] + [0] + [OK].

The keypad will display the sh = prompt.



3. Enter the schedule number (1 to 8) you want to program, then press [OK].

The keypad will display the current Schedule Name. Use the [←] and [→] keys to view the existing name. The cursor position is indicated by the flashing character in the name. It is possible to edit a single character in the name without re-entering the entire name.



4. Use the [0] to [9], [←] and [→] keys to change the Schedule Name text as required.

At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters.

To clear all text from the cursor position to the right, press the [OFF] key.

5. When the Name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.

System > Schedules >

TIME

SchT, ME
MENU 7-5-1

This menu allows you to program the start time and stop time for of each schedule. Some schedules like those used to automatically arm the system, will only have a start time.

You should discuss the configuration of any schedules on your system with your installer.

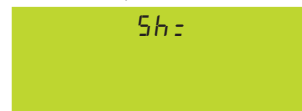
The following prompts will be shown when entering the schedule time parameters.

- Schh = Start Time Hours
- Schm = Start Time Minutes
- Echh = End Time Hours
- Echm = End Time Minutes

1. Enter your Master PIN + [MENU]

2. Enter [7] + [5] + [1] + [OK].

The keypad will display the sh = prompt.



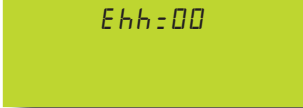
3. Enter the Schedule number you want to program, then press [OK].



- Enter the hour (00 - 23) of the day that the schedule will start.



- Enter the minutes (00 - 59) of the hour that the schedule will start.



- Enter the hour (00 - 23) of the day that the schedule will end.



- Enter the minutes (00 - 59) of the hour that the schedule will end.
- Use the [←] and [→] keys to confirm programming and then press [OK] to exit.

System > Schedules >

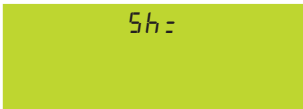


This menu you to program which days of the week the schedule will operate.

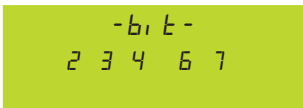
- 1 = Sunday
- 2 = Monday
- 3 = Tuesday
- 4 = Wednesday
- 5 = Thursday
- 6 = Friday
- 7 = Saturday
- 8 = Holidays

- Enter your Master PIN + [MENU].
- Enter [7] + [5] + [2] + [OK].

The keypad will display the sh = prompt.



- Enter the Schedule number (1-8) you want to program, then press [OK].



- Using keys [1] to [8], toggle on or off which days of the week the schedule will operate.

Repeat Step 4 until all required days for the schedule are programmed.

- Press [OK] to save and exit, or press [MENU] to exit without saving.

System > Holidays >



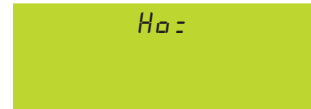
This menu allows the master user to program the holiday's name. A maximum of 16 characters can be entered in this field. Use the [←] and [→] keys to scroll the cursor left and right to view the entire name.

| DEFAULT HOLIDAY NAMES | |
|-----------------------|-------------------|
| Holiday Number | Default Name |
| 1 | HoLi, dAY 1 nAiiE |
| 2 | HoLi, dAY 2 nAiiE |
| ↓ | ↓ |
| 8 | HoLi, dAY 8 nAiiE |

Table 13: Default Holiday Names

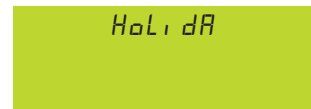
- Enter your Master PIN + [MENU].
- Enter [7] + [6] + [0] + [OK].

The keypad will display the Ho = prompt.



- Enter which holiday name (1 to 8) that you want to program, then press [OK].

The keypad will display the first 6 characters of the holiday name.



- Use the [0] to [9], [←] and [→] keys to program the new holiday name text as required.

At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters.

To clear all text from the cursor position to the right, press the [OFF] key.

- When the holiday name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.

System > Holidays >

h0E, iE

START / STOP DAY

MENU 7-6-1

This menu allows you to program the duration of each holiday stored in the panel. This is done by programming the start and stop date for each holiday period. Holidays can be as short as one day and as long as a week or more.

The following prompts will be shown when entering the holiday parameters.

Sdd = Start Date (day of the month)

Siii = Start Month (month of the year)

Ehh = End Date (day of the month)

Eiii = End Month (month of the year)

1. Enter your Master PIN + [MENU].
2. Enter [7] + [6] + [1] + [OK].

The keypad will display the Ho = prompt.

Enter the Holiday number you want to program, then press [OK].

Enter the day (01 - 31) of the month that the holiday will start.

Enter the month (01 - 12) that the holiday will start.

3. Enter the day (01 - 31) of the month that the holiday will end.

4. Enter the month (01 - 12) that the holiday will end.

Use the [←] and [→] keys to confirm programming and then press [OK] to exit.

System > System Options >

L 773

KEYPAD HI/LO TEMP

MENU 7-7-3

The keypad Hi/Lo temperature allows you to program the minimum (0 °C) and maximum (50 °C) temperatures the keypad will monitor (tolerance = +/- 3 °C).

If the temperature falls below the minimum temperature, or rises above the maximum temperature then the system trouble indicator will be displayed.

1. Enter your Master PIN + [MENU].
2. Enter [7] + [7] + [3] + [OK].

The keypad will display the current Hi temperature setting.

3. Enter the required Hi temperature value in degrees celcius.

4. Enter the required Lo temperature value in degrees celcius.
5. Press [OK] to save and exit, or press [MENU] to exit without saving.



Your installer must activate temperature monitoring for these parameters to take effect.

System > System Options >

S, EE

Site Name

MENU 7-7-7

| 1 | Characters | | | | | | 16 |
|---|------------|---|---|---|---|---|----|
| M | y | A | I | a | r | m | |

This menu allows the master user to program the email subject line to identify the alarm system (eg. site name) to the receiving party. A maximum of 16 characters can be entered in this field. Use the [←] and [→] keys to scroll the cursor left and right to view the entire name.

1. Enter your Master PIN + [MENU].
2. Enter [7] + [7] + [7] + [OK].

The keypad will display the current Site Name.



MYALARM

3. Use the [0] to [9], [←] and [→] keys to change the Site Name text as required.

At any time you can use the [↑] and [↓] keys to scroll through the complete list of available characters.

To clear all text from the cursor position to the right, press the [OFF] key.

4. When the site name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.

System > Testing >

L 790

WALK TEST ALL ZONES

MENU 7-9-0

This menu allows you to test all zones within an area at the same time. To successfully walk test each zone, you must fault and restore each zone (eg. open, then close front door etc).

1. Enter your Master PIN + [MENU].
2. Enter [7] + [9] + [0] + [OK].

The keypad will display a list of all zones to be tested. If your system is configured for multiple areas then you may be prompted to select the area to test.



TEST
1 2 3 4 5 6 7 8

3. Fault and restore each zone that needs to be tested. Any zone that has been successfully tested will no longer be displayed on the keypad.

When all zones have been tested, the keypad will display PASS.



PASS

4. Press [OK] to exit

System > Testing >

TEST - bA

BATTERY TEST

MENU 7-9-1

This menu allows you to manually test the systems back up battery. The panel will automatically test the battery once per day and every time Area 1 is turned All On.

The battery test can take up to two minutes to complete and the keypad will display the voltage of the battery during the test.

1. Enter your Master PIN + [MENU].
2. Enter [7] + [9] + [1] + [OK].

The keypad will display the battery voltage whilst under test.



TEST, n9

If the test passes the keypad will display:



PASS

If the test fails the keypad will display. If this happens you should contact your installer.



FAIL

3. Press [OK] to exit.

System Trouble Event Listing

When one or more trouble events are in effect, the keypad will display the SERVICE symbol indicating that something requires attention. The table below lists all of the system troubles or system faults which can be present on the alarm panel. Each trouble event that can be shown by the panel has been assigned a unique Trouble Event Number. This number is used to identify the trouble event from the list shown in "Table 24: System Trouble / Fault Descriptions" on page 35.

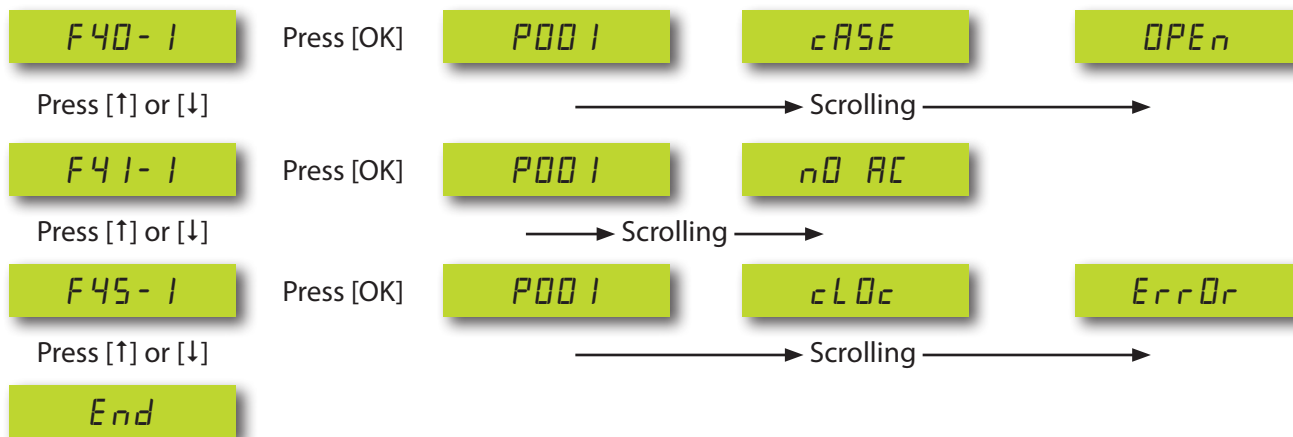
To interpret the system trouble from the keypad do the following;

- 1) Enter program mode and then press [7] + [0] + [1] + [OK]. Alternatively you can press the [↓] at any time provide a system trouble is present. The keypad will now show the first trouble event number in the display. Use the the [↑] and [↓] keys to scroll from one trouble event to the next.
- 2) To find out more detail on each specific trouble event you can either refer to the trouble event descriptions in the table below or to view more specific information on the keypad press [OK] and the display will begin to scroll the trouble event number, the device or module number, trouble text description 1 and then trouble text description 2. The display will continue to scroll the description of the trouble event which is in focus.
- 3) To return to the trouble list, press the [MENU] key or the exit completely and return to normal state press and hold the the [MENU] key down for 2 seconds.

How System Troubles Are Displayed

The following diagram shows the typical procedure and keypad displays for a panel with 3 system troubles. The trouble shown are Panel Tamper, Panel AC Fail and Panel Date and Time Error.

Enter programming mode and then press MENU 7-0-1 + [OK]



| Trouble Event Number | Trouble Event Description | Device or Module Number | Trouble Text Description #1 | Trouble Text Description #2 |
|----------------------|------------------------------|-------------------------|-----------------------------|-----------------------------|
| F00-Output # | Output Missing | OP00x | L0St | |
| F01-Output # | Output Overload | OP00x | L0Rd | Sh0rt |
| F02-Output # | Output Trouble | OP00x | n0 | L0Rd |
| F10-Zone # | Zone Missing | Zn0xx | L0St | |
| F11-Zone # | Zone Tamper | Zn0xx | cRSE | DPEn |
| F12-Zone # | Zone Sensor Watch | Zn0xx | SEnSDr | ALErT |
| F13-Zone # | Zone Low Battery | Zn0xx | bAttrY | LEuEL |
| F20-Zone Expander # | Zone Module Expander Missing | IE001 | L0St | |
| F21-Zone Expander # | Zone Module Expander Tamper | IE001 | cRSE | DPEn |
| F30-Keyfob # | RF Keyfob User Low Battery | KF0xx | L0 | bAt |
| F40-Panel # | Panel Tamper | P001 | cRSE | DPEn |
| F41-Panel # | Panel AC Fail | P001 | n0 AC | |
| F42-Panel # | Panel Low Battery | P001 | bAttrY | LEuEL |
| F43-Panel # | Panel Missing Battery | P001 | n0 | bAttrY |
| F44-Panel # | Panel Default PIN | P001 | dFRULt | PI n |
| F45-Panel # | Panel Date/Time | P001 | cL0c | Err0r |
| F46-Panel # | Panel Route 1 | P001 | rEP0rt | rTE 1 |
| F47-Panel # | Panel Route 2 | P001 | rEP0rt | rTE 2 |

| Trouble Event Number | Trouble Event Description | Device or Module Number | Trouble Text Description #1 | Trouble Text Description #2 |
|----------------------|--------------------------------|-------------------------|-----------------------------|-----------------------------|
| F48-Panel # | Panel Phone Line Fail | P001 | <i>rEPDrt</i> | <i>FRiL</i> |
| F49-Panel # | Panel Service Mode | P001 | <i>lNStRL</i> | <i>OnSi tE</i> |
| F50-Panel # | Panel Eprom Fail | P001 | <i>dRtR</i> | <i>ErrDr</i> |
| F51-Panel # | Panel Comm+ Overload | P001 | <i>DUt l2</i> | <i>LEuEL</i> |
| F52-Panel # | Panel LAN Overload | P001 | <i>LRn l2</i> | <i>LEuEL</i> |
| F53-Panel # | Panel ACC Overload | P001 | <i>Rcc l2</i> | <i>LEuEL</i> |
| F54-Panel # | Panel - TCP IP Comm Fail | P001 | <i>lP PDL</i> | <i>FRiL 1</i> |
| F55-Panel # | Panel - TCP IP Comm Fail | P001 | <i>lP PDL</i> | <i>FRiL 2</i> |
| F60-RTC # | RTC Module Missing | CL001 | <i>LOSt</i> | |
| F61-RTC # | RTC Module Tamper | CL001 | <i>cRSE</i> | <i>DPEn</i> |
| F62-RTC # | RTC Module Low Battery | CL001 | <i>bRtEtRy</i> | <i>LEuEL</i> |
| F63-RTC # | RTC Module Missing Battery | CL001 | <i>nD</i> | <i>bRtEtRy</i> |
| F64-RTC # | RTC Clock Error | rtC001 | <i>cLDc</i> | <i>Error</i> |
| F70-Receiver # | RF Receiver Missing | rF001 | <i>LOSt</i> | |
| F71-Receiver # | RF Receiver Tamper | rF001 | <i>cRSE</i> | <i>DPEn</i> |
| F72-Receiver # | RF Receiver Jam | rF001 | <i>Si gnAL</i> | <i>Hi GH</i> |
| F80-Power Supply # | P/S Module Missing | PS001 | <i>LOSt</i> | |
| F81-Power Supply # | P/S Module Tamper | PS001 | <i>cRSE</i> | <i>DPEn</i> |
| F82-Power Supply # | P/S Module AC Fail | PS001 | <i>nD AC</i> | |
| F83-Power Supply # | P/S Module Low Battery | PS001 | <i>bRtEtRy</i> | <i>LEuEL</i> |
| F84-Power Supply # | P/S Module Battery Missing | PS001 | <i>nD</i> | <i>bRtEtRy</i> |
| F85-Power Supply # | P/S Module Output Overload | PS001 | <i>DUt l2</i> | <i>ShDr</i> |
| F88-Output Module # | Output Module Expander Missing | OE001 | <i>LOSt</i> | |
| F89-Output Module # | Output Module Expander Tamper | OE001 | <i>cRSE</i> | <i>DPEn</i> |
| F90-Keypad # | Keypad Missing | CP00x | <i>LOSt</i> | |
| F91-Keypad # | Keypad Tamper | CP00x | <i>cRSE</i> | <i>DPEn</i> |
| F91-Reader # | LAN Reader Tamper | LP00x | <i>cRSE</i> | <i>DPEn</i> |
| F92-Keypad # | Keypad High Temperature | CP00x | <i>tD</i> | <i>HQt</i> |
| F93-Keypad # | Keypad Low Temperature | CP00x | <i>tD</i> | <i>CDLd</i> |
| F100-Module # | Ethernet Module Missing | Et001 | <i>LOSt</i> | |
| F101-Module # | Ethernet Module IP Changed | Et001 | <i>lP</i> | <i>chRnGE</i> |
| F102-Module # | Ethernet Module No Connection | Et001 | <i>nD</i> | <i>cAbLE</i> |
| F103-Module # | Ethernet Module IP Lockout | Et001 | <i>LDch</i> | <i>DUt</i> |
| F104-Module # | Ethernet Module IP Conflict | Et001 | <i>lP</i> | <i>USEd</i> |

Table 24: System Trouble / Fault Descriptions


























































































| | | | |
|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| A =  | X =  | o =  | + =  |
| B =  | Y =  | p =  | , =  |
| C =  | Z =  | q =  | - =  |
| D =  | [=  | r =  | . =  |
| E =  | \ =  | s =  | 0 =  |
| F =  |] =  | t =  | 1 =  |
| G =  | ^ =  | u =  | 2 =  |
| H =  | _ =  | v =  | 3 =  |
| I =  | ` =  | w =  | 4 =  |
| J =  | a =  | x =  | 5 =  |
| K =  | b =  | y =  | 6 =  |
| L =  | c =  | z =  | 7 =  |
| M =  | d =  | SP =  | 8 =  |
| N =  | e =  | ! =  | 9 =  |
| O =  | f =  | " =  | / =  |
| P =  | g =  | # =  | : |
| Q =  | h =  | \$ =  | = |
| R =  | i =  | % =  | < =  |
| S =  | j =  | & =  | = =  |
| T =  | k =  | ' =  | > =  |
| U =  | l =  | (=  | ? =  |
| V =  | m =  |) =  | @ =  |
| W =  | n =  | * =  | |

Figure 4: Character Set

Installation Details

Installed By: _____

Phone: _____ Date: _____

Email: _____ Fax: _____

Service Contact: _____

Phone: _____ Fax: _____

Email: _____

Monitored By: _____

Phone: _____ Fax: _____

Email: _____

Warranty Expires: _____

| Zone Names | Chime | Part 1 | Output Names |
|---------------|--------------------------|--------------------------|----------------|
| Zone 1 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 1 _____ |
| Zone 2 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 2 _____ |
| Zone 3 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 3 _____ |
| Zone 4 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 4 _____ |
| Zone 5 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 5 _____ |
| Zone 6 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 6 _____ |
| Zone 7 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 7 _____ |
| Zone 8 _____ | <input type="checkbox"/> | <input type="checkbox"/> | Output 8 _____ |
| Zone 9 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |
| Zone 10 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |
| Zone 11 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |
| Zone 12 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |
| Zone 13 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |
| Zone 14 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |
| Zone 15 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |
| Zone 16 _____ | <input type="checkbox"/> | <input type="checkbox"/> | |

Notes: _____

Index

A

| | |
|--------------------------|-------|
| Access Assignment | 15 |
| All On | 6, 8 |
| Areas | |
| Area Status..... | 15 |
| Disarming an Area | 9, 18 |
| Move To Area | 16 |
| Turn All Areas Off | 16 |
| Turn All Areas On | 16 |
| Turn an Area On/Off..... | 16 |
| Turn Chime On/Off | 17 |
| Area Assignment | |
| User | 14 |
| Arming..... | 8 |
| Automatic Arming | 9 |

B

| | |
|-----------------------------|----|
| Battery | |
| Perform a Battery Test..... | 33 |
| Bypassed Zones..... | 5 |
| Bypassing Zones | 19 |

C

| | |
|-----------------------------------|--------|
| Call Forwarding | |
| Enable/Disable | 23, 24 |
| Call Forwarding Setup | |
| Off Sequence | 25 |
| On Sequence | 25 |
| Chime Mode | |
| Set Chime Zones..... | 19 |
| Turn Chime On/Off | 17 |
| Clock | |
| Setting the Date/Time | 28 |
| Communication Options | |
| Call/Answer RAS..... | 23 |
| Call Forward Enable/Disable | 23, 24 |
| Call Forward Off..... | 25 |
| Call Forward On..... | 25 |
| Email System Log..... | 24 |
| Domestic Numbers | 24 |
| Test Report Send | 26 |

D

| | |
|----------------------------------------|----|
| Date/Time | 28 |
| Daylight Saving | |
| Australian Daylight Savings Times..... | 29 |
| Delete PIN | 12 |
| Disarming | 9 |
| Domestic Reporting | 24 |
| Duress Alarms | 9 |

F

| | |
|-----------------|---|
| Features..... | 5 |
| Fire Alarm..... | 6 |

H

| | |
|---------------------------|----|
| Holidays | |
| Naming Holidays | 31 |
| Set Start/Stop Times..... | 32 |

I

| | |
|--------------------|----|
| Inputs | |
| Chime Zones | 19 |
| Part 2 Zones | 19 |
| Zone Bypass | 19 |
| Zone Status..... | 18 |

K

| | |
|-------------------------|----|
| Keypad | |
| Display | 27 |
| Hi/Lo Temperature | 32 |
| Keys | 6 |
| Tones | 7 |
| Volume..... | 27 |

M

| | |
|--------------------|----|
| Medical Alarm..... | 6 |
| Move To Area | 16 |

N

| | |
|--------------|----|
| Name | |
| Area | 18 |
| Output | 22 |

O

| | |
|---------------------------|--------|
| Output | |
| External Siren Test | 22, 23 |
| Name | 22 |
| Status | 21 |
| Strobe Test..... | 23 |
| Turn On/Off..... | 22 |

P

| | |
|----------------------------|------|
| Panic Alarm..... | 6 |
| Part Mode 2 | |
| Set Zones..... | 19 |
| Part On Arming | 6, 8 |
| PIN | |
| Add User PIN | 11 |
| Change Own PIN | 11 |
| User Area Assignment | 14 |

R

| | |
|----------------------|----|
| DTMF Quick Arm | 9 |
| Remote Arming | 9 |
| RF Keyfob | |
| Add | 13 |
| Delete..... | 13 |

S

| | |
|-------------------------------|----|
| Schedules | |
| Name..... | 30 |
| Time | 30 |
| Security System Basics | |
| Are All Zones The Same? | 5 |
| What Is A Faulted Zone | 5 |
| What Is A Zone..... | 5 |
| Silencing Alarms..... | 9 |
| Silent Alarms..... | 9 |
| Smoke Detectors | |
| Sensor Reset | 20 |
| Status | |

| | |
|------------------|----|
| Area | 15 |
| System | |
| Date/Time | 28 |
| History Log..... | 29 |
| Holidays..... | 31 |
| Schedules..... | 30 |
| Trouble..... | 28 |
| System Log | |
| Email..... | 24 |

T

| | |
|-------------------------|----|
| Telephone Numbers | |
| Call Forward Off..... | 25 |
| Call Forward On..... | 25 |
| Domestic | 24 |
| Testing | |
| Battery Test..... | 33 |
| Test Report | |
| Send a test report..... | 26 |
| Timer Groups..... | 14 |
| Token | 12 |
| Trouble | 28 |
| Turn Area Off | 9 |

U

| | |
|----------------------|----|
| User | |
| Area Assignment..... | 14 |
| Name..... | 14 |
| User PIN..... | 9 |

W

| | |
|----------------|--------|
| Walk Test | |
| All Zones..... | 20, 33 |

Z

| | |
|------------------------|----|
| Zone | |
| 24-Hour Zones..... | 5 |
| Bypass Command | 19 |
| Chime..... | 19 |
| Non 24-Hour Zones..... | 5 |
| Part 2 Zones | 19 |

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