Solution 16i

Security Systems

EN | User Guide
Security System

BOSCH

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Telepermit Note

The grant of a Telepermit for a device in no way indicates Telecom acceptance of responsibility for the correct operation of that device under all operating conditions.

This equipment shall not be used in any manner that could constitute a nuisance to other Telecom customers.

Immediately disconnect this equipment should it become physically damaged, and arrange for its disposal or repair.

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 detailling 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

Programming Menu

The Solution 16i control panel includes an extensive range of features and options which enable your installer to taylor 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 loaction 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 [→] naviagation 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 equiped to answer questions releating to your particular installation.

Menu Nº	Display	Access Menu	Menu Nº	Display	Comms Menu
1-1-0	Ch-Pin	Change Own PIN	5-1-5	SEt-Ph	Domestic Phone Nº
1-1-1	Ch-Oth	Change Other PIN	5-0-2	CFOnOF	Call Forward On/Off
1-4-1	UrArEA	Area Assignment	5-1-6	CFOnPh	Call Forward On Ph Nº
1-1-2	AddPin	Add PIN	5-1-7	CFOFPh	Call Forward Off Ph Nº
1-2-0	AddPro	Add Token	5-0-1	CALAnS	Call / Answer RAS
1-3-0	AddFob	Add Keyfob	5-0-5	dirCon	Direct Connect
1-1-3	dELPin	Delete PIN	5-5-0	CUSrEG	Customer Registration
1-2-1	dELPro	Delete Token	5-9-0	tSt-dL	Send Test Report
1-3-1	dELFob	Delete Keyfob	5-3-8	Ur-rAS	
1-0-0	dEL-Ur	Erase User			
1-4-4	tmrGrP	Timer Group			
1-4-5	Ur-Acc	Access Assignment			
1-2-2	Id Pro	Token Status			**Devices Menu**
1-4-0	UrnAmE	User Name	6-1-0	CP-UoL	Volume
			6-1-1	CP-Con	Contrast
		Areas Menu	6-1-2	CP-bL	Backlight
2-0-5	ChOnOF	Chime On/Off	7-7-3	CP-dEG	Hi/Lo Temperature
2-0-6	Ch tYP	Chime Mode	6-0-0	LAn-St	LAN Status
2-1-0	A-nAmE	Area Name			
		Inputs Menu			
3-0-0	StAtUS	Zone Status			
3-0-2	bYPASS	Bypass Zones			**System Menu**
3-0-5	FirE-r	Smoke Sensor Reset	7-0-0	StAtUS	Panel Status
3-0-3	Ch-Zn	Set Chime Zones	7-1-0	CLocK	Set Date & Time
3-0-4	Pt2-Zn	Set Part 2 Zones	7-1-1	St-On	Summer Time On
3-9-1	tSt-Zn	Walk Test A Zone	7-1-2	St-OFF	Summer Time Off
3-9-0	tStZnS	Walk Test All Zones	7-0-2	HiSLoG	View History Log
3-1-0	ZnnAmE	Zone Name	5-0-4	SndLoG	Email History Log
			7-0-1	trbL	System Trouble
		Outputs Menu	7-9-1	tSt-bA	Battery Test
4-0-0	StAtUS	Output Status	7-5-1	ShtimE	Schedule Time
4-0-1	On-OFF	Turn Output On/Off	7-5-2	Sh dAY	Schedule Day
4-9-0	tStSir	External Siren Test	7-5-0	ShnAmE	Schedule Name
4-9-1	tStInt	Internal Siren Test	7-6-0	HonAmE	Holiday Name
4-9-2	StSStr	Strobe Test	7-6-1	HotimE	Holiday Dates
4-1-0	OPnAmE	Output Name		About	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
- Key switch Input (Programmable)
- 256 History Event Memory
- EMI / Lightning Transient Protection
- Programmable Via Keypad
- Remote Programmable Via Upload/Download Software
- Alarm Event Memory
- Automatic Test Reports
- 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 All On and Part On, on page 7 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 bulding 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) or your 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 or buttons. The buttons allow you to input instructions and perform programming as required. Some buttons have a secondary function which is activated by holding them down for two seconds.

Each button's 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.
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.
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
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.
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 telephone numbers.
↓	The [↓] key allows you to navigate through menus or to toggle characters when programming 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
AREA 1 2 3 4		The keypad can display which areas (1 – 4) are turned on or off via the Area Icon Indicators.
	On	The area is turned All On or Part On
	Off	The area is turned Off
	Flashing Fast	The area has an alarm
POWER	On	System power is normal
	Flashing	System power is missing
FIRE	Flashing	A fire alarm is active
	Off	No fire alarm
	On	Fire alarm in memory (Turn the area All On and Off to Clear)
SERVICE	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.
PART	On	Area is armed in Part On or Part On 2 mode.
	Off	The area is not turned Part On.

Icon	Status	Meaning
OFF	On	The area is turned off.
	Off	The area is turned All On or Part On
ON	On	The area is turned All On
	Off	The area is turned Off
CHIME	On	Chime mode is ON
	Off	Chime mode is Off
PHONE	On	Phone Line in use
	Off	Phone Line not in use
Red LED	On	System Armed
	Flashing	Alarm
Green LED	On	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	Zone Closed. (Sealed or Normal)
	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 sound a Hi/Low 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 may 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 Hi / Lo tone to indicate you have entered MENU Mode and a Lo/Hi tone to indicate you have exited MENU mode.
Chime Tone	The keypad sounds fast short beeps to alert you when a zone programmed for chime is faulted or unsealled.

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 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 normal, or bypass the zone.

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

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

> **Note** *The system is factory defaulted for one area. If your installation has been configured for multiple areas it will be possible to arm certain areas while leaving others disarmed.*

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 or arm only part of the area, leaving the rest of the area turned off.

Your installer will program which zones are monitored for Part On. The master user can program which zones are monitored when an area is turned an area Part 2 On.

Once you have turned an area Part On or Part 2 On, exit delay time starts to count down. 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 to arm in Part mode 1.**

3. **To arm in Part On 2, press the [PART] key again within 5 seconds.**

If your PIN is valid and all zones are normal, the system will arm in Part On mode and the Exit delay time will start. If your system has a faulted zone, you should return it to normal, or bypass the faulted zone.

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

4. **When exit time has expired, the keypad will display the Part On icon.**

5. **To turn the system off, enter your PIN, then press [OFF].**

Turning The System Off

When the system is on, you must enter through a designated entry door to prevent an alarm. Opening a designated door (e.g. front door) will start the entry timer. During entry time, the keypad will emit a pulsing tone "beep" to remind you to turn the system off. To turn the area off, enter your PIN followed by the [OFF] key before the entry delay time expires.

If you enter through the wrong door or fail to turn the system off before the entry delay time expires, you 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 occurred. The zone or zones which triggered the alarm will be flashing on the keypad display for visual feedback. If you enter your PIN before the system dials your security company, the alarm report is cancelled (if programmed).

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

Your system may have been programmed to automatically arm itself at a certain time of the day.

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

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.

Remote Arming - Quick Arm

If you forget to arm your system it may be possible for you to remotely arm it using a touch tone telephone if the remote arm option has been enabled 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 accending frequency if the panel is in the disarmed condition. Press [0] + [#] to arm. You will hear 3 beeps in decending order when the panel arms.

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

Duress or Silent Alarms

A Duress or Silent Panic alarm can be easily triggered via the keypad if you are being forced to operate the system against your will.

To trigger a duress, enter your normal user 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 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 on, Enter, [2] + [5] + [8] + [0] + [8] + [0] + [OFF].

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 phone number which the panel is connected to and when the panel answers you will here a short welcome jingle. You now have approximately 5 seconds to enter a valid PIN and log onto the panel.

2. Enter PIN followed by the # key. 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 which sounds very similar

to a fax machine. If this happens you will need to hang up for approximately 60 seconds before trying again.

3. Once 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 terminating the session and hanging up. Pressing ## at any time while connected will cause the 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 Nº1-4) + [1] + [#]	2 x Beeps (Low - High)
Turn Area OFF	[1] + (Area Nº1-4) + [2] + [#]	2 x Beeps (High - Low)
Turn Output ON	[2] + (Output Nº1-8) + [1] + [#]	2 x Beeps (Low - High)
Turn Output OFF	[2] + (Output Nº1-8) + [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

Note *If the DTMF Quick Arm option is enabled 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	a	b	c	2		
3	D	E	F	d	e	f	3		
4	G	H	I	g	h	i	4		
5	J	K	L	j	k	l	5		
6	M	N	O	m	n	o	6		
7	P	Q	R	S	p	q	r	s	7
8	T	U	V	t	u	v	8		
9	W	X	Y	Z	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 postiion 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 up and down arrow keys.
+ - @ # $ " & % * : ( ) / < > =

System Programming

> **Note** *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 >

Erase User

`dEL-Ur`

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.

Ensure that the system (or area) is turned off.

1. **Enter [Master PIN] + [MENU]**

2. **Enter [1] + [0] + [0] + [OK]. The keypad will display Ur = prompting you to enter the number of the user to erase.**

`Ur:`

3. **Enter the user number then press [OK].**

`dEL ?`

4. **The keypad will now prompt to confirm the erasure by pressing [OK].**

Access > PIN Codes >

Change Own PIN

`EntPin`

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 your installer has enabled the variable length PIN option. Once the change is complete you should destroy the written copy.

At factory default, each PIN is fixed to 4 digits in length. Only the security installer can change the PIN length.

1. **Enter [User 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.**

`rEPEAt`

4. **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 >

Change Other PIN

`Ch-Oth`

MENU 1-1-1

If you have a master PIN, this command allows you 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 [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:`

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

`EntPin`

3. **Enter the new PIN. If an error tone sounds, or "bAdPin" is displayed try a different PIN.**

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

Access > PIN Codes >

Add PIN

`AddPin`

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 [Master PIN] + [MENU]**

2. **Enter [1] + [1] + [2] + [OK].**

The keypad will display the Ur = prompt. Enter the user number 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.

```
Ur =
```

3. **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.**

```
EntPin
```

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

Access > PIN Codes >   `dELPin`

DELETE PIN   **MENU 1-1-3**

This menu allows a master user the ability delete other users PIN's. 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 [Master PIN] + [MENU]**

2. **Enter [1] + [1] + [3] + [OK].
   The keypad will display the Ur = prompt. Enter the user number you want to delete, then press [OK].**

```
Ur =
```

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

```
dEL ?
```

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 arming and disarming 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 prox reader enabled keypad is 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 built in reader the system will prompt you to select the reader you which to learn from.

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

Access > Token >   `AddPro`

ADD TOKEN   **MENU 1-2-0**

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.

1. **Enter [Master PIN] + [MENU]**

2. **Enter [1] + [2] + [0] + [OK].
   The keypad will display the Ur = prompt.
   Enter the user number you want to add the token for, then press [OK].**

```
Ur =
```

3. **If you are currently using a keypad with built in reader the system will prompt you to present the new token to the keypad. Once the token is presented the keypad will beep and return to the menu.**

```
PrSEnt
```

4. **Your system must have at least one reader enabled keypad for any token functions to work.**

Access > Token >   `dELPro`

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

This menu allows a master user to delete a users proximity token or card. Only users who belong to the same area(s) as the master user can be deleted.

1. Enter [Master PIN] + [MENU]

2. Enter [1] + [2] + [1] + [OK].
   The keypad will display the Ur = prompt.
   Enter the user number who's token you want to delete, then press [OK].

`Ur :`

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

`dEL ?`

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

Access > Token >   `Id Pro`

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

This menu allows a master user to identify a token which has been programmed into the system. Only tokens that have been assigned to the same area(s) as the Master user can be identified.

1. Enter [Master PIN] + [MENU]

2. Enter [1] + [2] + [2] + [OK].
   The system will prompt you to present the token to to be identify to the keypad.

`PrSEnt`

3. 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 >   `AddFob`

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

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

1. Enter [Master PIN] + [MENU]

2. Enter [1] + [3] + [0] + [OK].
   The keypad will display the Ur = prompt.
   Enter the user number you want to add the keyfob for, then press [OK].

`Ur :`

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

`Ent Id`

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

Access > RF Keyfob >   `dELFob`

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 [Master PIN] + [MENU]

2. Enter [1] + [3] + [1] + [OK].
   The keypad will display the Ur = prompt.
   Enter the user number who's keyfob you want to delete, then press [OK].

`Ur :`

3. When prompted 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 delete the ID number.

Access > User Properties >

`Ur NAME`

User Name

MENU 1-4-0

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 NAME`
2	`USEr 2 NAME`
↓	↓
48	`USEr 48 NAME`

Table 8: Default User Names

To change a user name,

1. **Enter [Master PIN] + [MENU]**

2. **Enter [1] + [4] + [0] + [OK].**
   The keypad will display the Ur = prompt. Enter the user number who's name you want to change, then press [OK].

`Ur =`

3. **The keypad will display the current User Name. Use the [←] and [→] keys to view the existing user 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-enetering the entire name.**

`USEr S`

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.**

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

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

Access > User Properties >

`Ur ArEA`

Area Assignment

MENU 1-4-1

This menu allows the master user to program which areas (1 to 4) a user can control. Each user can be assigned to one or multiple areas. 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 [Master PIN] + [MENU]**

2. **Enter [1] + [4] + [1] + [OK].**
   The keypad will display the Ur = prompt. Enter the user number who's area assignment you want to change, then press [OK].

`Ur =`

2. **The keypad will display the current area assignment for the selected user. The numbers 1 to 4 on the display correspond to areas 1 to 4.**

`-bit-`
`1 2  4`

3. **Pressing buttons 1 to 4 will toggle the area assignment on and off. When the number is displayed, the user will have access to the area, when the number is off the user will not have access to the area.**

4. **Repeat Step 3 until you have assigned the user to all required areas.**

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

Timer Groups

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

This functionality needs to be configured on your system by the installer, however master users can assign other users to a specific timer group as well as adjust the schedule times and days in which users in the group can operate the system.

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 GROUP

```
tiīrGrP
```
MENU 1-4-4

This menu allows the master user assign a 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 [Master PIN] + [MENU]**

2. **Enter [1] + [4] + [4] + [OK].**
   The keypad will display the Ur = prompt.
   Enter the user number you want to assign, then press [OK].

```
Ur =
```

3. **Using the numeric keys, enter the Timer Group number. Valid entries are 1 – 8 or 0 to disable.**

```
d = 00
```

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

Access > User Properties >

ACCESS ASSIGNMENT

```
Ur - Acc
```
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 [Master PIN] + [MENU]**

2. **Enter [1] + [4] + [5] + [OK].**
   The keypad will display the Ur = prompt.
   Enter the user number you want to assign, then press [OK].

```
Ur =
```

3. **The keypad will display the current access assignment for the selected user. The numbers 1 to 8 on the display correspond to access groups 1 to 8.**

```
- bit -
1 2   4 5 6   8
```

4. **Pressing buttons 1 to 8 will toggle the access assignment on and off. When the number is displayed, the user belongs to the access group, when the number is off the user doen not belong to the access group.**

5. **Repeat Step 3 until you have assigned the user to all required access groups.**

6. **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 >

AREA STATUS

```
L 200
```
MENU 2-0-0

This menu allows users the ability 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. Enter the Area number to check, then press [OK].

```
A =
```

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

```
1 S On
```

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

```
1 S OFF
```

   If Area 1 is turned Part On Mode 1, the keypad will display:

```
A1 On 1
```

4. **To exit, press [OK].**

Areas > Commands >   `L201`

Turn Area On   **MENU 2-0-1**

This menu allows you to turn an 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 arm.

1. Enter [Master PIN] + [MENU]

2. Enter [MENU] + [2] + [0] + [1] + [OK]. **If your system has been configured to have more than one area, the keypad will display the A = prompt. Enter the Area number to Arm, then press [OK] to arm.**

```
A =
```

Areas > Commands >   `L202`

Turn All Areas On   **MENU 2-0-2**

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 [Master PIN] + [MENU]

2. Enter [MENU] + [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.**

```
LEAVE  ☐
POWER              ON
```

3. 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.

```
A1 ON  ┌AREA┐
       ☐☐
POWER              ON
```

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

Areas > Commands >   `L203`

Turn All Areas Off   **MENU 2-0-3**

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 diasrmed 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.**

Areas > Commands >   `L204`

Move To Area   **MENU 2-0-4**

This menu allows you to move the focus of a keypad from one area to another. 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 locate in 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.**
Enter the Area number to move to, then press [OK].

```
A3 OFF
```

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

   The keypad displays the area which is currently in focus at all times. In the above example, Area 3 is in focus.

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

ⓘ **Note** *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 >   `ChOnOF`

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 or zones are triggered. 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 location 3-0-3.

1. Enter [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".

```
I S OFF
```

3. **To turn Chime mode on, simply press the ON key and the display will show "IS ON". the keypad will also display the chime ICON.**

   The keypad will display the following when chime mode is turned off:

```
I S On
```

4. **Press the [OK] key to exit.**

(i) Note *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 tYP`
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.

```
Ch ALL
```

2) Chime for so many seconds (Max 255 seconds)

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

```
Ch 000
```

3) Chime after so many seconds (Max 255 seconds)

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

```
000 Ch
```

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.

```
Ch LAt
```

The set the chime mode.

1. **Enter [Master PIN] + [MENU]**

2. **Enter [2] + [0] + [6] + [OK]. If your system has been configured for multiple areas you will be prompted**

to enter the area number to program. The system will display the current chime mode for that area.

3. **Use the [↑] and [↓] keys to select the required chime type mode. If a time parameter is required for the chosen mode, simply enter the require value in seconds and the press [OK] to save.**

Areas > Area Properties >	`A-nAnE`
AREA NAME	**MENU 2-1-0**

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 [Master PIN] + [MENU]**

2. **Enter [2] + [1] + [0] + [OK]. If your system has been configured to have more than one area, the keypad will display the A = prompt.**
   Enter the Area number to view, then press [OK].

```
A=
```

3. **The keypad will display the current Area Name. Use the [←] and [→] keys to view the existing area 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-enetering the entire name.**

```
SEcuri
```

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.**

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

6. **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 SYStEn`
2	`ArEA 2`
3	`ArEA 3`
4	`ArEA 4`

Table 9: Default Area Names

The control panel has up to a maximum 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`

ZONE STATUS   **MENU 3-0-0**

This menu allows you to view the status or condition of each zone on the system. There are three possible states which can be displayed, Zone Normal, Zone Open or Zone Shorted. The status display will also show the zone resistance which is being measured by the control panel.

1.   Enter [Master PIN] + [MENU]

2.   Enter [3] + [0] + [0] + [OK]. The keypad will display the Zn = prompt. Enter the zone number you want to check, then press [OK].

`Zn:        ■`

3.   The keypad will display the zone status information. The first screen will display the zone state. There are 3 possible states;

       Normal - Zone is closed and ready.

       Short - Zone is shorted and not ready.

       Open - Zone is open and not ready

`nOrmAL`

4.   The second screen will display the zone resistance in ohms. This is the actual resistance being measured by the control panel.

`03198`

5.   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 arm the system in All On, Part On or Part 2 On modes. 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.

A burglary zone will automatically be un-bypassed when you turn the corresponding area off (disarm). Any 24-Hr fire or 24-Hr non fire zones will need to be manually un-bypassed.

1.   Enter [Master PIN] + [MENU]

2.   Enter [3] + [0] + [2] + [OK]. The keypad will display the Zn= prompt which will flash indicating that you are in data entry mode. Any zone(s) which are currently bypassed will also be flashing.

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

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

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].

`Zn:        ■`
`3 4`

4.   Repeat step 2 for any additional zones that you need to bypass.

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

ⓘ Note   *You can also access the Zone Bypass function by entering your PIN and then ressing 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 system is turned off. Chime mode is ideal to monitor a front door to sound the keypad buzzer when opened (faulted).

1.   Enter [Master PIN] + [MENU]

2.   Enter [3] + [0] + [3] + [OK]. The keypad will display the Zn= prompt which will flash indicating that you are in data entry mode. Any zone(s) which are currently set as Chime Zones will be displayed.

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

3.   To set a Chime Zone , enter the zone number and then press [OK] . The zone indicator will be displayed. To remove the chime zone, type the zone number and then press [OK].

`Zn:        ■`
`1 3`

4.   Repeat step 3 for any additional chime zones.

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

Inputs > Commands >   `Pt2-2n`

## 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. By default all zones are monitored when in Part On 2 Mode. Use this option to set which zones should not be monitored in Part On 2 mode.

1. **Enter [Master PIN] + [MENU]**

2. **Enter [3] + [0] + [4] + [OK]. The keypad will display the Zn= prompt which will flash indicating that you are in data entry mode.**

    Any zone(s) which are currently set as Part 2 zones will not be displayed.   Zones that are displayed will be a active zones when the system is armed in Part On 2 mode.

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

3. **To set a Part 2 zone , enter the zone number and then press [OK] . The zone indicator will be extinguished. To remove a Part 2 zone, type the zone number and then press [OK]. The zone indicator will appear in the display.**

    ```
        2n:      ■1
      1 2 3  5  7 8
    ```
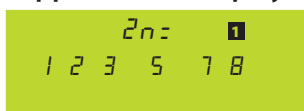
4. **Repeat step 2 for any additional Part 2 zones you require.**

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

(i) **Note** *In the above example, zones 1,2,3,5,7 and 8 will be active when the system is armed in Part 2 mode. Zones 4 and 6 will not be active.*

Inputs > Commands >   `FirE-r`

Smoke Sensor Reset   **MENU 3-0-5**

If your system has smoke sensors fitted, they may be powered by a special output on the panel which can be manually reset by master users. Use this function to reset your smoke detectors if a false alarm occurs.

1. **Enter [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.**

    ```
         bUSY
    ```
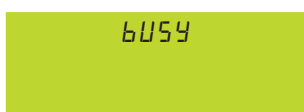
3. **The keypad will automatically return to the menu when all smoke detectors in the area have been reset.**

(i) **Note** *If your system is configured for multiple areas you may be asked to select the area to reset.*

Inputs > Zone Properties >   `2nNAiE`

Zone Name   **MENU 3-1-0**

This menu allows the master user to program the zone names. Up to 16 characters can be entered for each zone name. Use the [←] and [→] keys to scroll the cursor left and right to view the entire 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 arm /disarm events 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	`2onE 1`
2	`2onE 2`
↓	↓
16	`2onE 16`

Table 10: Default Zone Names

1. **Enter [Master PIN] + [MENU]**

2. **Enter [3] + [1] + [0] + [OK]. The keypad will display the Zn = prompt. Enter the zone number you want to program, then press [OK].**

    ```
         2n:
    ```
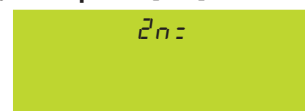
3. **The keypad will display the current Zone Name. Use the [←] and [→] keys to view the existing Zone name. The cursor position is indicated by the flashing character in the name. It is possible to edit a single character in the name without re-enetering the entire name.**

    ```
         2onE 1
    ```

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.**

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

6. **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

`ESESnS`

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 [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.**

```
    EESE
  1 2 3 4 5 6 7 8
```

3. **Open and close 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.

```
    PASS
```

4. **Press [OK] to exit**

Inputs > Input Testing >

WALK TEST A SINGLE ZONE

`ESE-Zn`

MENU 3-9-1

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

1. **Enter [Master PIN] + [MENU]**

2. **Enter [3] + [9] + [1] + [OK]. The keypad will display the Zn = prompt. Enter the zone number you want to test, then press [OK].**

```
    Zn=
```

```
    EESE
  2
```

3. **Open and close the zone to be tested. If the zone test was sucessful, the keypad will display PASS.**

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

```
    PASS
```

4. **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 >

OUTPUT STATUS

`SEAEuS`

MENU 4-0-0

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

1. **Enter [Master PIN] + [MENU]**

2. **Enter [4] + [0] + [0] + [OK]. The keypad will display the Op = prompt. Enter the output number you want to view, then press [OK].**

```
    OP=
```

3. **The keypad will now display the status of the selected output. There are 3 posible states.**
   IS OFF - output is OFF,
   IS ON - Output is ON and
   CONTRB - Connection Trouble. If conection trouble 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.

```
    1 5 oFF
```

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

```
    1 5 On
  2
```

   The keypad will display the following when output 3 is in troble.

```
    Contrb
  3
```

4. **Press [OK] to exit.**

Outputs > Commands >

TURN OUTPUT ON/OFF

`On-OFF`

MENU 4-0-1

This menu allows you to manually control 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 [Master PIN] + [MENU]

2. Enter [4] + [0] + [1] + [OK]. The keypad will display the Op= prompt which will flash indicating you are in data entry mode. Any output(s) which are currently on will also be displayed.
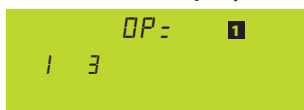
> **OP:**   **1**
>
> 1 3

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

3. Enter the output number you want to control, then press [OK]. The output will operate. If the output number is visable then the output will be on, and if the output number is off then the coresponding output is off.

4. Repeat step 3 for any additional outputs that you need to control.

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

Outputs > Properties >

OUTPUT NAME

> **OPnAmE**
>
> **MENU 4-1-0**

This menu allows the master user to program the output'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 output 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 arm /disarm events 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	EbtErnAL SirEn
2	StrobE
3	Smo6E SEnSor
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 the optional output expander is fitted. Discuss this feature with your installer.

1. Enter [Master PIN] + [MENU]

2. Enter [4] + [1] + [0] + [OK]. The keypad will display the Op = prompt. Enter the Output number you want to program, then press [OK].

> **OP:**

3. The keypad will display the current Output Name. Use the [←] and [→] keys to view the existing Output 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-enetering the entire name.

> **StrobE**

4. Use the 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.

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

6. 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

> **tStSir**
>
> **MENU 4-9-0**

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 [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.

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

3. The sirens will now operate for 5 seconds and the word Siren and the alarm ICON will be displayed on the keypad.

> **SirEn**
>
> 🔔 **ALARM**

4. The siren test will stop automatically after 5 seconds.

Outputs > Output Testing >

INTERNAL SIREN TEST

> **tStInt**
>
> **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 5 seconds.

1. Enter [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.

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

3. The internal sirens will now operate for 5 seconds and the word Bell and the alarm ICON will be displayed on the keypad.

bELL

🔔
ALARM

4. The siren test will stop automatically after 5 seconds.

Outputs > Output Testing >   **tStStr**

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.

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

3. The strobe will now operate for 60 seconds and the word Strobe and the alarm ICON will be displayed on the keypad.

StrobE

🔔
ALARM
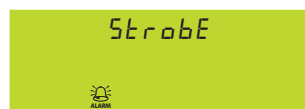
4. The strobe test will stop automatically after 30 seconds.

Communication / Reporting

Programming options in this section relate to how your alarm syetem will communicate alarm information. Your installer will advise you on the exact makeup and configuration of your system.

Comms > Commands >   **CdLAnS**

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 or updates. Your installer may request that you enter this command so that they can remotely service and configure you system. You should not enter this command unless requested to do so.

Comms > Commands >   **CFOnOF**

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 On and Off (arm and disarm).

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.
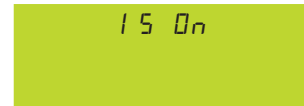
1. Enter [Master PIN] + [MENU]

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

IS OFF

    If call forwarding is on, the keypad will display.

IS 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 >   **SndLog**

Email System Log   **MENU 5-0-4**

Reserved for future use

Comms > Commands >   **dirCon**

Direct Link Connect   **MENU 5-0-5**

Reserved for future use

Comms > Commands >   **SEt-Ph**

Set Domestic Phone Number   **MENU 5-1-5**

Domestic reporting allows the control panel to send reports to personal telephone numbers (eg. mobile telephone numbers). Up to three different telephone numbers can be programmed, each having a maximum of 32 digits.

A telephone call needs to be acknowledged by the user that answers the incoming call. 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. To acknowledge the call, the user needs to press the [#] key on their telephone.

1. Enter [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:

no OPt

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

```
Ph1 ?
```

3. **Using the numeric keys, enter all of the digits of the first telephone number the panel should call. You must enter the complete number including area codes etc.**

    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.**

```
Ph2 ?
```

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.**

```
Ph3 ?
```

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.**

> **(i) Note** *Domestic reporting must be enabled by your installer or this location will not be available.*

Comms > Commands >

CALL FORWARD ON NUMBER

```
CFOnPh
```
MENU 5-1-6

When you leave your premises, you no longer need to remember to manually activate the Call Forward On feature via the 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 – After Time (All Calls) is described below:

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

1. **Enter [Master PIN] + [MENU]**

2. **Enter [5] + [1] + [6] + [OK]. The keypad will display the current call forward on number sequence.**

3. **The default sequence A61PA20H is explained below. You should modify this sequence to suit your particular requirements or ask your installer to configure for you.**

A) ***61 (To turn Call Forward On – After Time).**

B) **Telephone number that you want calls to go to (e.g. 0416123456).**

C) ***5# (End of Call Forward sequence after 5 seconds).**

Therefore, you would program the above steps as follows: *610416123456*5#.

```
A61PA2
```

4. **Using the numeric keys, enter all the digits of the call forward on sequence.**

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

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

> **(i) Note** *For more information on how to use the Call Fowarding 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 >

CALL FORWARD OFF NUMBER

```
CFOFPh
```
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:

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

1. **Enter [Master PIN] + [MENU]**

2. **Enter [5] + [1] + [7] + [OK]. The keypad will display the current call forward off number sequence.**

3. **The default sequence H61H is explained below. You should modify this sequence to suit your particular requirements or ask your installer to configure for you.**

A) **#61 (To turn Call Forward Off- After Time).**

B) **# (End of Call-Forward sequence)**

Therefore, you would program the above steps as follows: #61#

```
H61H
```

4. **Using the numeric keys, enter all the digits of the call forward off sequence.**

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

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

Comms > Commands >

User RAS PIN

`Ur rAS`

MENU 5-3-8

Reserved for future use

Comms > Registration >

Customer Registration

`CUSrE9`

MENU 5-5-0

Reserved for future use

Comms > Periodic Test >

Send Test Report

`tSt-dL`

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 [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 can take up to 1 minute to complete.**

   `Ph tSt`

   If the test is successful, the keypad will prompt:

   `PASS`

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

   `FAiL`

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 Status

`LAn-St`

MENU 6-0-0

This menu provides a listing of all of the 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 [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.**

4. **The system will now step through each parameter for the selected device. See the examples below for a connected keypad.**

   `CP001`

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

6. **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.   `U:13-8`

   Displays the firmware version of the keypad.   `U:1-00`

   Displays the keypad size. 8 Zone or 16 Zone   `16 Zn`

   Displays if the keypad has an inbuilt proximity reader.   `Pro`
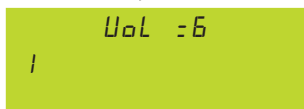
4. **Press [OK] or [MENU] to exit.**

Devices > Keypads >

`CP-uoL`

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 [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.**

`UoL :6`
`1`

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-Con`

CONTRAST

MENU 6-1-1

This menu allows you to adjust the contrast of the keypad's LCD display. Under certain lighting conditions you may need to adjust the contrast to improve visability. Each keypad can have their display adjusted separately.

1. **Enter [Master PIN] + [MENU]**

2. **Enter [6] + [1] + [1] + [OK]. The keypad will then display the contras screen which includes all of the available symbols and the current contrast setting.**
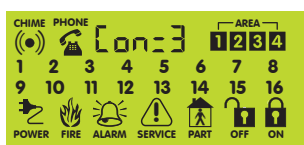
3. **Press the the [↑] and [↓] keys to adjust the contrast. Min = 1, Max = 3.**

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. Each keypad can have their display adjusted separately.

1. **Enter [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`
`1`
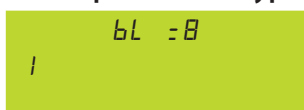
3. **Press the the [↑] and [↓] keys to adjust the contrast. Min = 1, Max = 10, 0 = Off**

4. **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 >

`?????`

PANEL STATUS

MENU 7-0-0

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

System > Commands >

`trbL`

SYSTEM TROUBLE

MENU 7-0-1

The System Trouble Menu provides a list of any system troubles or problems. If more than one trouble is in effect the keypad will list them one at a time. This is a view only menu.

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.

Some trouble examples are listed below.

1. **Enter [Master PIN] + [MENU]**

2. **Enter [7] + [0] + [1] + [OK]. The keypad will display the device or devices which have a trouble condition. In this example, there is a panel trouble in effect. Use the [↑] and [↓] keys to select the device if more than one, and then press the [OK] key to view the trouble events.**

`P001`
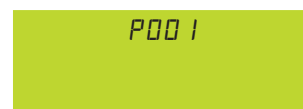
3. **Trouble events are displayed one at a time, one per screen. The keypad will display -------- when all troubles have been displayed before scrolling back to the first trouble event.**

Display indicates the telephone line is not connected.

`no tEL`

Display indicates that the panel time and date has not been set.

`dAtE`

Displays when the external siren has failed or is disconnected.

`Contrb`

4. **When finshed press [OK] to exit. The system will automatically exit this menu after 30 seconds.**

System > Commands >

`HiSLo9`

HISTORY LOG

MENU 7-0-2

This menu allows you to review up to the last 256 history events which have been recorded by the system. Events are shown from the newest event to the oldest.

Each history event is displayed on up to 7 different screens. Each screen displays a different piece the event description. By combining the information from all screens, you will be able to determine the exact particulars of each history event.

At any time you can move to the next history event by pressing the [↑] and [↓] keys. See the examples below for more details.

1. **Enter [Master PIN] + [MENU]**

2. **Enter [7] + [0] + [2] +[OK]. The keypad will begin displaying the most recent event stored in the history log.**

3. **Use the [↑] and [↓] keys scroll between history events.**

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

Display shows the history event number. Event 123

`E 123`

Display shows the Event Descrption1. Battery

`bAttrY`

Display shows the Event Descrption 2. Trouble

`trbL`

Display shows the Device number. P001 = Panel 1

`P001`

Display shows the Date of the event. 03-January

`03-JAn`

Display shows the Time of the event. 21:15 or 9:15pm

`21-15`

Display shows the Event Result. S1 = Reported event to route 1

L2 = Logged the event

`S1-L2`

System > Clock >

`CLoC`

SET DATE & TIME

MENU 7-1-0

This menu allows you to program or adjust the system clock. Clock programming is performed over 5 different screens with each screen displaying a different property.

At any time you can move to the next screen 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**

1. **Enter [Master PIN] + [MENU]**

2. **Enter [7] + [1] + [0] + [OK]. The keypad will display the currently programmed day of the month. Use the numeric keys to enter the correct day (1 - 31) and then press the [→] key.**

`dd :01`

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

`mm :01`

4. **The keypad will display the currently programmed year. Use the numeric keys to enter the last 2 digits of the current year (01 -99).**

`YY :08`

5. **The keypad will display the currently programmed hour of the day in 24hr time. Use the numeric keys to enter the correct hour (00 -23).**

`hh :21`

6. **The keypad will display the currently programmed minute of the day. Use the numeric keys to enter the correct minute (01 -59).**

`mm :35`

7. **Use the [←] and [→] keys at any time to confirm programming and then press [OK] or [MENU] to exit.**

System > Clock >

`5t-0n`

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 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 [Master PIN] + [MENU]

2. Enter [7] + [1] + [1] + [OK]. Enter the number of the month that Summer Time starts.
   Allowable values are 01 to 12.

   `mm :10`

3. Enter the number of the week in that month that Summer Time starts, then press the [→] key.
   Allowable values are 01 to 05, where 5 is the last week.

   `w :05`

4. Enter the number of the day in the week Summer Time starts, then press the [→] key.
   Allowable values are 01 to 07, where 1 is Sunday.

   `dd :01`

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

Australian Daylight Savings Times

At the time of writing this document QLD and the NT do NOT participate in daylight savings.

In NSW, VIC, ACT, SA and WA daylight savings begins at 2:00 am on the last Sunday in October and ends at 3:00 am DST on the last Sunday in March.

Daylight Saving Begins	Daylight Saving Ends
Turn Clock Ahead 1 hr	Turn Clock Back 1 hr
Sun 28 Oct 2007	Sun 30 Mar 2008
Sun 26 Oct 2008	Sun 29 Mar 2009

In Tasmania, daylight savings begins at 2:00am on the first Sunday in October and ends at 3:00am DST on the last Sunday in March

Daylight Saving Begins	Daylight Saving Ends
Turn Clock Ahead 1 hr	Turn Clock Back 1 hr
Sun 7 Oct 2007	Sun 30 Mar 2008
Sun 5 Oct 2008	Sun 29 Mar 2009

System > Clock >

`5t-0FF`

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 [Master PIN] + [MENU]

2. Enter [7] + [1] + [2] + [OK]. Enter the number of the month that Summer Time ends. (1 to 12).

   `mm :03`

3. Enter the number of the week in that month that Summer Time ends.
   (1 to 5 where 5 is the last week).

   `w :05`

4. Enter the number of the day in the week Summer Time ends.
   (1 to 7 where 1 is Sunday).

   `dd :01`

5. 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 arm and disarm different areas 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 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 >

ShnAiiE

NAME

MENU 7-5-0

This menu allows the master user to program the schedule'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.

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 nAiiE
2	SchEdULE 2 nAiiE
↓	↓
8	SchEdULE 8 nAiiE

Table 12: Default Schedule Names

1. **Enter [Master PIN] + [MENU]**

2. **Enter [7] + [5] + [0] + [OK]. The keypad will display the sh = prompt. Enter the Schedule number you want to program, then press [OK].**

Sh:

3. 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-enetering the entire name.

SchEdu

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.

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

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

System > Schedules >

ShtiiiE

TIME

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.

Shh = Start Time Hours
$Siii$ = Start Time Minutes
Ehh = End Time Hours
$Eiii$ = End Time Minutes

1. **Enter [Master PIN] + [MENU]**

2. **Enter [7] + [5] + [1] + [OK]. The keypad will display the sh = prompt. Enter the Schedule number you want to program, then press [OK].**

Sh:

3. **Enter the schedule start time hours in 24hr format.** Allowable values are 01 to 23.

Shh:00

4. **Enter the schedule start time minutes.** Allowable values are 01 to 59.

Siii:00

5. **Enter the schedule end time hours in 24hr format.**
    Allowable values are 01 to 23.

    Ehh:00

6. **Enter the schedule end time in minutes.**
    Allowable values are 01 to 59.

    Emm:00

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

System > Schedules >   *Sh-dAY*

DAY   **MENU 7-5-2**

This menu programs which days of the week the schedule will operate. To toggle the day of the week on/off, press the corresponding number on the keypad. For example to turn Monday on, press [2] + [OK], to toggle Monday off, press [2] + [OK].

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

1. **Enter [Master PIN] + [MENU]**

2. **Enter [7] + [5] + [2] + [OK]. The keypad will display the sh = prompt. Enter the Schedule number you want to program, then press [OK].**

    Sh:

3. **Pressing buttons 1 to 8 will toggle the schedule day on and off. When the number is displayed, the schedule will operate on that day, when the number is off the schedule will not operate on that day.**

    -bit-
    2 3 4 6 7

4. **Repeat Step 3 until you have set all requred days for the schedule. The above example shows the schedule operating on Monday, Tuesday, Wednesday, Friday and Saturday.**

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

System > Holidays >   *hanAmE*

NAME   **MENU 7-6-0**

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	*HoLidAY 1 nAmE*
2	*HoLidAY 2 nAmE*
↓	↓
8	*HoLidAY 8 nAmE*

Table 13: Default Holiday Names

1. **Enter [Master PIN] + [MENU]**

2. **Enter [7] + [6] + [0] + [OK]. The keypad will display the Ho = prompt. Enter the Holiday number you want to program, then press [OK].**

    Ho:

3. **The keypad will display the current Holiday 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-enetering the entire name.**

    HoLidA

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

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

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

System > Holidays >

START / STOP DAY

`hatiiiE`

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)

Smm = Start Month (month of the year)

Ehh = End Date (day of the month)

Emm = End Month (month of the year)

1. Enter [Master PIN] + [MENU]

2. 1. Enter [7] + [6] + [1] +[OK]. The keypad will display the Ho = prompt. Enter the Holiday number you want to program, then press [OK]. The default holiday date is 01 Jan to 01 Jan.

`Ho:`

3. **Enter the date of the holiday.**
Allowable values are 01 to 31.

`Sdd:01`

4. **Enter the month the holiday starts.**
Allowable values are 01 to 12.

`Smm:01`

5. **Enter the date the holiday ends.**
Allowable values are 01 to 31.

`Edd:01`

6. **Enter the month the holiday ends.**
Allowable values are 01 to 12.

`Emm:01`

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

System > System Options >

KEYPAD HI/LO TEMP

`CP-dEg`

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 a system trouble will be triggered and the service indicator will be displayed.

1. **Enter [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.**

`Hi :20`

4. **Enter the required Lo temperature value in degrees celcius.**

`Lo: 10`

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

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

Inputs > Input Testing >

WALK TEST ALL ZONES

`tSt2nS`

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 open and close each zone.

1. **Enter [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.**

`tESt`
`1 2 3 4 5 6 7 8`

3. **Open and close each zone that needs to be tested. Any 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.

```
PASS
```

4.   Press [OK] to exit

System > System Testing >   `ESt-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 the system is armed.

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 [Master PIN] + [MENU]

2. Enter [7] + [9] + [2] +[OK]. The keypad will display the battery voltage whilst under test.

```
testing
```

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.

Display	Trouble Condition	Description
POWER Flashing	**Mains Missing**	The system has detected that the AC mains supply has failed or is disconnected. If there is not a general power outage in your suburb then you should contact your security company.
bAt_Lo	**Battery Low**	The backup battery has failed the periodic test which the system performs on a regular basis. You should contact your security company as the battery may need replacing.
no bAt	**Battery Missing**	The system has detected that its backup battery has been disconnected.
rFLoSt	**RF Rxer Missing**	The system has detected that the RF receiver is disconnected.
rF tPr	**RF Rxer Tamper**	The system has detected that the tamper circuit on the RF receiver is faulted.
rF JAm	**RF Rxer Jammed**	The system has registered a jamming fault from the RF receiver. This situation may preven certain parts of your system from working correctly. You should contact your security company.
routE2	**Comms Trouble R1**	The system has failed to send reports to the primary report contact. You should contact your security company.
routE1	**Comms Trouble R2**	The system has failed to send reports to the secondary report contact. You should contact your security company.
FAiL	**Comms Test Fail**	The system has failed to send its periodic report to the monitoring station. You should contact your security company.
bUStrb	**Buss Trouble**	The system has failed to communicate to a system device (e.g. keypad etc).
dEFPin	**Default PIN Trbl**	The system has detected that either the Installer PIN or User 1 PIN has not been changed from the factory default codes. These codes should be changed immediately to prevent a security risk.
dAtE	**Date And Time**	The system date and time needs to be set.
CAbtPr	**Cabinet Tamper**	The system has detected that someone has tampered with its metal enclosure or that it has been forced open. Inspect and contact your security company if necessary.
COntrb	**Siren Trouble**	The system has detected that the external siren has failed or has been disconnected from the system.
no tEL	**Telco Line Trouble**	The system has detected that its telephone line has been disconnected for a minimum of 30 seconds.
LAn OL	**LAN Overload**	The system has detected that the current load has exceeded the maximum LAN rating. You should contact your security company.
COm OL	**Comm+ Overload**	The system has detected that the current load has exceeded it's maximum COMM+ rating. You should contact your security company.
Acc_OL	**Accessory Overld**	The system has detected that the current load has exceeded it's maximum ACCS+ rating. You should contact your security company.
SEruiC	**Time For Service**	The system displays this trouble condition to remind you that a service call is due.
EE rom	**Memory Fault**	The system has detected an error with its internal memory. You should contact your security company.
SEruiC	**Service Mode**	The security installer has entered service mode.
PHONE	**Phone In Use**	The phone in use ICON will come on when the system is using the phone line.

Table 14: Trouble Messages

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	_____	❑	❑	Output 1	_____
Zone 2	_____	❑	❑	Output 2	_____
Zone 3	_____	❑	❑	Output 3	_____
Zone 4	_____	❑	❑	Output 4	_____
Zone 5	_____	❑	❑	Output 5	_____
Zone 6	_____	❑	❑	Output 6	_____
Zone 7	_____	❑	❑	Output 7	_____
Zone 8	_____	❑	❑	Output 8	_____
Zone 9	_____	❑	❑		
Zone 10	_____	❑	❑		
Zone 11	_____	❑	❑		
Zone 12	_____	❑	❑		
Zone 13	_____	❑	❑		
Zone 14	_____	❑	❑		
Zone 15	_____	❑	❑		
Zone 16	_____	❑	❑		

Notes: _____

_____

_____

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