Solution 6000

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.

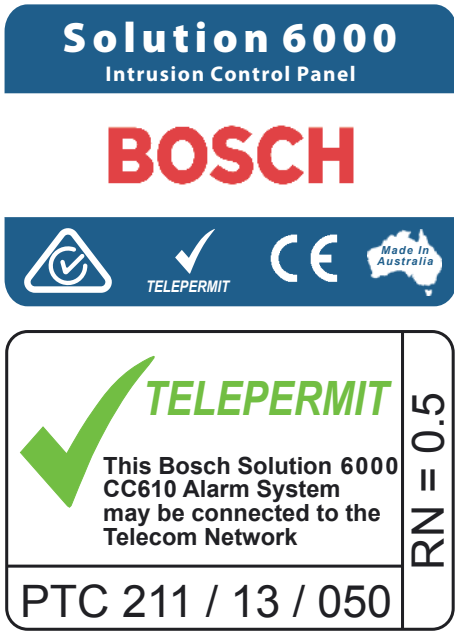
This equipment shall not be used in any manner that could constitute a nuisance to other Telecom customers.

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, including but not limited to Back to Base reporting, SMS and Email Reporting and Automatic Time and Date Adjustments require a working telephone line to operate and telephone communication service provider charges are applicable.**
4) **Australian standard AS 2201 requires 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 parameters 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.**
8) **The Product Identification Label for this product which is supplied in the resistor pack, must be affixed to the outside of the enclosure during installation.**



9) **This equipment shall not be set up to make automatic calls to the Telecom '111' Emergency Service.**

Notice to Owner

Thankyou for selecting the Solution 6000 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.

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Program Menu Tree

Table 1: shows all of the system options in a tabular format. Each option can be access by pressing the Menu key and then drilling down using the arrow and OK keys until the required option is listed on the display. A quick way to jump to a particular option is to press the Menu key followed by the specific option number. You may be asked to enter your PIN when accessing some options and some options are only available to users with Master Code authority.

Example:

To change the exit time, enter programming mode, then enter [MENU] + [2] + [8] + [0] and follow the on screen prompts.

1	Access
1-0	**Commands**
1-0-0	Erase User
1-1	**PIN Codes**
1-1-0	Change Own PIN
1-1-1	Change Other PIN
1-1-2	Add PIN
1-1-3	Delete PIN
1-2	**Token**
1-2-0	Add Token
1-2-1	Delete Token
1-2-2	Token Status
1-2-3	Edit Token
1-3	**RF Keyfob**
1-3-0	Add Keyfob
1-3-1	Delete Keyfob
1-4	**User Properties**
1-4-0	User Name
1-4-1	Area Assignment
1-4-2	User Options
1-4-4	TimeZone Access
1-4-5	Door Assignment
1-4-6	User Expire Date
1-8	**Fingerprint**
1-8-0	Add Fingerprint
1-8-1	Delete Fingerprint
1-8-2	Fingerprint Status

2	Areas
2-0	**Commands**
2-0-0	Area Status
2-0-1	Turn Area On/Off
2-0-2	Turn All Areas On
2-0-3	Turn All Areas Off
2-0-4	Move To Area
2-0-5	Chime On/Off
2-0-6	Chime Mode
2-1	**Area Properties**
2-1-0	Area Name
2-1-6	Part Mode 1 Name
2-1-7	Part Mode 2 Name
2-1-8	Auto Arming
2-8	**Timers**
2-8-0	Exit Time
2-8-1	Entry Time 1
2-8-2	Entry Time 2
2-8-3	Part Entry Time

3	Inputs
3-0	**Command**
3-0-0	Zone Status
3-0-1	Zone Array
3-0-2	Bypass Zones
3-0-3	Set Chime Zones
3-0-4	Set Part 2 Zones
3-0-5	Smoke Sensor Reset
3-1	**Zone Properties**
3-1-0	Zone Name
3-9	**Input Testing**
3-9-0	Walk Test All Zones
3-9-1	Walk Test A Zone

4	Outputs
4-0	**Commands**
4-0-0	Output Status
4-0-1	Turn Output On/Off
4-0-2	Output Array
4-0-3	Door Status
4-0-4	Door Array
4-0-5	Door Control
4-1	**Output Properties**
4-1-0	Output Name
4-2	**Door Control**
4-2-0	Door Name
4-9	**Output Testing**
4-9-0	External Siren Test
4-9-1	Internal Siren Test
4-9-2	Strobe Test
4-9-3	Fire Siren Test

5	Comms
5-0	**Commands**
5-0-1	Call/Answer RAS
5-0-2	Call Forward On/Off
5-0-3	Check Web Email
5-0-4	Email System Log
5-0-5	Start Direck Link
5-0-6	Voice Setup
5-0-8	Register Customer
5-1	**Telephone Numbers**
5-1-1	Destination 1
5-1-2	Destination 2
5-1-6	Call Forward On
5-1-7	Call Forward Off
5-3	**Remote Access**
5-3-8	User RAS PIN
5-5	**MyAlarm**
5-5-8	Email Address
5-5-9	Email Options
5-7	**IP Remote Access**
5-7-0	IP Address
5-7-1	IP Port
5-9	**Comms Test**
5-9-0	Send Test Report

6	Devices
6-0	**Commands**
6-0-0	Device Status
6-0-7	Keypad Volume
6-0-8	Keypad Contrast
6-0-9	Keypad Backlight
6-1	**Keypads & Readers**
6-1-0	Name
6-1-9	WiFi Settings
6-5	**GSM/GPRS Module**
6-5-0	GSM/GPRS Status
6-5-5	CLI Triggers
6-5-6	SMS Control

7	System
7-0	**Commands**
7-0-0	Panel Status
7-0-1	System Trouble
7-0-2	History Log
7-0-6	TimeZone Array
7-1	**Clock**
7-1-0	Set Date And Time
7-4	**Siren**
7-4-2	Volume
7-5	**TimeZones**
7-5-0	Name
7-5-1	Time
7-5-2	Day
7-5-3	TimeZone Options
7-6	**Holidays**
7-6-0	Holiday Name
7-6-1	Start Stop Dates
7-7	**System Options**
7-7-3	Keypad Hi/Lo Temp
7-7-7	Site Name
7-9	**System Testing**
7-9-0	Walk Test All Zones
7-9-1	Battery Test

Table 1: Control Panel Menu Tree

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 graphic keypad, which displays all system information in written text and graphical symbols. 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 6000 control panel.

- **Up to 144 Fully Programmable Zones**
- **Up to 16 Access Doors**
- **Fire Alarm Verification**
- **Up to 256 User PINs**
- **Up to 37 Programmable Outputs**
- **Email and SMS Alarm Reporting**
- **Optional Fingerprint Readers**
- **Supervised Siren Driver**
- **16 Programmable TimeZones**
- **Up To 8 Areas (Common Area Programmable)**
- **Built-In Dialer**
- **Up To 16 Fully Supervised Keypads / Readers**
- **National Broadband Network / IP Ready**
- **Keyswitch Input (Programmable)**
- **1000 Event History Memory**
- **EMI / Lightning Transient Protection**
- **Programmable Via Keypad**
- **Remote Programmable Via RAS Software**
- **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 for you to remember but hard for someone else to guess. For security reasons do not write this PIN down or give it to anyone else. If more than one person needs to operate the system then you should create a different PIN code for them if this has not been done by your installer. This guide will explain how to do this. See "MENU 1-1-2" on page 13.

Please take the time to familiarise yourself 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 the basic system operation section 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 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 8 individual areas. In this case, the security company would assign different sensors (zones) to each area according to the area they belong.

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 mode. Part zones may include only the perimeter (doors and windows) of your system, or sensors in other areas of your premises. Check with your security company to learn which zones are Part zones.

Reporting Alarms

Your system may be programmed to send reports to your security company. Once the report is complete, the system returns the telephone to normal operation (check with your security company).

Your system makes repeated attempts to send reports to your security company. 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 navigate the menu screens 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.
ALL ON ON	The [ON] key allows you to turn an area or output on. If your system has been partitioned press and hold the [ON] key for two seconds to turn all areas on at the same time.
BYPASS PART	The [PART] key allows you to turn an area Part On. This key can also be used to bypass a zone or multiple zones when you press and hold for two seconds.
ALL OFF OFF	The [OFF] key allows you to turn an area or output off. If your system has been partitioned press and hold the [OFF] key for two seconds to disarm to disarm all areas.
OK	The [OK] key allows you to save any changes and exit the command.
TEST MAIL	The [MAIL] key allows you to read stored mail. This key can also be used to initiate a dialler 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 etc.
↓	The [↓] key allows you to navigate through menus or to toggle characters when programming telephone numbers etc. 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 a Panic alarm to be triggered. 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 cause a Fire alarm to be triggered. 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 cause a Medical alarm to be triggered. If programmed the sirens will sound and the monitoring station will be notified.

Table 2: Keypad Keys and Their Function

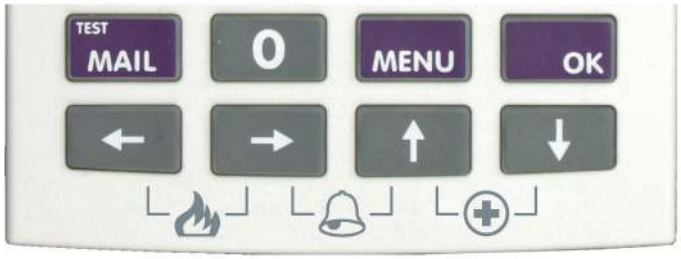


Figure 1: Keypad Emergency Alarm Triggers

Status Icons / LED's

The following table describes the function of each of the status icons and indicator lights. Some keypads and readers also include a blue indicator which is used when controlling doors or user access.

Icon	Status	Meaning
1 2 3 4 5 6 7 8	The keypad can display which areas (1 – 8) are turned on or off via the Area Icon Indicators. This option needs to be enbled by your installer,	
	On	The area is turned All On or Part On
	Off	The area is turned Off
	Flashing Fast	The area has an alarm
	On	System power is normal
	Flashing	System power is missing
	Flashing	A fire alarm is active
	Off	No fire alarm
	On	Fire alarm in memory (Turn the area All On and Off to clear).
	Flashing	A burglary alarm is active
	Off	No burglary alarm
	On	Burglary alarm in memory (Turn the area All On and Off to clear).
	On	The existing service or trouble condition has been acknowledged
	Off	No service or trouble conditions exist
	Flashing	A service or trouble condition is present that has not been acknowl-edged
	On	The area is turned Part On
	Off	The area is not turned Part On
	On	The area is turned off.
	Off	The area is turned All On or Part On
	On	The area is turned All On
	Off	The area is turned Off
	On	You have mail waiting to be read
	Off	No Mail
	On	Area is ready to turn All On /Part On
	Off	Not ready, Zone Open
Red LED	On	All On or Part On
	Flashing	Alarm
Green LED	On	Area is not All On
	Flashing	Zone is Faulted
Red & Green LED	Flashing	Installer programming mode is active
	Off	User Programming Mode is Active
Blue LED	On	Door Locked
	Fast Flash	Door Unlocked
	2 Flashes	Door Unlocked by TimeZone
	Off	Door Assignment not programmed
Wi-Fi Connected		The WiFi enabled keypad or module has successfully connected to your local WiFi network.
Wi-Fi Not Connected		The WiFi enabled keypad or module is not connected to your local WiFi network.

Table 3: Status ICONs, LED Indicator's and Their Meanings

Keypad Tones

Your keypad emits several distinct tones and displays text to alert you to 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 enter an incorrect value when programming, the keypad will sound a 2 second tone.
Menu Mode	The keypad will sound a Lo/Hi tone to indicate you have entered MENU Mode and a Hi/Lo 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 4: Keypad Tones and Their Meanings

Figure 2: CP700B Graphic Keypad

Basic System Operation

Turning An Area All On

Use this function to turn an area All On. The control panel is factory defaulted for one area. 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 security company or a master PIN user can program the length of exit delay time.

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

Turning An Area Part On / Part 2 On

Use this function to turn an area Part On or Part 2 On. The control panel is factory default only for one area. Part On and Part 2 On turns on only part of the area, leaving the rest of the area turned off.

Only the security company can program which zones are monitored for Part On. A master user can program which zones are monitored when a user turns 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.**

   If your PIN is valid and if all zones are normal, the keypad will prompt you to select Part On or Part 2 On.
3. **Using the arrow keys, highlight Part On or Part 2 On then press [OK].**

   Exit delay time will start. You should leave now. 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 entry time. During entry time, the keypad will sound the Hi/Lo tone to remind you to turn the system off. To turn 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 cause a false alarm. If this situation arrises, 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 no longer display the 'Lock' or 'Part' icons.**

Silencing Alarms

When the control panel has registered an alarm, the keypad (s) and sirens will sound to alert personnel that an alarm occurred. The keypad will scroll in the display all alarms 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 scroll all alarm events that 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 simply by entering your PIN + [OFF] during the auto-on pre-alert time. The auto-on pre-alert time sounds the keypad buzzer to warn you that the system will automatically turn All On.

Example:

If the control panel is programmed to automatically turn All On at 6:00pm and the auto-on pre-alert time starts beeping the keypad at 5:55pm, entering your PIN between 5:55pm and 6:00pm will delay the auto-on time by one hour and the auto-on pre-alert time will again commence at 6:55pm. Therefore the 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 answer 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.

DTMF Control Functions

Your system includes comprehensive DTMF control of individual areas and outputs with full user PIN and timezone access verification. Some features like DTMF disarming and output control need to be enabled by your installer.

How to Use DTMF Control

1. **Once the panel answers the incoming call, the panel will play 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 on your phone. 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 as if connecting to the Solution Link software.

   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.**

   If no keys are pressed for 20 seconds or the user presses [#] [#], the control panel will play the exit jingle and terminate the session.

DTMF CONTROL FUNCTIONS		
Operation	**Command**	**Tone Response**
Quick Arm All Areas	[0] + [#]	High, Medium, Low
Log In OK	[PIN] + [#]	Low, High
Error	Incorrect Entry	Long Beep
Turn Area All On	[1] + [Area No] + [#] + [1]	Low, High
Turn Area Off	[1] + [Area No] + [#] + [2]	High, Low
Turn Output On	[2] + [Output No] + [#] + [1]	Low, High
Turn Output Off	[2] + [Output No] + [#] + [2]	High, Low
End Session	[#] + [#]	High, Medium, Low

Table 5: DTMF Remote Control Functions

DTMF EXAMPLES

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

To log on and turn Area 1 All On, enter the following:

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

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

To log on and turn Output 8 on, enter the following:

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

[2] + [8] + [#] + [1] = Turn Output 8 ON

To log on and turn Output 6 off, enter the following:

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

[2] + [6] + [#] + [2] = Turn Output 6 OFF

Note

If the DTMF Quick Arm option is enabled then it is possible to remotely turn on all areas without logging onto the panel. Simply enter [0] + [#] following the welcome jingle.

Make sure that the telephone 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 telephones.

Programming Text Using The Keypad

When programming text via the keypad, various keys on the keypad operate differently.

A group of characters is assigned to each of the numeric keys on the keypad. Pressing the same numeric key again will toggle to the next character assigned to the key (eg. Press the [2] key will display the 'A' character, press the [2] key again will toggle to the 'B' character, press the [2] key again will toggle to the 'C' character etc).

Once the correct character is display use the arrow keys to move to the next letter of the word you are entering. The key assignments are identical to those found on most fixed and mobile phones.

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

Pressing the same numeric key repeatedly will step you through the available characters assigned to the key. The text key layout is the same as most phones. Refer to the table below for detailed character information.

Refer to the following table for more 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 6: Text Keypad Character Set

Once the desired character is displayed press the right [→] arrow key to move to the next character position. 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.
+ - @ # $ " & % * : ( ) / < > =

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].**

Note ***Duress alarms are triggered by entering the user PIN followed by the last 2 digits of the user PIN followed by the ON or OFF key.***

System Programming

Note ***Some of the examples shown in the following section assume that you are already in programming mode. To enter programming mode simply enter your PIN and press the MENU key on the keypad.***

Access > Commands >

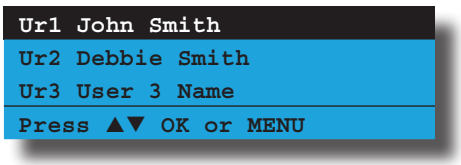
Erase User — MENU 1-0-0

This menu allows the installer or master user, to erase another user. When a user is erased, it will return back to factory default all information relating to the following:

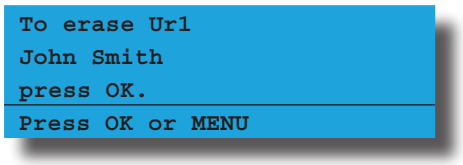
- **PIN**
- **Token ID**
- **RF Keyfob ID**
- **Fingerprint ID**
- **Name**
- **TimeZone Access**
- **Door Assignment**
- **Area Assignment**

Enter [MENU] + [1] + [0] + [0].

1. **Use the arrow keys to highlight the user to be erased then press [OK].**



2. **Verify the user name to be erased and press [OK]. To abort press [MENU].**



PIN Numbers

Access > PIN Codes >

Change Own PIN — MENU 1-1-0

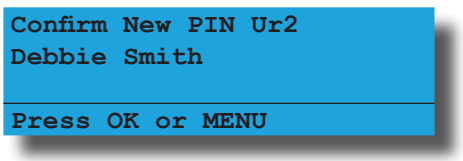
This menu lets you change your own PIN. It is recommended that you write down your old PIN and the new one before you begin. The new PIN must have the same number of digits as your old PIN unless your installer has enabled the variable length PIN option. Once the change is complete you should destroy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

At factory default, each PIN is fixed to 4 digits in length. The default PIN for User 1 (Master user) is 2580. Only the security installer can change the PIN length.

Enter programming mode (PIN + MENU) then,

1. **Ensure that the system (or area) is turned off.**
2. **Enter your PIN, and then press [MENU] + [1] + [1] + [0]. The keypad will prompt you to enter a new PIN.**

3. **Enter your new PIN, and then press [OK]. If an error tone sounds, try a different PIN. The keypad will now prompt you to enter your new PIN again.**



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 — MENU 1-1-1

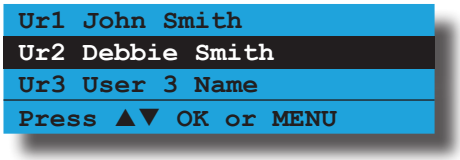
If you have a master PIN, this command allows you to change somebody else's PIN. It is recommended that you write down the old PIN and the new one before you begin. Once the change is complete you should destroy the written copy. The new PIN must have the same number of digits as the old PIN.

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

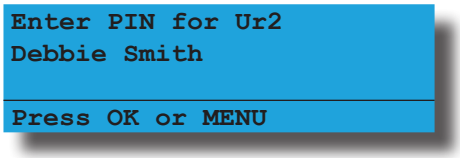
Enter programming mode (PIN + MENU) then,

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

1. **Press [MENU] + [1] + [1] + [1]. The keypad will display a list of available users that you can change their PIN.**



2. **Use the [↑] and [↓] keys to select the user that you want to change the PIN, then press [OK] to select. Alternatively, you can enter the user number you want to change, then press [OK].**



3. **Enter the new PIN.**
   If an error tone sounds, try a different PIN.
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Access > PIN Codes >

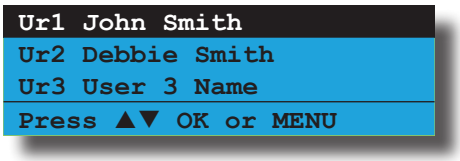
Add PIN — MENU 1-1-2

This menu allows a Master user to add a PIN to a new user. A Master user can only program a new PIN 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. The default PIN for User 1 (Master user) is 2580.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [1] + [2].**
   A list of users will display on the keypad.



2. **Use the [↑] and [↓] keys to select the user that you want to add a PIN, then press [OK] to select. Alternatively, you can enter the user number you want to add, then press [OK].**
   The keypad will prompt you to enter the new pin.

3. **Enter the new PIN for the user you have selected.**
   If an error tone sounds, try a different new PIN.
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

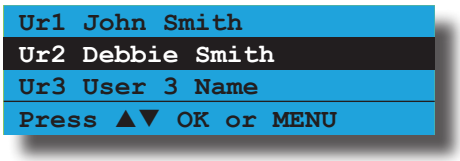
Access > PIN Codes >

Delete PIN — MENU 1-1-3

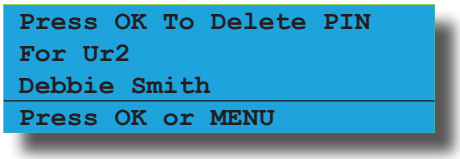
This menu allows a Master user the ability delete other users PIN's. A Master user can only delete a PIN for those users that have been assigned to the same area(s) as the Master user. A Master user cannot delete their own PIN.

Enter programming mode (PIN + MENU) then,

1. **Make sure that the system is turned off.**
2. **Press [MENU] + [1] + [1] + [3].**
   The keypad will list all users that you can delete.



3. **Use the [↑] and [↓] keys to highlight the user whose PIN you want to delete, then press [OK] to select. Alternatively, you can enter the user number you want to delete, then press [OK].**



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

Tokens

This section outlines how to add and delete token cards that allow an alternate method for users to turn the system on and off via a prox reader enabled keypad. The system can also be configured to automatically open a door if it has been fitted with an electric door lock. You should discuss this feature with your installer for more details on your particular installation.

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

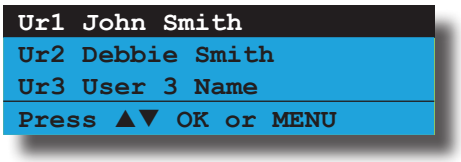
Access > Token >

Add Token — MENU 1-2-0

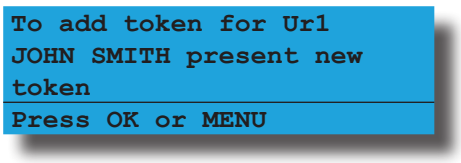
This menu allows a Master user the ability to add a new token for those users that have been assigned to the same area(s) as the Master user.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [2] + [0].**
   A list of users will display on the keypad.
2. **Use the [↑] and [↓] keys to select the user that you want to add a token for, then press [OK] to select.**



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



A Master user can only delete a token for those users that have been assigned to the same area(s) as the Master user.

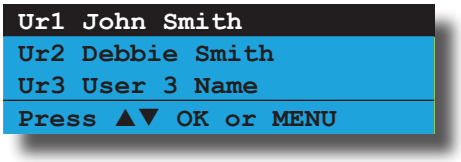
Access > Token >

Delete Token — MENU 1-2-1

This menu allows a Master user the ability to delete a token for those users that have been assigned to the same area(s) as the Master user.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [2] + [1].**
   A list of users will display on the keypad.



2. **Use the [↑] and [↓] keys to select the user who's token you want to delete, then press [OK] to select.**

3. **When prompted press the [OK] key to confirm token deletion.**

Access > Token >

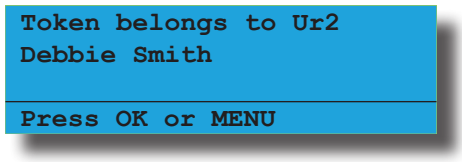
Token Status — MENU 1-2-2

This menu allows a Master user the ability 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.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [2] + [2].**
   The system will prompt you to present the token to the keypad.

2. **Once the token is presented the system will display the owner of the token.**



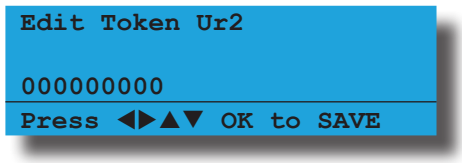
Access > Token >

Edit Token — MENU 1-2-3

This menu allows a Master user the ability to delete a token for those users that have been assigned to the same area(s) as the Master user.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [2] + [3].**
   A list of users will display on the keypad.
2. **Use the [↑] and [↓] keys to select the user who's token you want to delete, then press [OK] to select.**



3. **When prompted press the [OK] key to confirm token deletion.**

RF Keyfob

This section outlines how to add and delete RF keyfobs which provide an alternate method for users to turn an area(s) on and off. The RF keyfob must be compatible with the RF Receiver that has been installed by the security company.

Access > RF Keyfob >

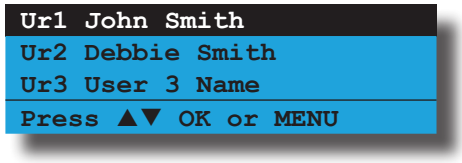
Add Keyfob — MENU 1-3-0

This menu allows the security installer or a master user to program the user's keyfob ID number.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [3] + [0].**

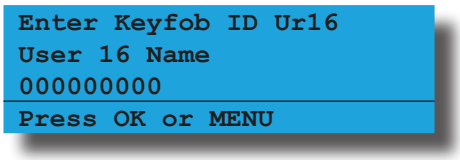
   A list of users will display on the keypad.



2. **Use the [↑] and [↓] keys to select the user that you want to add the RF keyfob ID, then press [OK] to select. Alternatively, you can enter the user number you, then press [OK].**

   The keypad will prompt you to enter the RF keyfob

ID number:



3. **Enter the RF Keyfob ID Number**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Access > RF Keyfob >

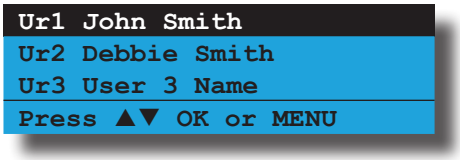
Delete Keyfob — MENU 1-3-1

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

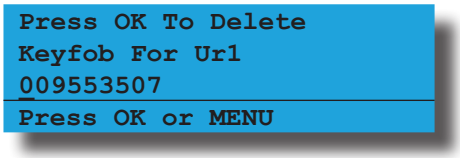
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [3] + [1].**

   A list of users will display on the keypad.



2. **Use the [↑] and [↓] keys to select the user that you want to delete the keyfob, then press [OK] to select. Alternatively, you can enter the user number, then press [OK].**



3. **Press [OK] to delete the RF Keyfob ID number and exit, or press [MENU] to exit without saving.**

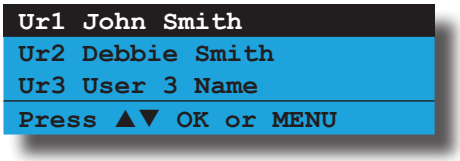
Access > User Properties >

User Name — MENU 1-4-0

This menu allows the master user to program the user's name. A maximum of 20 characters can be entered.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [4] + [0].**
   A list of users will display on the keypad.



2. **To program the user name, use the [↑] and [↓] keys to select the user that you want to program, then press [OK] to select. Alternatively, you can enter the user number you want to program, then press [OK].**

   The keypad will display the current user name.

3. **Use the [←] and [→] keys to scroll the cursor left and right across the user name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position, press the [OFF] key.**
4. **When the user name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.**

Access > User Properties >

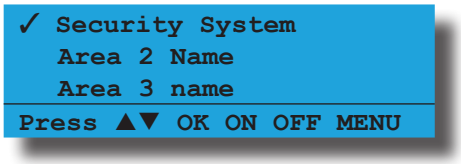
Area Assignment — MENU 1-4-1

This menu allows the master user to program which areas (1 to 8) a user can access. Each user can be assigned to one or multiple areas. The master user is restricted and 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.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [4] + [1].**
   A list of users will display on the keypad.
2. **To assign areas to a user, use the [↑] and [↓] keys to select the user that you want to program, then press [OK] to select. Alternatively, you can enter the user number you want to program, then press [OK].**

   The keypad will display which areas the user has been assigned to.



3. **Use the [↑] and [↓] keys to select the area that you want to assign to the user. Press the [ON] key to assign the user to the area (√ will display) or press the [OFF] key to disable the user from the corresponding area (√ will no longer display).**
4. **Repeat Step 3 until you have assigned the user to all areas that are required.**
5. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Access > User Properties >

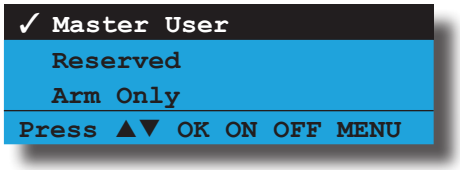
User Options — MENU 1-4-2

This menu allows the master user to set or change various options for other users on the system. You should discuss these options with your installer before making changes.

Follow the procedure below to configure the required options.

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

   The keypad will display the list of current options. Options with a preceeding tick mark are selected.



3. **Use the [↑] and [↓] keys to highlight the feature that you want to program, then use the [ON] and [OFF] keys to turn on and off the features as required.**
4. **When all user options are programmed, press [OK] to save and exit, or press [MENU] to exit without saving.**

TimeZones

Timezones can be used to restrict users from operating doors or from controlling the alarm system outside given times of the day, days of the week or during holidays.

A master code holder is able to change the timezone parameters so they can control the access times for a given user. If a resticted user tries to operate the system outside their assigned timezone then access will be denied.

See MENU 7-5-0 for more information on timezone programming.

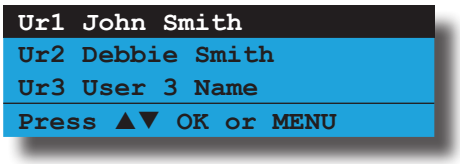
Access > User Properties >

TimeZone Access — MENU 1-4-4

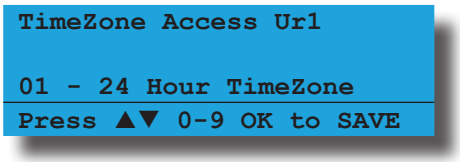
This menu is used to assign a user to a timezone. Timezones can be used to restrict a users access to be within specific times of the day and or days of the week. Each user can only be assigned to one timezone. Setting this option to timezone 1 will give the user 24 hour access to the system.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [4] + [4] and select the user from the list then press [OK].**



2. **Using the numeric keys, enter the timezone. Valid entries are 1 – 16 or 0 to disable.**



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

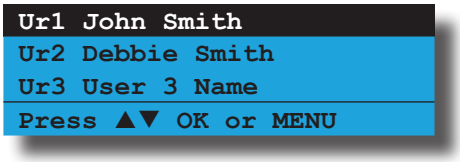
Access > User Properties >

Door Assignment — MENU 1-4-5

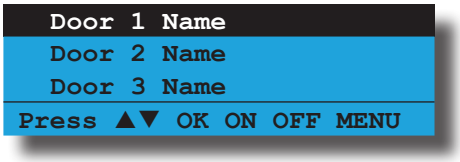
This menu allows you to assign each user to one or more door groups. A door assignment is used to allow and/or restrict which users have access to various system outputs. These outputs can be used to control door strikes, gates or roller doors etc.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [4] + [5] and select the user from the list then press [OK].**



2. **Use the up and down arrow keys to highlight the door group then press the [ON] key to select or the [OFF] key to deselect.**



3. **Repeat Step 2 until all required door groups are programmed, then press [OK] to save and exit or press [MENU] to exit without saving.**

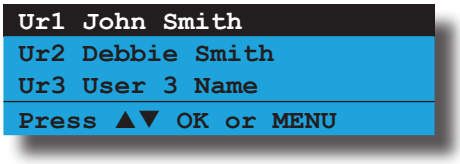
Access > User Properties >

User Expire Date — MENU 1-4-6

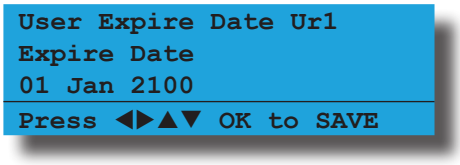
This menu allows you to assign one or more users to expire on a date in the future. This could be used when giving a code to a tennant in a holday house etc. Once the expire date is reached then all of the users credentials will cease working and they will no longer be able to access the system.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [4] + [6] and select the user from the list then press [OK].**



2. **Use the [↑] and [↓] keys to program the month, day and year. Use [←] and [→] keys to scroll cursor left and right to between the month, day and year fields.**



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

Fingerprints

The addition of the optional fingerprint reader to your system allows you to turn areas on and off or to open a door simply by presenting your fingerprint to the reader. The following steps we help you to get the best performance from your fingerprint reader.

1) When adding or enrolling fingerprints it is is important to place and hold your finger in the correct position while the system records the credential. Your finger should be placed so that the pad is making full contact with the sensor. Do not use your fingertip.

2) Always try to present your finger in the same posistion as you did when it was enrolled. Use the raised dimple on the reader surface as a guide. People with smaller fingers may find this difficult at first but with practice even they will be able to use the reader.

3) The reader will vibrate as soon as it has completed reading your fingerprint. Once you feel the vibrations you should remove your finger.

4) If the reader fails on the first attempt, remove your finger and wait for the large blue guide indicator to come on before trying again. Whenever the reader is busy working you may see the following screen on the keypad. Wait for a few seconds before trying again.

```
Fr9 Unit Busy. Please try
later.

Press OK or MENU
```

5) In some cases the unit may not be able to read a finger because the finger is cut or damaged by other means. Extremely wet or dry fingers may also cause read errors but these are rare. In this case you should revert to using your PIN number on the standard keypad.

Figure 3: CM729B Fingerprint Reader

Access > Fingerprint >

Add Fingerprint — MENU 1-8-0

This menu allows a master user to add a new fingerprint for users that have been assigned to the same area(s) as the Master user.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [8] + [0].**
   A list of users will display on the keypad.
2. **Use the [↑] and [↓] keys to select the user that you want to add a a fingerprint for, then press [OK] to select.**

```
Ur1 John Smith
Ur2 Debbie Smith
Ur3 User 3 Name
Press ▲▼ OK or MENU
```

3. **The system will prompt you to present the finger to the reader. If more than 1 fingerprint reader is installed then the system will prompt you to select the reader to learn from.**

```
Fp9 Keypad 9 Name
Fp10 Keypad 10 Name
Fp11 Keypad 11 Name
Press ▲▼ OK or MENU
```

4. **You must hold your finger on the reader without moving until you hear a confirmation beep which could take up to 5 seconds.**

```
Position Finger for Ur1
John Smith at Fp9

Press OK or MENU
```

Note

Only one fingerprint can be assigned to each user. To change a fingerprint for an existing user, you will need to first delete the old fingerprint first.

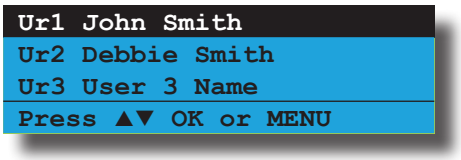
Access > Fingerprint >

Delete Fingerprint — MENU 1-8-1

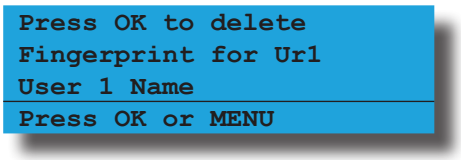
This menu allows a Master user the ability to delete a fingerprint for those users that have been assigned to the same area(s) as the Master user.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [8] + [1].**
   A list of users will display on the keypad.
2. **Use the [↑] and [↓] keys to select the user who's fingerprint you want to delete, then press [OK] to select.**



The keypad will display;



3. **When prompted press the [OK] key to confirm fingerprint deletion.**

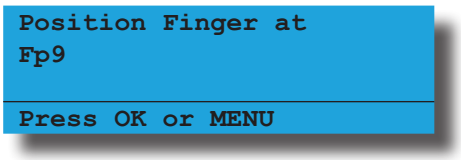
Access > Fingerprint >

Fingerprint Status — MENU 1-8-2

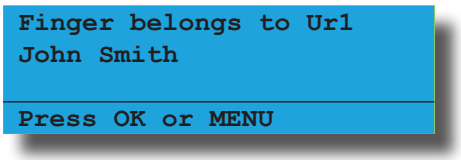
This menu allows a master user the ability to identify a fingerprint which has been programmed into the system. Only fingerprints that have been assigned to the same area(s) as the Master user can be identified.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [1] + [8] + [2].**
   The system will prompt you to present the finger to the reader.



2. **Once the presented the system will display the user assigned to the fingerprint.**



Areas

The control panel has the ability to be partitioned up to 8 individual areas. This section outlines various commands that control individual areas.

Areas > Commands >

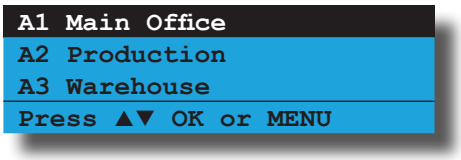
Area Status — MENU 2-0-0

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.

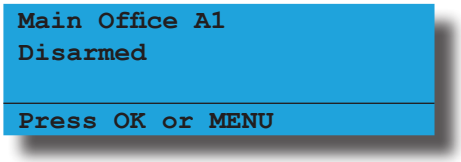
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [0] + [0].**

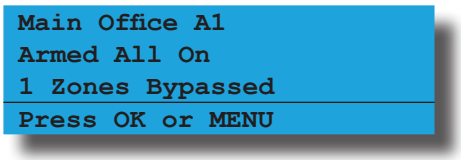
   A list of available areas will display on the keypad.



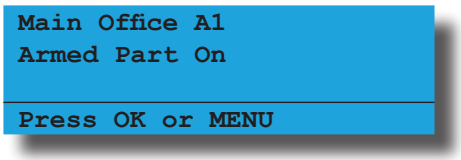
2. **Use the [↑] and [↓] keys to select the area that you want to view the status information, then press [OK] to select. Alternatively, you can enter the area number, then press [OK]. The keypad will display the area status information.**



If the area is turned All On, the keypad will display the following. Note in this example 1 zone has been bypassed.



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



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

Areas > Commands >

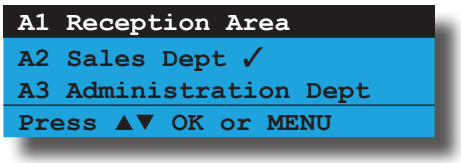
Turn Area On/Off — MENU 2-0-1

This menu allows you to turn an area All On or off.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [0] + [1].**

   A list of different areas will display on the keypad.



If an area has already been turned All On or Part On, a 'tick' (✓) will be displayed on the right side of the name description (see A2 Sales Dept above).

2. **Use the [↑] and [↓] keys to select the area that you want to turn on or off, then press [OK] to select. Alternatively, you can enter the area number you want to turn on or off, then press [OK].**

Areas > Commands >

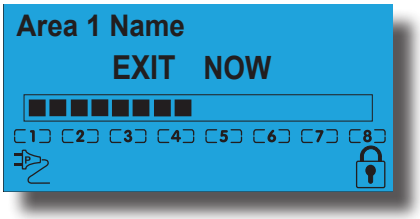
Turn All Areas On — MENU 2-0-2

This menu allows you to turn on all areas that your PIN has been assigned to at the same time All On. The keypad display below shows the area icons 1 through to 8.

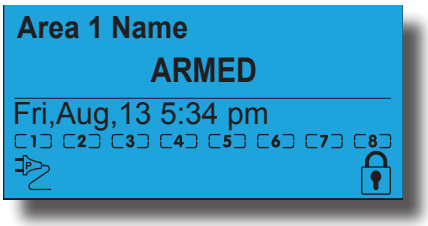
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [0] + [2].**

   The keypad will display the exit time bar to prompt you to exit all areas. You should leave all areas now.



   When exit time has expired, the keypad will display that all areas are turned All On (Armed).



Note

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

Areas > Commands >

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. However, this menu requires at least one area that has a keypad assigned to it to be disarmed before you can access this command.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [0] + [3].**

Areas > Commands >

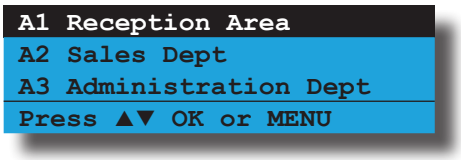
Move To Area — MENU 2-0-4

This menu allows you to operate multiple areas from the same keypad when the system has been partitioned. Before operating a different area, you will need to move the keypad to the area that you want to operate.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [0] + [4].**

   A list of different areas will display on the keypad.



2. **Use the [↑] and [↓] keys to select the area that you want to move the keypad display to, then press [OK] to select. Alternatively, you can enter the area number that you want to move the keypad display to, then press [OK].**

Areas > Commands >

Chime On/Off — MENU 2-0-5

Chime mode allows you to monitor a zone (or group of zones) and to sound the keypad buzzer or activate a programmable output when the a zone programmed for chime is open and the system is in the disarmed state. This 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 or off.

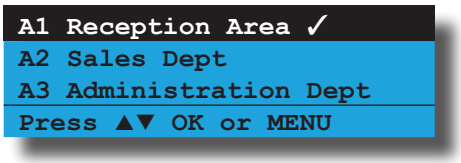
Only keypads programmed to sound the chime tone will be heard when a zone programmed for chime is faulted.

The master user can set which zone are to be chime zones via MENU 3-0-3. If no zones are programmed for chime then chime mode will not activate.

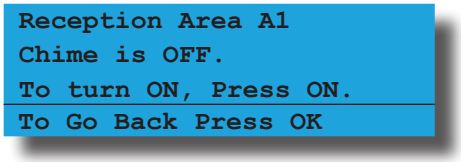
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [0] + [5].**

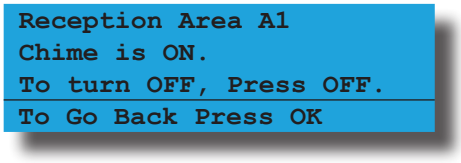
   A list of different areas will display on the keypad.



2. **Use the [↑] and [↓] keys to select the area that you want to turn chime mode on or off, then press [OK] to select. Alternatively, you can enter the area number that you want to turn chime mode on or off, then press [OK]. The keypad will display the following when chime mode is turned off:**



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



3. **Press the [ON] key to turn chime mode on, or, press [OFF] to turn chime mode off.**
4. **Press the [OK] key to exit.**

Note

Holding down the 4 key on the keypad for 2 seconds will also turn chime mode on and off.

Areas > Commands >

Chime Mode — MENU 2-0-6

This menu allows you to program how the chime alert behaves when a chime zone is triggered. There are four different modes available: - Chime Always, Chime After ??? Seconds, Chime For ??? Seconds and Latching.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [0] + [6].**
   A list of different areas will display on the keypad.
2. **Use the [↑] and [↓] keys to select the area that you want to program the chime mode for, then press [OK] to select. Alternatively, you can enter the area number that you want to program the name, then press [OK].**

   The keypad will display the following:

```
Chime Mode A1

Chime For 000 Seconds
Press ◀▶▲▼ OK to SAVE
```

3. **Use the [↑] and [↓] keys to scroll through the different options available. If the mode selected requires you to enter a time then use the [←] and [→] keys to move to the time field and then use the [↑] and [↓] keys to scroll through the available time options.**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Areas > Area Properties >

Area Name — MENU 2-1-0

This menu allows you to program the name for each area. Each area name can be programmed with up to 20 characters. At factory default, only Area 1 is used. The control panel can have a maximum of 8 independent areas programmed.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [1] + [0].**
   A list of different areas will display on the keypad.
2. **Use the [↑] and [↓] keys to select the area that you want to program the name, then press [OK] to select. Alternatively, you can enter the area number that you want to program the name, then press [OK].**

   The keypad will display the following:

```
Area Name A1

Security System
Press ◀▶▲▼ OK to SAVE
```

3. **Use the [←] and [→] keys to scroll the cursor left and right across the area name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.**
4. **When the user name is complete, press [OK].**

Areas > Area Properties >

Part Mode 1 Name — MENU 2-1-6

This menu allows you to program a name for the part mode 1. Each area can have its own part mode 1 name if required. Up to 20 characters can be entered to help explain the behaviour of the area when it is armed in part mode 1. For example, Downstairs all armed or Shed Disarmed.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [1] + [6].**
   A list of different areas will display on the keypad.
2. **Use the [↑] and [↓] keys to select the area that you want to program the part mode 1 name for, then press [OK] to select. Alternatively, you can enter the area number that you want to program the name, then press [OK].**

   The keypad will display the following:

```
Part Mode 1 Name A1

Part 1 Area 1 Name
Press ◀▶▲▼ OK to SAVE
```

3. **Use the [←] and [→] keys to scroll the cursor left and right across the name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.**
4. **When the name is complete, press [OK].**

Areas > Area Properties >

Part Mode 2 Name — MENU 2-1-7

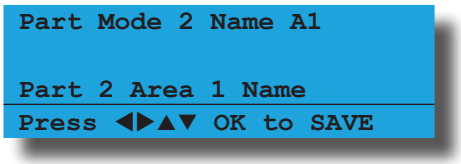
This menu allows you to program a name for the part mode 2. Each area can have its own part mode 2 name if required. Up to 20 characters can be entered to help explain the behaviour of the area when it is armed in part mode 2. For example, Downstairs all armed or Shed Disarmed.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [1] + [7].**
   A list of different areas will display on the keypad.

2. **Use the [↑] and [↓] keys to select the area that you want to program the part mode 2 name for, then press [OK] to select. Alternatively, you can enter the area number that you want to program the name, then press [OK].**

   The keypad will display the following:



3. **Use the [←] and [→] keys to scroll the cursor left and right across the name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.**
4. **When the name is complete, press [OK].**

Areas > Area Properties >

Auto Arming — MENU 2-1-8

This menu allows you to program which timezone will be used by the system to auto arm and or, auto disarm the system or area. Before setting this option you should make sure the timezone has been configured in MENU 7-5-0. Generally a timezone configured for auto arming should be given a name that indicates its function.

The system has a maximum of 16 available timezones and only one timezone can be programmed for each area. The auto arm function can only be used to fully arm the area. Only your installer can configure your system or area to auto arm the area in part mode.

The area will automatically arm when the start time in the selected timezone is reached provided the day of the week is also set.

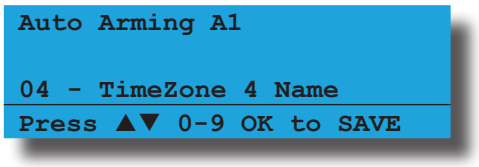
The area will automatically disarm when the stop time in the selected timezone is reached provided the day of the week is also set.

If auto disarming is not required then you should not set the stop time in the selected timezone. See MENU 7-5-0 for more information on configuring timezones.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [2] + [1] + [8].**
   A list of available areas will display on the keypad.
2. **Use the [↑] and [↓] keys to select the area that you want to program the auto arm time for, then press [OK] to select. Alternatively, you can enter the area number that you want to program, then press [OK].**

   The keypad will display the following:



3. **Use the [↑] and [↓] keys to scroll through the list of timezones until you reach the required one for the chosen area.**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Areas > Timers >

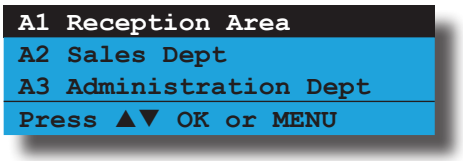
Exit Time — MENU 2-8-0

This menu allows the master user to modify the exit timer for the selected area. Each area in the system can have a different exit time if required. The exit time is the amount of time you have to leave the area once it has been turned on. The keypad will sound an exit warning beep during this time to let you and other users know that the area is arming. An alarm cannot be triggered until the exit time has expired.

Enter programming mode (PIN + MENU) then,

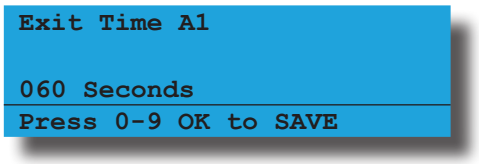
1. **Enter [MENU] + [2] + [8] + [0].**

   A list of available areas will display on the keypad.



2. **Use the [↑] and [↓] keys to select the area that you want to program the exit time for, then press [OK] to select. Alternatively, you can enter the area number that you want to program, then press [OK].**

   The keypad will display the following:



3. **Use the numeric keys to enter the required time in seconds and then press [OK]. Exit time can be set from 0 to 255 seconds.**

Areas > Timers >

Entry Time 1 — MENU 2-8-1

This menu allows the master user to modify the entry timer number 1 for the selected area. Each area in the system can have a different entry time if required. Your installer will have set up one or more entry zones per area on your system and the zones may have been programmed to follow either entry time 1 or entry time 2.

The entry time is the amount of time you have to turn your alarm system off once the entry zone have been triggered or opened.

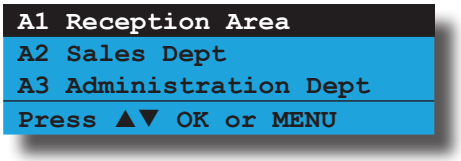
The keypad will sound an entry warning beep during this time to let you and other users know that the area needs to be disarmed.

If the area is not disarmed before the entry time expires then an alarm will occur.

Enter programming mode (PIN + MENU) then,

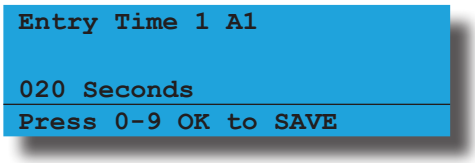
1. **Enter [MENU] + [2] + [8] + [1].**

   A list of available areas will display on the keypad.



2. **Use the [↑] and [↓] keys to select the area that you want to program the entry time for, then press [OK] to select. Alternatively, you can enter the area number that you want to program, then press [OK].**

   The keypad will display the following:



3. **Use the numeric keys to enter the required time in seconds and then press [OK]. Entry time 1 can be set from 0 to 255 seconds.**

Areas > Timers >

Entry Time 2 — MENU 2-8-2

This menu allows the master user to modify the entry timer number 2 for the selected area. Each area in the system can have a different entry time if required. Your installer will have set up one or more entry zones per area on your system and the zones may have been programmed to follow either entry time 1 or entry time 2.

The entry time is the amount of time you have to turn your alarm system off once the entry zone have been triggered or opened.

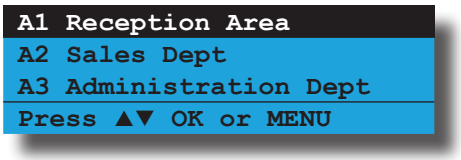
The keypad will sound an entry warning beep during this time to let you and other users know that the area needs to be disarmed.

If the area is not disarmed before the entry time expires then an alarm will occur.

Enter programming mode (PIN + MENU) then,

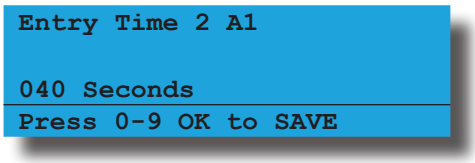
1. **Enter [MENU] + [2] + [8] + [2].**

   A list of available areas will display on the keypad.



2. **Use the [↑] and [↓] keys to select the area that you want to program the entry time for, then press [OK] to select. Alternatively, you can enter the area number that you want to program, then press [OK].**

   The keypad will display the following:



3. **Use the numeric keys to enter the required time in seconds and then press [OK]. Entry time 2 can be set from 0 to 255 seconds.**

Areas > Timers >

Part Entry Time — MENU 2-8-3

This menu sets the time period which a keypad will sound its warning tone after a zone is triggered in Part On or Part 2 On modes. The user must disarm the area before the Part Entry Time expires, otherwise an alarm condition will be triggered.

At factory default, when an area has been turned Part On or Part 2 On and exit time has finished, violating a non 24hr burglary zone will start the part entry time. The keypad will sound the hi/lo tone for a period of 60 seconds before the control panel sound an alarm or until the user turns the area off.

The part entry time will start when any of the following zone types area faulted and set to be monitored for Part On or Part 2 On.

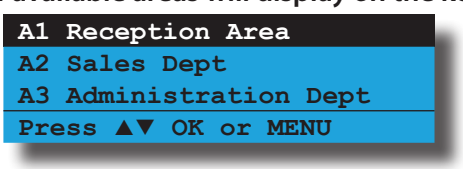
- **Burglary Delay 1**
- **Burglary Delay 2**
- **Burglary Instant**
- **Burglary Inst No Exit**
- **Burglary Handover**

Only the installer or a master user can set the part entry time for each area (001 to 255 seconds). Programming 001 seconds allows all non 24 hour burglary zones (including delay zones) to act as if they were all instant zones when the area is turned Part On or Part 2 On. Programming 000 seconds allows all non 24 hour burglary zones to operate as they would if the area has been turned All On.

Enter programming mode (PIN + MENU) then,

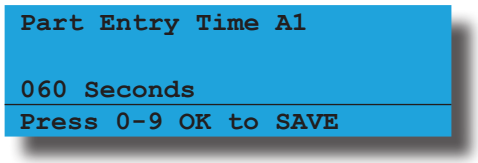
1. **Enter [MENU] + [2] + [8] + [3].**

   A list of available areas will display on the keypad.



2. **Use the [↑] and [↓] keys to select the area that you want to program the entry time for, then press [OK] to select. Alternatively, you can enter the area number that you want to program, then press [OK].**

The keypad will display the following:



3. **Use the numeric keys to enter the required time in seconds and then press [OK]. Part entry time can be set from 0 to 255 seconds.**

Inputs

Each panel can have up to a maximum 144 zones. When the optional radio receiver is fitted any available zone may be programmed as a wireless zone. Your installer will advise you on the exact makeup and configuration of your system.

Inputs > Commands >

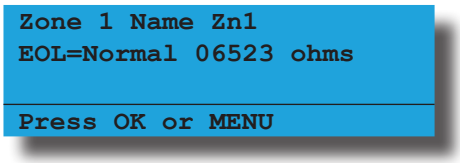
Zone Status — MENU 3-0-0

This menu allows you to view the zone status of each zone (i.e. Normal, Open or Short).

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [3] + [0] + [0].**
   A list of different zones will display on the keypad.
2. **Use the [↑] and [↓] keys to select the zone that you want to turn view the status information then press [OK] to select. Alternatively, you can enter the zone number that you want to view status information, then press [OK].**

   The keypad will display the following zone status information:



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

Inputs > Commands >

Zone Array — MENU 3-0-1

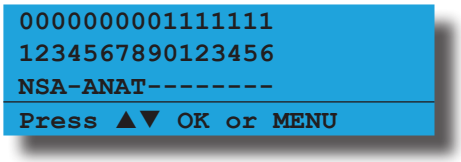
This menu allows you to view zones in groups of sixteen. The top two rows of the display show the zone number, the third row displays the zone status

N= NORMAL
S = SHORTED
A= ALARM
T= TAMPER
- = DISABLED

If a 100 is displayed at the right hand side of the top line, it means that you are displaying zones 97 to 112 or zones 113 to 128 etc. See example.

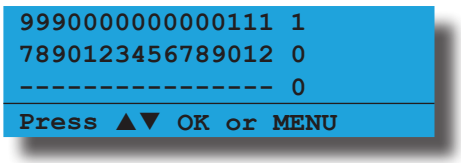
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [3] + [0] + [1] and use the up and down arrows to select the zone group to view.**
2. **Use the up and down arrows at any time to move to a new group. The keypad will display the following zone array information for zones 1 to 16.**

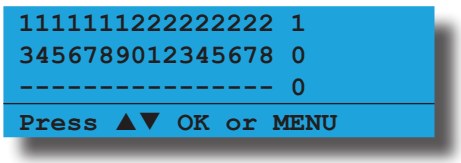


In the above example screen,
N = Zone 01 and 06 are Normal (Sealed)
S = Zone 02 is Shorted
A = Zone 03,05,07 are in Alarm (Unsealed)
T = Zone 08 is in Tamper Alarm (Unsealed)
- = Zone 04, 09-16 are Disabled (Unused)

The keypad will display the following zone array information for Zones 97 to 112.



The keypad will display the following zone array information for Zones 113 to 128.



3. **When finished press [OK] or [MENU] to exit.**

Inputs > Commands >

Bypass Zones — MENU 3-0-2

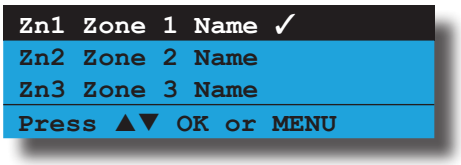
This menu allows you to bypass or un-bypass a single or multiple zones before you turn the area All On, Part On or Part 2 On. When bypassing zones, it disables the ability for a zone to detect intrusion and sound an alarm.

A burglary zone will automatically become 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.

Enter programming mode (PIN + MENU) then,

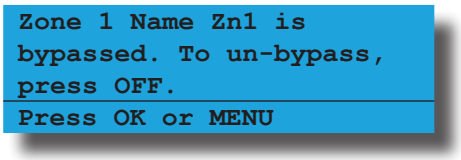
1. **Enter [MENU] + [3] + [0] + [2].**

   A list of zones that can be bypassed will display on the keypad. A '√' displayed on the right side of the zone name indicates that the zone is already bypassed.

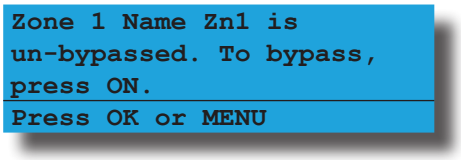


2. **Use the [↑] and [↓] keys to select the zone that you want to bypass, then press [OK]. Alternatively, you can enter the zone number that you want to bypass, then press [OK].**

   If the zone is bypassed, the keypad will prompt:



   If the zone is not bypassed, the keypad will prompt:



3. **Press [ON] or [OFF] to toggle the zone to be bypassed/un-bypassed.**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

   Repeat steps 1 to 4 to bypass or un-bypass additional zones.

Inputs > Commands >

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).

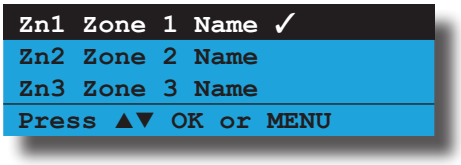
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [3] + [0] + [3].**

   A list of areas will display on the keypad.

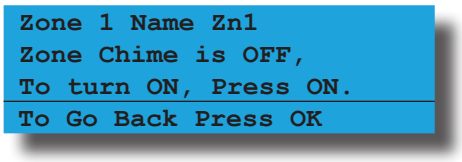
2. **Use the [↑] and [↓] keys to select the area that you want to program zones for chime mode, then press [OK]. Alternatively, you can enter the area number that you want to program chime zones, then press [OK].**

   The keypad will list all zones that can be programmed for chime mode. A '✓' displayed on the right side of the zone name indicates that the zone is already set for chime.

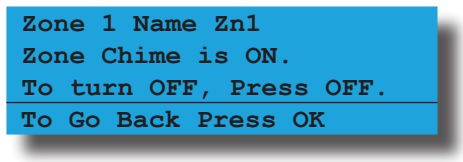


3. **Use the [↑] and [↓] keys to select the zone that you want to set for chime, then press [OK]. Alternatively, you can enter the zone number that you want to set for chime, then press [OK].**

   If the zone is not programmed for chime, the keypad will prompt:



   If the zone is programmed for chime, the keypad will prompt:



4. **Press [ON] or [OFF] to toggle the zone to be monitored when chime mode is turned on.**
5. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Inputs > Commands >

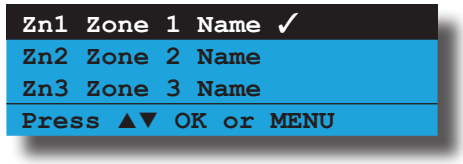
Set Part 2 Zones — MENU 3-0-4

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

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [3] + [0] + [4].**
   A list of areas will display on the keypad.
2. **Use the [↑] and [↓] keys to select the area that you want to program zones for Part 2 On, then press [OK]. Alternatively, you can enter the area number that you want to program Part 2 On zones, then press [OK].**

   The keypad will list all zones that can be programmed for Part 2 On. A '✓' displayed on the right side of the zone name indicates that the zone is already bypassed.



3. **Use the [↑] and [↓] keys to select the zone that you want to set for Part 2, then press [OK]. Alternatively, you can enter the zone number that you want to set for Part 2, then press [OK].**

   If the zone is not programmed for Part 2, the keypad will prompt:

```
Zone 1 Name Zn1
Is not armed in Part2.
To Enable, Press ON.
To Go Back Press OK
```

If the zone is programmed for Part 2, the keypad will prompt:

```
Zone 1 Name Zn1
Is armed in Part2.
To remove, Press OFF.
To Go Back Press OK
```

4. Press [ON] to monitor the zone when the area is turned Part 2 On, or press [OFF] so that you do not monitor the zone when the area is turned Part 2 On.
5. Press [OK] to save and exit, or press [MENU] to exit without saving.

Inputs > Commands >

Smoke Sensor Reset — MENU 3-0-5

This menu allows you to reset smoke sensors.

Enter programming mode (PIN + MENU) then,

1. Enter [MENU] + [3] + [0] + [5].

   A list of different areas will display on the keypad.
2. Use the [↑] and [↓] keys to select the area that you want to reset the smoke detectors, then press [OK] to select. Alternatively, you can enter the area number, then press [OK].

   The keypad will display the following:

```
Smoke Detector reset in
progress. Please wait
```

3. The keypad will automatically return to the menu when all smoke detectors in the area has been reset.

Inputs > Zone Properties >

Zone Name — MENU 3-1-0

This menu allows you to program up to 20 characters for the name of each zone.

Enter programming mode (PIN + MENU) then,

1. Enter [MENU] + [3] + [1] + [0].

   A list of different zones will display on the keypad.
2. Use the [↑] and [↓] keys to select the zone name that you want to change, then press [OK] to select. Alternatively, you can enter the zone number, then press [OK].

   The keypad will display the following:

```
Zone Name Zn1

Zone 1 Name
Press ◀▶▲▼ OK to SAVE
```

3. Use the [←] and [→] keys to scroll the cursor left and right across the zone name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.
4. Press [OK] to save and exit, or press [MENU] to exit without saving.

Inputs > Input Testing >

Walk Test All Zones — 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.

Enter programming mode (PIN + MENU) then,

1. Press [MENU] + [3] + [9] + [0].

   The keypad will display a list of areas that are available to walk test zones.
2. Use the [↑] and [↓] keys to select the area that you want to do walk test, then press [OK] to select. Alternatively, you can enter the area number, then press [OK].

   The keypad will scroll all zones that you can test.

```
To test zone Zn1
open then close
Zone 1 Name
Press OK or MENU
```

```
To test zone Zn2
open then close
Zone 2 Name
Press OK or MENU
```

3. Open and close each zone that needs to be tested. A zone that has been successfully tested will no longer scroll on the keypad display.

   When all zones have been tested, the keypad will display:

```
All zones have been
successfully tested

Press OK or MENU
```

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

Inputs > Input Testing >

Walk Test A Single Zone — MENU 3-9-1

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

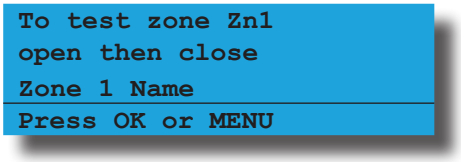
Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [3] + [9] + [1].**

   The keypad will display a list of zones that are available to be tested via walk test.

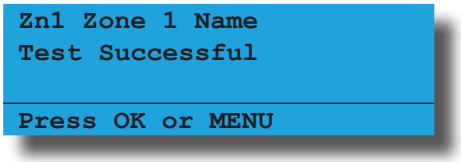
2. **Use the [↑] and [↓] keys to select the zone that you want to walk test, then press [OK] to select. Alternatively, you can enter the zone number, then press [OK].**

   The keypad will display the zone to be tested.



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

   When the zone has been successfully faulted and restored, the keypad will display:



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

Outputs

The control panel can have up to a maximum of 37 outputs. Five outputs are available as standard with an additional 32 available when the optional output expanders are fitted. Your installer will advise you on the exact makeup and configuration of your system.

Outputs > Commands >

Output Status — MENU 4-0-0

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

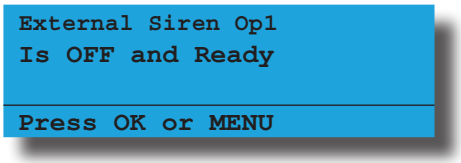
Enter programming mode (PIN + MENU) then,

1. **Ensure that the system is turned off.**
2. **Press [MENU] + [4] + [0] + [0].**

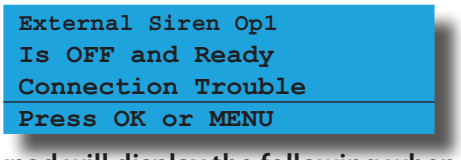
   The keypad will display a list of outputs that the status may be viewed.

3. **Using the [↑] and [↓] keys, highlight the output that you want to view the status information, then press [OK] to select. Alternatively, you can enter the output number and then press [OK].**

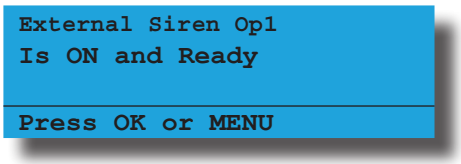
   The keypad will display the following when the output is off and OK:



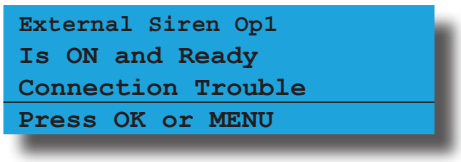
The keypad will display the following when the output is off and missing:



The keypad will display the following when the output is ON and OK:



The keypad will display the following when the output is ON and missing:



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

Outputs > Commands >

Turn Output On/Off — MENU 4-0-1

This menu allows you to turn outputs that have been programmed by your security company on or off. These outputs can be programmed to control outside lighting, pool pumps, watering systems etc.

Enter programming mode (PIN + MENU) then,

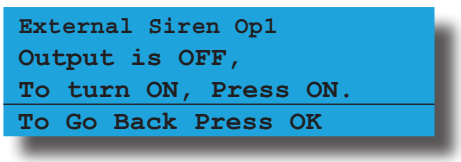
1. **Press [MENU] + [4] + [0] + [1].**

   If a valid PIN is required, the keypad will prompt you to enter your PIN.

2. **Use the [↑] and [↓] keys to select the output name that you want to change, then press [OK] to select. Alternatively, you can enter the output number, then press [OK].**

3. **To toggle the output on or off, use the [ON] and [OFF] keys.**

   The keypad will display the following when the output is off:



To turn the output on, press [ON].

The keypad will display the following when the output is on:

```
External Siren Op1
Output is ON,
To turn OFF, Press OFF.
To Go Back Press OK
```

To turn the output off, press [OFF].

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

Outputs > Commands >

Output Array MENU 4-0-2

This menu allows master users to view the status of outputs on the system in groups of 16. Outputs are continuously being updated while the array is being displayed so that real time status can be seen. The top two rows of the display show the output number when read vertically and the third row displays the output's status as per below list.

N = NORMAL - Off Condition

T = TRIGGERED - On Condition

F = FAULT - Overload Condition

- = DISABLED

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [4] + [0] + [2] and use the up and down arrows to select the output group to view.**
2. **Use the up and down arrows at any time to move to a new group. The keypad will display the following output array information for outputs 1 to 16.**

```
0000000001111111
1234567890123456
NNNNN---TF------
Press ▲▼ OK or MENU
```

In the above example screen,

N = Outputs 01 to 05 are Normal (Off)

F = Output 10 has a Fault (Overload)

T = Output 09 is Triggered (On)

- = Outputs 05 to 08 and Outputs 11 to 16 are Disabled or Not Available

3. **Press the [↓] key and the keypad will display the output array information for outputs 17 to 32.**

```
1112222222222333
7890123456789012
----------------
Press ▲▼ OK or MENU
```

4. **Use the [↓] and [↓] keys to move up and down the output array and when finished press [OK] or [MENU] to exit.**

Outputs > Commands >

Door Status MENU 4-0-3

This menu allows the master user to view the status of a selected door.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [4] + [0] + [3].**

   A list of available doors will display on the keypad.

```
Dr1 Front Door
Dr2 Computer Room
Dr3 Warehouse Door
Press ▲▼ OK or MENU
```

2. **Use the [↑] and [↓] keys to select the door that you want to check the status of, then press [OK] to select. Alternatively, you can enter the door number then press [OK].**

   The keypad will display the following:

```
Front Door Dr1
Locked
<Door Related Information>
Press OK or MENU
```

3. **The following door states can be displayed in the door status menu.**

   Locked

   Unlocked

   Unlocked by TimeZone

   Open

   Forced Open

   Open Too Long

   Unlocked - Fire

4. **When finished press [OK] or [MENU] to exit.**

Outputs > Commands >

Door Array MENU 4-0-4

This menu allows the master user to view the status of doors on the system. Up to 16 doors are supported on this system. Doors will continuously be updated during the display so that real time status can be seen. The top two rows of the display show the door number, the third row displays the door status

L = Door Locked

U = Door Unlocked

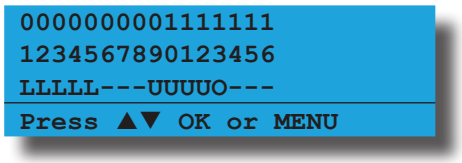
O = Open

- = Disabled or Not Available

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [4] + [0] + [4]. The keypad will**

display the following door array information for doors 1 to 16.



In the above example screen,

L = Doors 01 to 05 are Locked
O = Door 13 is Open
U = Doors 09 to 12 area Unlocked
- = Doors 06 to 08 and Doors 14 to 16 are Disabled or Not Available

2. **When finished press [OK] or [MENU] to exit.**

Outputs > Commands >

Door Control — MENU 4-0-5

This menu allows a master user to operate a door, lock a door or unlock a door.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [4] + [0] + [5].**

   A list of available doors will display on the keypad.

2. **Use the [↑] and [↓] keys to select the door that you want to operate, then press [OK] to select. Alternatively, you can enter the door number then press [OK].**

   The keypad will display the following:

3. **Use the [↑] and [↓] keys to select the door option you require, then press [OK].**

Outputs > Properties >

Output Name — MENU 4-1-0

This menu allows you to program the name for each output. Each output name supports up to 20 characters.

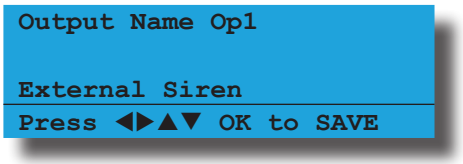
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [4] + [1] + [0].**

   A list of available outputs will display on the keypad.

2. **Use the [↑] and [↓] keys to select the output name that you want to change, then press [OK] to select. Alternatively, you can enter the output number, then press [OK].**

   The keypad will display the following:



3. **Use the [←] and [→] keys to scroll the cursor left and right across the output name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.**

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

Outputs > Door Control >

Door Name — MENU 4-2-0

This menu allows you to program the name for each door on the system. Each door name can be up to 20 characters long.

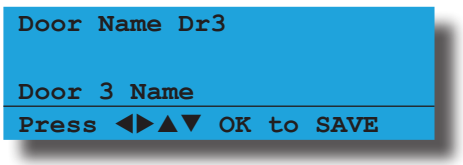
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [4] + [2] + [0].**

   A list of available doors will display on the keypad.

2. **Use the [↑] and [↓] keys to select the door name that you want to change, then press [OK] to select. Alternatively, you can enter the door number, then press [OK].**

   The keypad will display the following:



3. **Use the [←] and [→] keys to scroll the cursor left and right across the door name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.**

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

Outputs > Output Testing >

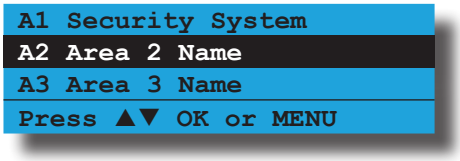
External Siren Test MENU 4-9-0

This menu allows you to test any external sirens which have been connected by your installer. The test will last for 5 seconds.

Enter programming mode (PIN + MENU) then,

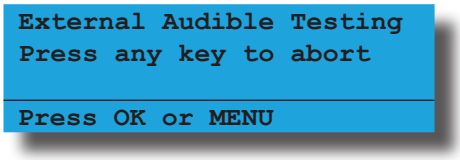
1. **Enter [MENU] + [4] + [9] + [0].**

   If the system has multiple areas, the keypad will display a list of areas.

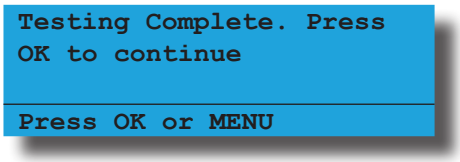


2. **Use the [↑] and [↓] keys to select the area that you want to test the external sirens in, then press [OK]. Alternatively, you can enter the area number, then press [OK].**

   The keypad will display the following during the siren test.



   When the siren test is complete, the keypad will display the following:



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

Outputs > Output Testing >

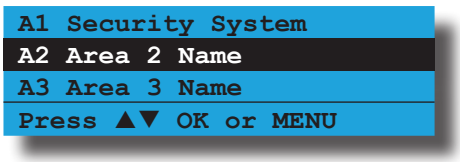
Internal Siren Test MENU 4-9-1

This menu allows you to test any internal sirens which have been connected by your installer. The test will last for 5 seconds.

Enter programming mode (PIN + MENU) then,

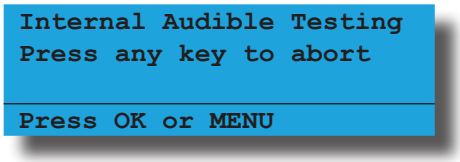
1. **Enter [MENU] + [4] + [9] + [1].**

   If the system has multiple areas, the keypad will display a list of areas.

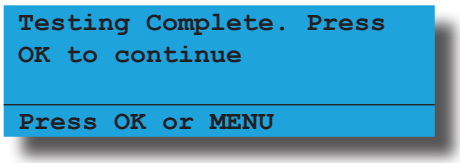


2. **Use the [↑] and [↓] keys to select the area that you want to test the internal sirens in, then press [OK]. Alternatively, you can enter the area number, then press [OK].**

   The keypad will display the following during the internal siren test.



   When the test is complete, the keypad will display the following:



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

Outputs > Output Testing >

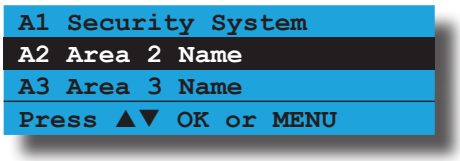
Strobe Test MENU 4-9-2

This menu allows you to test the external strobe light.

Enter programming mode (PIN + MENU) then,

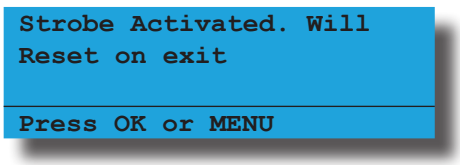
1. **Enter [MENU] + [4] + [9] + [2].**

   If the system has multiple areas, the keypad will display a list of areas.



2. **Use the [↑] and [↓] keys to select the area that you want to test the strobe in, then press [OK]. Alternatively, you can enter the area number, then press [OK].**

   The keypad will display the following during the strobe test.



   Check and verify that the strobe light is on.

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

Outputs > Output Testing >

Fire Siren Test MENU 4-9-3

This menu allows you to test any sirens programmed as fire which have been connected by your installer. The test will last for 5 seconds.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [4] + [9] + [3].**

   If the system has multiple areas, the keypad will display a list of areas.

```
A1 Security System
A2 Area 2 Name
A3 Area 3 Name
Press ▲▼ OK or MENU
```

2. **Use the [↑] and [↓] keys to select the area that you want to test the fire sirens in, then press [OK]. Alternatively, you can enter the area number, then press [OK].**

   The keypad will display the following during the fire siren test.

```
Fire Audible Testing
Press any key to abort

Press OK or MENU
```

   When the test is complete, the keypad will display the following:

```
Testing Complete. Press
OK to continue

Press OK or MENU
```

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

Communication / Reporting

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

Comms > Commands >

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 your system. You should not enter this command unless requested to do so.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [0] + [1].**

Comms > Commands >

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 Area 1 All On and off (arm and disarm).

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [0] + [2].**

   If the call forward status is off, the keypad will display:

```
Call Forward On/Off
Call Forward is OFF.
To turn ON, Press ON.
To Go Back Press OK
```

   If the call forward status is on, the keypad will display:

```
Call Forward On/Off
Call Forward is ON.
To turn OFF, Press OFF.
To Go Back Press OK
```

2. **To toggle call forward on, press the [ON] key or press the [OFF] key to turn call forward off.**
3. **Press [OK] to save and exit, or press [MENU] to cancel.**

Note

The call forward on/off can be used to automatically divert your home phone to you mobile phone when the system is armed and automatically cancel the diversion when the system is turned off. See MENU 5-1-6 for more details.

Comms > Commands >

Check Web Email — MENU 5-0-3

Reserved for future use

Comms > Commands >

Email System Log — MENU 5-0-4

Reserved for future use

Comms > Commands >

Start Direct Connect — MENU 5-0-5

This menu allows the master user to start a direct link session. You should discuss this option with your installer.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [0] + [5].**

Comms > Commands >

Voice Setup — MENU 5-0-6

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

Messages should clearly describe the premises and zones so that the user receiving the telephone call from the

control panel can then take the appropriate action.

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

Comms > Commands >

Register Customer MENU 5-0-8

Reserved for future use

Comms > Telephone Numbers >

Destination 1 MENU 5-1-1

The installer may have configured your system to report alarm messages using one of the self monitoring formats such as SMS, Domestic or Voice reporting. When one of these formats has been configured the system will send alarm reports to a phone number or numbers belonging to you and or other family members.

Depending on the selected format the system is capable of reporting alarm messages to 5 different numbers on destination 1 and an additional 5 numbers on destination 2 if required. Each number can be up to 32 digit long.

When SMS format is selected the system will send alarm reports to all numbers programmed in the destination.

SMS CALL-ALERT

Note

SMS Call Alert requires an optional 2G GSM Module CM743B or 3G GSM Module CM744B to be fitted.

When entering the mobile telephone number you wish to send the SMS report to you can append *00* to the number which tells the system to call the mobile number first then send the SMS report. This is especially useful at night when a simple SMS message may not be satisfactory to get your attention but a phone call to your mobile will. With many smart phones your able to tailor the ring depending on the caller and you could use an appropriate alarm sound to indicate your alarm system is trying to contact you. We refer to this feature as a ping to the number and it can be selected for one or all the mobile numbers in the list as well as being able to select the number of seconds (1-99) that the phone will ring for.

Examples:

Phone 1:

0408249351 (this will only send SMS to this number)

Phone 2:

0412400922* (this will call the number first for 20 seconds then send the SMS)

Phone 3:

0408249351*35* (This will call the number first for 35 seconds then send the SMS).

When voice reporting is selected the user who answers the call can choose whether the message is also sent to other numbers in the destination 1 list or not.

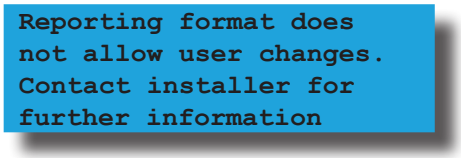
When reporting in domestic format, the call must be acknowledged by the user who answers the incoming call. If the user fails to acknowledge the call, the system will call the next number in the list until the maximum number of call attempts are reached.

To acknowledge the call, the user needs to press the [#] key on their telephone.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [1] + [1].**

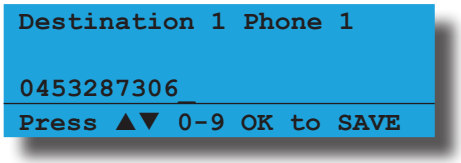
   If the control panel is not programmed to report using one of the self monitoring formats, the keypad will display the following:

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

2. **Use the [↑] and [↓] keys to select the phone number to add or change, then press [OK] to select.**

   The keypad will display the following:

3. **Use the [←] and [→] keys to scroll the cursor left and right across the phone number. Use the [↑] and [↓] keys to change the individual digit in the number or press the [OFF] key to clear the whole number and then enter the new number using the 0-9 keys.**

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

Comms > Telephone Numbers >

Destination 2 MENU 5-1-2

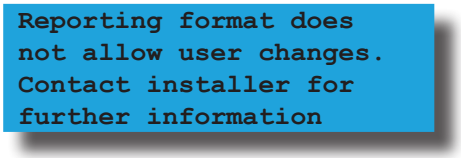
This menu allows up to 5 phone numbers to be programmed when one of the self monitoring formats

have been configured by your installer. See MENU 5-1-1 for more information.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [1] + [2].**

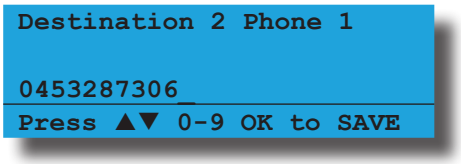
   If the control panel is not programmed to report using one of the self monitoring formats, the keypad will display the following:



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

2. **Use the [↑] and [↓] keys to select the phone number to add or change, then press [OK] to select.**

   The keypad will display the following:



3. **Use the [←] and [→] keys to scroll the cursor left and right across the phone number. Use the [↑] and [↓] keys to change the individual digit in the number or press the [OFF] key to clear the whole number and then enter the new number using the 0-9 keys.**
4. **Press [OK] to save and exit, or press [MENU] to cancel.**

Comms > Telephone Numbers >

Call Forward On — MENU 5-1-6

When you leave your premises, you no longer need to remember to manually activate the Call Forward On feature via the telephone. These addresses allow you to program the Call Forward On sequence that the control panel will automatically use to divert your phone when you turn Area 1 'On'.

In Australia, a typical sequence of activating the Call-Forward On – After Time (All Calls) is described below:

Note ***For other countries please substitute the appropriate commands after consultation with your telephone company.***

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

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

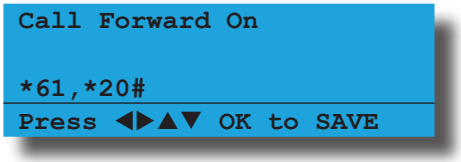
*5# (End of Call Forward sequence after 5 seconds).

Therefore, you would program as per the following steps to program the call forward on number as: *610416123456*5#.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [1] + [6].**

   The keypad will display information for telephone number 1.



2. **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.
3. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Comms > Telephone Number >

Call Forward Off — MENU 5-1-7

When you enter your premises, you no longer need to remember to manually deactivate the Call Forward feature via the telephone. These addresses allow you to program the Call Forward Off sequence that the control panel will automatically use to un-divert your phone when you turn Area 1 'Off'.

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

Note *For other countries please substitute the appropriate commands after consultation with your telephone company.*

#61 (To turn Auto-Forward After Time - Off).

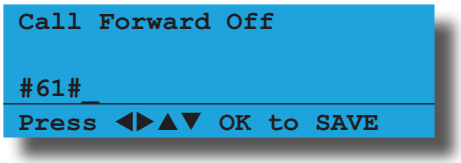
(End of Call-Forward sequence).

Therefore, you would program as per the following steps to program the call forward on number as: #61#.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [1] + [7].**

   The keypad will display the current call-forward off sequence.



2. **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.

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

Comms > Remote Access >

User RAS PIN MENU 5-3-8

0	0	0	0	0	0	0	0

The RAS security PIN programmed here must match the security PIN programmed in the customer file of the Site Manager RAS upload/download database otherwise a connection to the panel cannot be established. The RAS security PIN must be changed from factory default before a Site Manager session can be made.

1. **Enter your Master PIN + [MENU].**
2. **Enter [5] + [3] + [8] + [OK].**

   The keypad will display the current User RAS PIN. The default = 00000000.

3. **Using the numeric keys, enter all the digits of the new RAS security PIN. You can change a single digit by scrolling the cursor left or right.**
4. **Press [OK] to save and exit or press [MENU] to exit without saving.**

Email Reporting

In addition to Back to Base monitoring you can also configure your alarm system to send selected reports to an email address of your choice. To activate email reporting, simply enter the email address in MENU 5-5-8 and then select the required report types in MENU 5-5-9.

The Site Name in MENU 7-7-7 is used in the email subject line when email reporting. You should also program this name to make it easier to identify email sent by your alarm system.

To cancel email reporting simply remove the email address by going to MENU 5-5-8 and then pressing the [OFF] key followed by the [OK] key.

Note ***Currently email reporting functionality is only available for panels located in Australia.***

Comms > MyAlarm >

Email Address MENU 5-5-8

This menu allows the master user to program an email address that the system will send email reports to. A maximum of 80 characters can be used to program the email address.

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

   The keypad will display the current email address.

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

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

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

4. **When the email address is complete, press [OK] to save and exit, or press [MENU] to exit without saving.**

   To stop email reporting simply remove the email address or disable all of the email options in MENU 5-5-9.

Note ***When entering an email address the @ symbol is represented on the keypad display as a. To enter this character press the 1 key repeatedly until the symbol appears in the display.***

Comms > MyAlarm >

Email Options MENU 5-5-9

This menu allows the master user to select which event types will be reported using the email reporting function. By default the first 4 options are set to report via email. Follow the procedure below to configure the required options.

Option	Description	Default
1	Open Close Reports	Send Reports
2	Zones Reports	Send Reports
3	System Reports	Send Reports
4	Access Reports	Send Reports
5	Reserved	
6	Reserved	
7	Reserved	
8	Reserved	

Table 7: Email Options

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

   The keypad will display the list of current options.

Options with a preceeding tick mark are selected.

3. **Use the** [↑] and [↓] keys **to highlight the feature that you want to program, then use the [ON] and [OFF] keys to turn on and off the features as required.**
4. **When all email options are programmed, press [OK] to save and exit, or press [MENU] to exit without saving.**

Comms > Periodic Test >

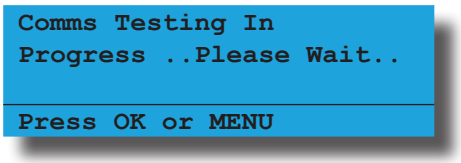
Send Test Report — MENU 5-9-0

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

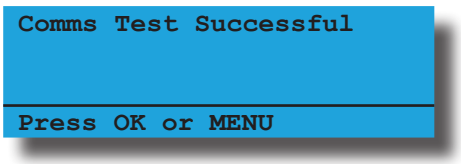
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [5] + [9] + [0].**

   The keypad will prompt that it is in the process of sending a test report.



If the test is successful, the keypad will prompt:



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

2. **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 makeup and configuration of your system.

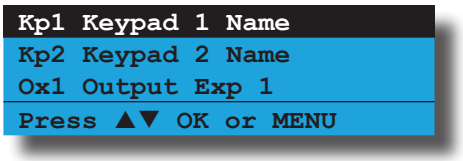
Devices > Commands >

Device Status — MENU 6-0-0

This option 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.

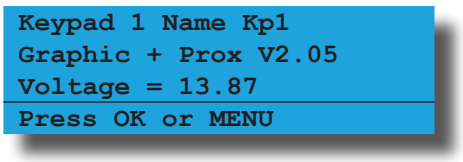
Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [6] + [0] + [0].**



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

   The display will show each parameter for the device one at a time on the third line of the screen.



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

Devices > Commands >

Keypad Volume — MENU 6-0-7

This menu allows you to adjust the volume of the keypad's buzzer. Each keypad will need to have their volume adjusted separately.

Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [6] + [0] + [7].**
   The keypad will display:

2. **Use the [←] and [→] keys or use the [↑] and [↓] keys to increase or decrease the volume of the keypad buzzer until the desired volume has been reached.**
3. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Devices > Commands >

Keypad Contrast — MENU 6-0-8

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

Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [6] + [0] + [8].**

   The keypad will display the contrast screen.

2. **Use the [←] and [→] keys to adjust the bar until the desired contrast is reached.**
3. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Devices > Commands >

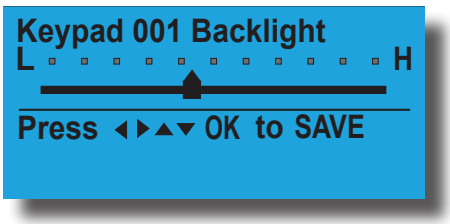
Keypad Backlight — MENU 6-0-9

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

Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [6] + [0] + [9].**

   The keypad will display the backlight screen.



2. **Use the [←] and [→] keys to adjust the bar until the desired backlight is reached.**
3. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Devices > Keypads & Readers >

Name — MENU 6-1-0

This menu allows you to program the name for each keypad or reader connected to your system. Each name can be up to 20 characters. You should program a name that help to identify where the device is located in the building. eg. Front Door Reader.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [6] + [1] + [0].**

   A list of available devices will display on the keypad.

2. **Use the [↑] and [↓] keys to select the device name that you want to change, then press [OK] to select.**

   The keypad will display the following:

3. **Use the [←] and [→] keys to scroll the cursor left and right across the device name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Devices > Keypads & Readers > WiFi Settings

Wi-Fi Settings — MENU 6-1-9

SSID Scan
SSID
Security
Password

This menu option is only available when the system detects that a WiFi enabled keypad is installed on the system.

Wi-Fi Enabled keypads include two new symbols which indicate the connection state between the keypad and the customers wireless access point. A Wi-Fi symbol will be displayed on the keypad display after the system has logged onto your local Wi-Fi network.

Wi-Fi Signal Indicators

A brief description of the options available are listed below. For more information refer to the Wi-Fi Enabled Keypad IRG.

SSID Scan

This option will request the system to create a list of all SSID's currently in range of the Wi-Fi keypad. Use the down arrow key to step through the available SSID's and press OK to select the required station.

The SSID scan also displays the signal strength for each station in dB's (Decibels). To ensure reliable Wi-Fi performance do not attempt to connect the keypad the a station with a signal strength lower than -65dB.

Note

The lower the number the better the signal strength is. For example -25dB is better than -55dB. If the signal strength for the required station is higher than -65dB you should consider relocating the keypad or using a Wi-Fi range extender.

SSID

This option allows the installer or master user to manually enter the required SSID. This typically will need to be dont

the the SSID is not being broadcast by the wireless access point.

Security

From the list select the Wi-Fi Security option currently in use on the customers wireless access point. If you perform a SSID Scan (see above), the control panel will automatically detect the security option required and you wont need to set this option.

Password

Enter the customers Wi-Fi access password.

Devices > GSM/GPRS Module >

CLI Triggers MENU 6-5-5

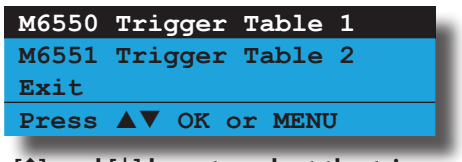
This menu allows you to program two separate trigger tables each of which can contain up to 10 phone numbers. These numbers can then be used to remotely operate one or more outputs on the system which have been configured by your installer. This function could be used to open a gate or roller door by simply calling the phone number of the GSM radio module that is the system is connected to.

Note ***This feature requires that the optional GSM radio module be installed on your system.***

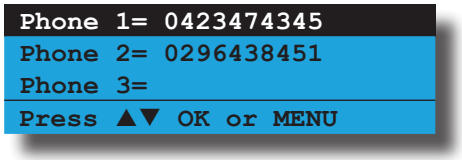
When the GSM phone is ringing, the system will check if the incomming call is from a number which has been entered into one of the trigger tables and if the numbers match then any outputs programmed to operate by CLI match will operate.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [6] + [5] + [5]. The system will then display the trigger table list on the keypad.**

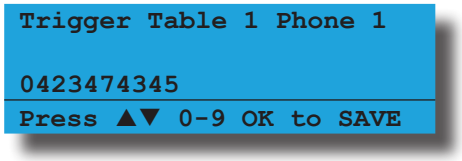


2. **Use the [↑] and [↓] keys to select the trigger table to edit, then press [OK] to select.**



3. **Use the [↑] and [↓] keys to select the phone number to add or change, then press [OK] to select.**

   The keypad will display the following:



4. **Use the [←] and [→] keys to scroll the cursor left and right across the phone number. Use the [↑] and [↓] keys to change the individual digit in the number or press the [OFF] key to clear the whole number and then enter the new number using the 0-9 keys**
5. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Note ***Your phone must be set to send the caller line identification (CLI) information or the trigger function will not work. The control panel is only required to match part of the CLI telephone number programmed to the number of the incoming call.***

Do not enter international or domestic prefixes when entering CLI numbers. Eg. enter 0423584578 and not +612423584578

Devices > GSM/GPRS Module >

SMS Control MENU 6-5-6

If your system has the optional GSM module fitted various commands can be sent to your system via SMS text messages.

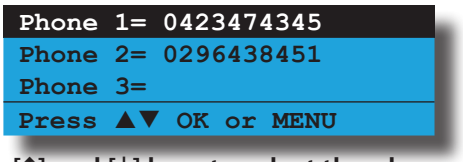
This menu allows you to select the phone or phones which can send these messages to your system. If no numbers are programmed in this location then SMS commands can not be sent to your system.

Up to 10 phone numbers can be programmed to allow SMS comands to be sent the GSM module.

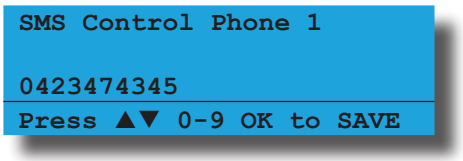
Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [6] + [5] + [6].**

   A list of programmed phone numbers will display on the keypad.



2. **Use the [↑] and [↓] keys to select the phone number to add or change, then press [OK] to select. The keypad will display the following:**



3. **Use the [←] and [→] keys to scroll the cursor left and right across the phone number. Use the [↑] and [↓] keys to change the individual digit in the number or press the [OFF] key to clear the whole number and then enter the new number using the 0-9 keys**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

Note

Your phone must be set to send the caller line identification (CLI) information or the SMS restriction function will not work. Do not enter international or domestic prefixes when entering SMS Control numbers. Eg. enter 0423584578 and not +612423584578

System Events

Options in this section relate to programming of system wide options and interpretation of system trouble events when and if they occur. Some events such as open zones will appear as single events while others may be grouped together. In this case you need to drill down to see the specific detail for each event.

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 location.

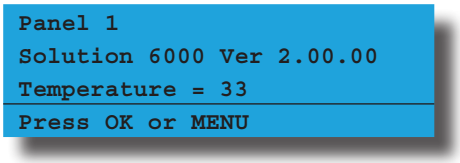
Line 1 Displays:
The panel number that you are getting information from. The Solution 6000 is only configured to work with one panel.

Line 2 Displays:
The panel name and firmware version number.

Line 3 Displays:
The current panel temperature, panel power supply voltage and any system troubles which are in effect. This line scrolls all events continiously.

Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [7] + [0] + [0] to view the panel status.**



2. **Press [OK] to exit when finished.**

System > Commands >

System Trouble MENU 7-0-1

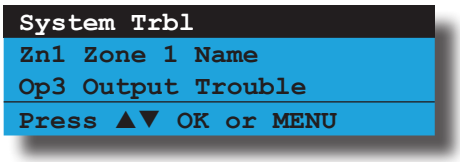
The System Trouble Menu displays all current system troubles in a list format. Some trouble events require you to drill down to fully interpret while others such as an unsealled zone can be interpreted at the top level. “Table 8: Control Panel Trouble Messages” on page 38 lists the various trouble conditions that may be displayed and their meanings.

Enter programming mode (PIN + MENU) then,

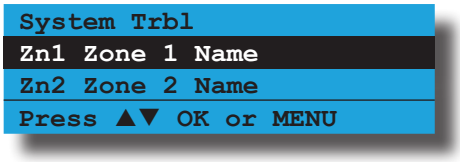
1. **Press [MENU] + [7] + [0] + [1].**

   The keypad will display a list of all current system and non system trouble conditions.

   To determine the system trouble condition, highlight the panel number (P001) that you want to view using the [↑] and [↓] keys, then press [OK] to select.



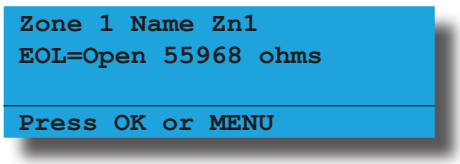
   To determine the non system (zone) trouble condition, highlight the zone number Zn1 to Zn144) that you want to view using the [↑] and [↓] keys, then press [OK] to select.



2. **If viewing system trouble conditions, the keypad will display similar to the following:**

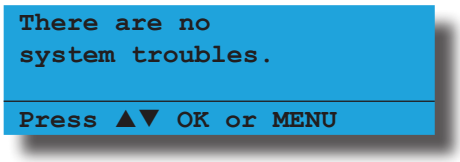
   The third line of the keypad display scrolls between all current system trouble events.

   If viewing non-system trouble conditions, the keypad will display similar to the following:



3. **Press [OK] or [MENU] to exit the system trouble menu command:**

   If there are no system troubles, the keypad will display:



   Refer to the Trouble Messages table for a complete list of trouble events and their meanings.

Trouble Condition	Description
Power Missing	The system has detected that the AC mains supply has failed or is disconnected on the control panel. If there is not a general power outage in your area then you should contact your security company.
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.
Battery Missing	The system has detected that its backup battery has been disconnected.
Low Battery	The system has detected that an RF sensor has a low battery condition. You should contact your security company as the battery may need replacing.
Box Tamper	The system has detected that the tamper circuit on a power supply module is faulted.
Temperature Alert	The system has detected that the keypad temperature has exceeded the global temperature high and/or temperature low settings.
Receiver Missing	The system has detected that the RF receiver is disconnected.
Case Tamper	The system has detected that the tamper circuit on the RF receiver is faulted.
Receiver Jam	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.
Comms Fail Route1	The system has failed to send reports to the primary report contact. You should contact your security company.
Comms Fail Route 2	The system has failed to send reports to the secondary report contact. You should contact your security company.
Sensor Watch Alert	The control panel has detected a zone has failed to detect a change of state within the sensor watch period set by the installer.
Comms BUSS Trble	The system has failed to communicate to a system device (e.g. keypad etc).
Default PIN Trble	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 & Time	The system date and time needs to be set.
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.
Connection Trouble	The system has detected that an output device (eg. external siren) has failed or has been disconnected from the system.
Overload Condition	The system has detected that an output has an over current condition.
Zone Was In Alarm	A zone was previously in alarm and requires alarm memory reset to clear. Turn the area on and then off again to clear alarm memory.
Telco Line Fail	The system has detected that its telephone line has been disconnected for a minimum of 30 seconds.
LAN+ Overload	The system has detected that the current load has exceeded the maximum LAN rating. You should contact your security company.
COMM+ Overload	The system has detected that the current load has exceeded it's maximum COMM+ rating. You should contact your security company.
ACC+ Overload	The system has detected that the current load has exceeded it's maximum ACCS+ rating. You should contact your security company.
Service Required	The system displays this trouble condition to remind you that a service call is due.
Memory Checksum	The system has detected an error with its internal memory. You should contact your security company.
Phone Line In Use	The system is using the phone line.
Battery Trouble	The system has detected that the Real Time Clock Module backup battery voltage is low or missing

Table 8: Control Panel Trouble Messages

System > Commands >

History Log MENU 7-0-2

This menu allows you to review the last 1000 recorded history events on your system. The information for each event may be displayed over a number of pages or screens depending on the actual event recorded.

When you enter this menu the system will show you the most recent event first. Once the log reaches the maximum event capacity each new event will replace the oldest event in the log in a first in , first out fashion.

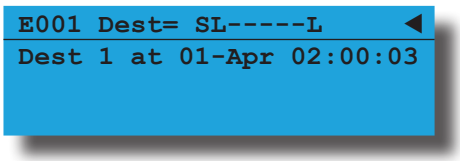
To move from one log event to the next use the [↑] and [↓] keys or if you know the event number you are looking for simply enter the number followed by the [OK] key and the system will display that event.

A left [◀] and right [▶] arrow may be displayed at the end of the first line on each log screen. These indicate that the history log contains more than one page for the current event. To view these pages use the [←] and [→] keys.

To review the History Log enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [7] + [0] + [2].**

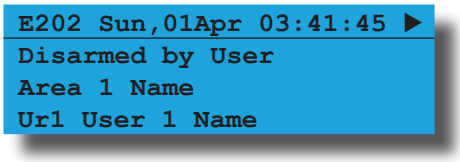
   The keypad will display the most recent event stored in the history log.

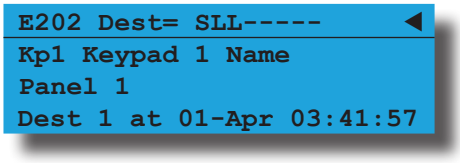


2. **Use the [↑] and [↓] keys scroll between history events and use the [←] and [→] keys to view the pages within the event.**
3. **Press [OK] or [MENU] to exit.**

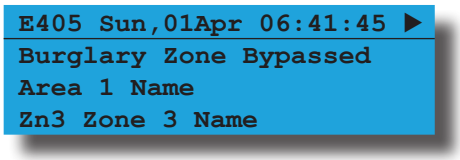
Some other examples of event in the history log are as follows:

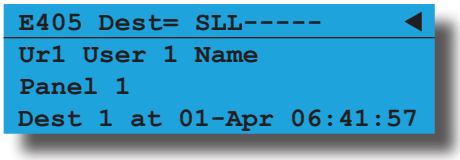
1)





2)





The Dest= field displays the various reporting route information for up to eight different reporting destinations. Your installer will have configured these during installation.

The following letters will be displayed in the eight destination locations indicating the status of the report. The log will also show the actual time a report was sent.

Dest =

S = Sent
L = Logged
P = Pending
F = Failed
A = Aborted

System > Commands >

TimeZone Array MENU 7-0-6

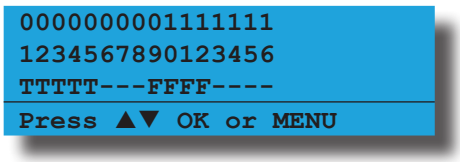
This menu allows you to view the true/false status of all 16 timezones at the same time. The timezone status will be continuously updated on the display so that real time status can be seen. The top two rows of the display show the timezone number, the third row displays the timezone status.

T = TimeZone is True
F = TimeZone is False
- = Not Used

Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [7] + [0] + [6].**

   The keypad will display the status of all 16 timezones.



In the example above,

T = TimeZones 01 to 05 are true.

F = TimeZones 09 to 12 are false.

- = TimeZones 06 to 08 and TimeZones 13 to 16 are disabled or not used.

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

System > Clock >

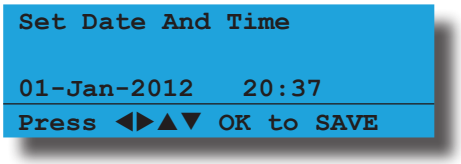
Set Date And Time — MENU 7-1-0

This menu allows you to program and or adjust the date and time stored in the control panel. The date is entered in 24Hr format.

Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [7] + [1] + [0].**

   The keypad will display the current date and time.



2. **Use the [↑] and [↓] keys to program the month, day, year, hour and minute. Use [←] and [→] keys to scroll cursor left and right to between the month, day, year, hour and minute.**
3. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

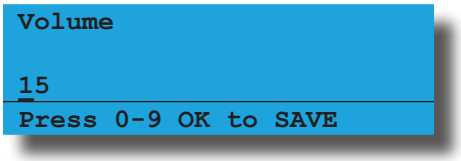
System > Siren >

Volume — MENU 7-4-2

This menu allows you to program the volume level of the arm / disarm beeps which are heard from the siren when the system is armed and disarmed using a radio keyfob.

1. **Press [MENU] + [7] + [4] + [2].**

   The keypad will display the current siren volume (default = 15).



2. **Using the numeric keys, enter the new volume level. Valid entries are 0 to 15 where 15 = the loudest volume and 0 = no speeker beeps.**
3. **Press [OK] to save and exit or press [MENU] to exit without saving.**

Note

Only outputs programmed as horn speaker with beeps will be effected by this menu option. This option will not effect the volume of the siren when an alarm is triggered.

TimeZones

TimeZones may have been configured by your installer during the installation of your system. These may be used to automatically operate outputs or perform other system functions at particular times of the day or days of the week etc. They can also be used to restrict a particular user from accessing the system at certain times of the day or days of the week.

The following options allow you to vary or change the times at which the timezone operates. There are up to 16 different timezones available on the system and each one can have up to 4 separate start and stop times if required.

Your installer will advise you on the exact configuration and function of the timezones in your system. In general you should not need to change these once they have been configured.

TimeZone 1 is defaulted to be a 24 hour timezone and it cannot be changed.

System > TimeZones >

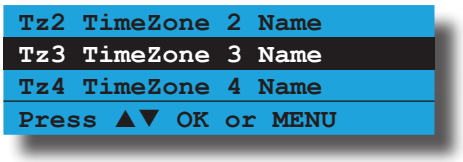
Name — MENU 7-5-0

This menu allows you to program 20 characters of text for each timezone name.

Enter programming mode (PIN + MENU) then,

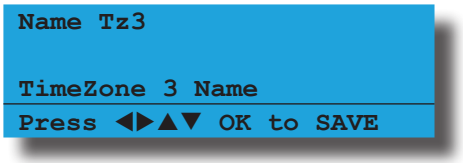
1. **Enter [MENU] + [7] + [5] + [0].**

   A list of timezones will display on the keypad.



2. **Use the [↑] and [↓] keys to select the timezone name that you want to change, then press [OK] to select. Alternatively, you can enter the timezone number, then press [OK].**

   The keypad will display the following:



3. **To program the timezone name, use the [←] and [→] keys to scroll the cursor left and right across the user name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

System > TimeZones >

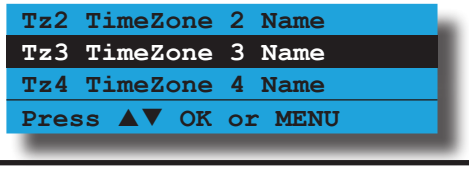
Time — MENU 7-5-1

This menu allows you to program the start time and stop time of each timezone in 24Hr format HH:MM:SS. Up to 4 different periods are available for each timezone.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [7] + [5] + [1].**

   A list of timezones will display on the keypad.



2. **Use the [↑] and [↓] keys to select the timezone that you want to change, then press [OK] to select. Alternatively, you can enter the timezone number, then press [OK].**

   The keypad will display the following:

```
Period 1
Period 2
Period 3
Press ▲▼ OK or MENU
```

3. **Use the [↑] and [↓] keys to select the period in the timezone that you want to change, then press [OK] to select.**

   The keypad will display the following:

```
Time Tz3 Period 1
Start Time      Stop Time
--:--:--        --:--:--
Press ◀▶▲▼ OK to SAVE
```

4. **Enter the new start and stop times in 24-hour format (00:00:00 to 23:59:59 hours).**
5. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

System > TimeZones >

Day — MENU 7-5-2

This menu programs which days of the week the timezone will operate. To toggle the day of the week on/off, press the corresponding number on the keypad (e.g. to turn Monday on, press [2] + [OK], to toggle Monday off, press [2] + [OK]).

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [7] + [5] + [2].**

   A list of timezones will display on the keypad.

```
Tz2 TimeZone 2 Name
Tz3 TimeZone 3 Name
Tz4 TimeZone 4 Name
Press ▲▼ OK or MENU
```

2. **Use the [↑] and [↓] keys to select the timezone that you want to change, then press [OK] to select. Alternatively, you can enter the timezone number, then press [OK].**

   The keypad will display the following:

```
Period 1
Period 2
Period 3
Press ▲▼ OK or MENU
```

3. **Use the [↑] and [↓] keys to select the period in the timezone that you want to change, then press [OK] to select.**

   The keypad will display the following:

```
Day Tz2 Period 1
S  M  T  W  T  F  S  Hol
N  N  N  N  N  N  N  N
Press 1-8 OK to SAVE
```

4. **Press [1] to [8] to enable/disable the days of the week that the timezone will operate.**
5. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

System > TimeZones >

TimeZone Options — MENU 7-5-3

This menu allows the master user to select various timezone options if required.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [7] + [5] + [3].**
2. **Select the timezone to edit from the list and press [OK].**
3. **Select the perod to edit from the list and press [OK].**

   The keypad will display the list of current options. Options with a preceeding tick mark are selected.

```
Invert Period logic
Master Edit Allowed
Reserved
Press ▲▼ OK ON OFF MENU
```

4. **Use the [↑] and [↓] keys to highlight the feature that you want to program, then use the [ON] and [OFF] keys to turn on and off the features as required.**
5. **When all options are programmed, press [OK] to save and exit, or press [MENU] to exit without saving.**

System > Holidays >

Name — MENU 7-6-0

This menu allows you to program 20 characters for the holiday name. Up to 8 holidays can be programmed and each holiday can span multiple days.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [7] + [6] + [0].**

   A list of holiday names will display on the keypad.

2. **Use the [↑] and [↓] keys to select the name that you want to change, then press [OK] to select. Alternatively, you can enter the holiday number, then press [OK].**

   The keypad will display the following:

```
Holiday Name H1

Holiday 1 Name
Press ◀▶▲▼ OK to SAVE
```

3. **To program the holiday name, use the [←] and [→]**

keys to scroll the cursor left and right across the user name text. Use the [↑] and [↓] keys to scroll through the different characters available. To clear all text from the cursor position to the right, press the [OFF] key.

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

System > Holidays >

Start / Stop Day — MENU 7-6-1

This menu allows you to program the start date and the stop date of each holiday period.

Enter programming mode (PIN + MENU) then,

1. **Enter [MENU] + [7] + [6] + [1].**
   A list of holiday names will display on the keypad.
2. **Use the [↑] and [↓] keys to select the holiday that you want to change, then press [OK] to select. Alternatively, you can enter the holiday number, then press [OK].**

   The keypad will display the holiday start date:

3. **Use the [←] and [→] keys to scroll the cursor left and right between the holiday day and month. Use the [↑] and [↓] keys to scroll the day and month.**
4. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

System > System Options >

Keypad Hi/Lo Temp — MENU 7-7-3

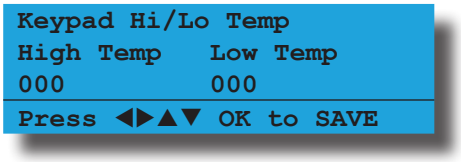
The keypad Hi/Lo temperature option allows you to program the minimum (0 °C) and maximum (50 °C) temperatures the keypad will monitor (tolerance = +/- 2 °C).

If the temperature falls below the minimum temperature, the keypad will display 'Low Temp xx°'. If the temperature increases above the maximum temperature, the keypad will display 'High temp xx°'. (xx = programmed temperature to be monitored).

Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [7] + [7] + [3].**

   The keypad will display the current temperature settings.



2. **Use the [↑] and [↓] keys to program the 'High' and 'Low' temperatures. To toggle between the 'High' and 'Low' temperature, use the [←] and [→] keys (Range = 0°C to 50°C).**
3. **Press [OK] to save and exit, or press [MENU] to exit without saving.**

System > System Testing >

Site Name — MENU 7-7-7

This menu allows the master user to program or modify the site name. The site name can be used to name the entire system rather than relying on area names alone. eg. site name could be "Acme Plumbing". When the email reporting option has been enabled the site name will be sent as the message subject line to help identify which system has reported to the receiving party.

A maximum of 32 characters of text can be entered in this field. Use the [←] and [→] keys to scroll the cursor left and right to view the entire name. The default site name is "MyAlarm"

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

   The keypad will display the current Site Name.

3. **Using the numeric keys, enter the description of the control panels site name. You can change a single chanracter by scrolling the cursor left [←] and right [→].**

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

   To clear all text from the cursor position to the right, press the [OFF] key.
4. **When the site name is complete, press [OK] to save and exit, or press [MENU] to exit without saving.**

System > System Testing >

Walk Test All Zones — MENU 7-9-0

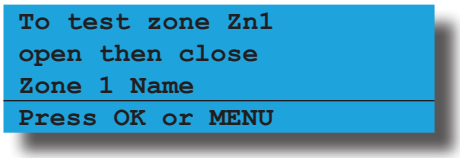
This menu allows you to test all zones within an area at the same time.

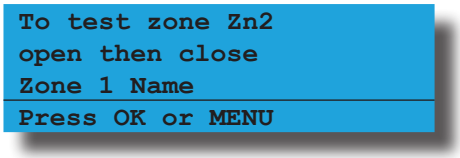
Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [7] + [9] + [0].**

   If the system has more than 1 area then the keypad will display a list of areas that are available to walk test zones.
2. **Use the [↑] and [↓] keys to select the area that you want to do walk test, then press [OK] to select. Alternatively, you can enter the area number, then press [OK].**

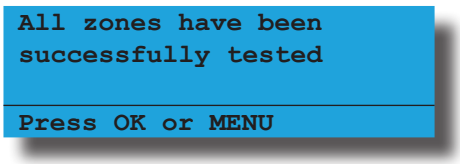
   The keypad will scroll all zones that you can test.





3. **Open and close each zone that needs to be tested. A zone that has been successfully tested will no longer scroll on the keypad display.**

   When all zones have been tested, the keypad will display:



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

System > System Testing >

Battery Test — MENU 7-9-1

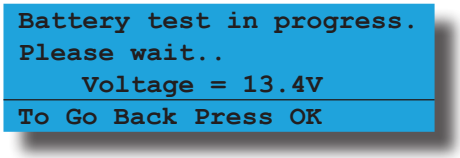
This menu allows you to manually test the systems back up battery. The system will automatically test the battery every four hours and every time the system is armed.

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

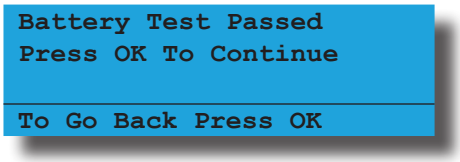
Enter programming mode (PIN + MENU) then,

1. **Press [MENU] + [7] + [9] + [1].**

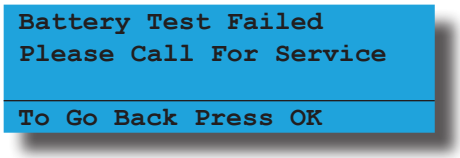
   The keypad will display current voltage whilst under test:



   If the battery has passed the test, the keypad will display:



   If the battery has failed the test, the keypad will display:



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

Installation Details

INSTALLED BY: _____ DATE _____

PHONE: _____ FAX: _____

EMAIL: _____

SERVICE _____

PHONE: _____ FAX: _____

EMAIL: _____

MONITORED BY: _____

PHONE: _____ FAX: _____

EMAIL: _____

WARRANTY EXPIRES: _____

NOTES: _____

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