ISOLATE INPUT - **Menu Option 10**

This function is used to isolate inputs *ie.* exclude them from functioning as part of the security system. An input would be isolated because it is faulty or broken and by isolating it, you would stop it causing an alarm.

Before commencing, the bottom line of the display must show "Code:"

<MENU *> **1 2 3 4** (PIN) **<ENTER>** **10** (Menu Option) **<ENTER>**

? <ENTER> Isolate the selected input

or **<NEXT>** Update the list of inputs and display the remaining inputs in the list (if any).

or **<ENTER>** Return to the menu.

Note: As soon as an input which is in alarm is isolated, the alarm is reset.

DE-ISOLATE INPUT - **Menu Option 11**

This function is used to de-isolate inputs *ie.* Return them back to functioning as part of the security system. An input is isolated because it is faulty or broken and when it is repaired, it must be de-isolated.

Inputs which are unsealed are shown on the list with **U** in front of the input number. It should be noted that de-isolating an unsealed input may cause an alarm.

Before commencing, the bottom line of the display must show "Code:"

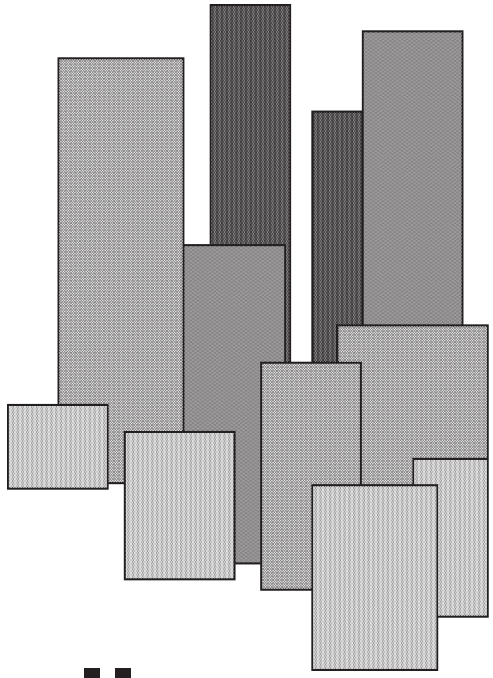
<MENU *> **1 2 3 4** (PIN) **<ENTER>** **11** (Menu Option) **<ENTER>**

? <ENTER> De-isolate the selected input

or **<NEXT>** Update the list of inputs and display the remaining inputs in the list (if any).

or **<ENTER>** Return to the menu.

|TECOM|



The Challenger

Version 8 User's Quick Reference

1300 23 55 26 (1300 BELLBOND) 90 Calder Rd, Rydalmere, 2116 admin@bellbond.com.au

INTRODUCTION

The Challenger panel combines sophisticated design with versatility. It is easy to use; and this, together with it's many other features, makes *The Challenger* the leader in it's field.
The way that your system functions depends on how *The Challenger* has been programmed to suit the requirements of your organization. It should be noted that some of your system features may not be authorized to all users and will therefore not be available to all.

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THE CHALLENGER CONSOLE

The liquid crystal display (LCD) on the console is where messages are displayed. In some instances there may be insufficient space to display all the text being presented, eg. a list of areas in your building or a name or location.
If the list is incomplete, **">"** will be shown at the end of the line. By pressing **<NEXT>** you can then display the rest of the list and update the information at the same time.

Area Lights:

Light ON:	Indicates that the area is unoccupied and armed.
Light OFF:	Indicates that the area is occupied and the security system has been set to allow normal access.
Light FLASHING slow:	Indicates that an alarm has occurred in the area in access.
Light FLASHING fast:	Indicates that an alarm has occurred in the area in secure.

System Alarm Lights: *(available on some arming stations only)*

ACCESS Alarm light:	Will flash when an alarm has occurred in an area which is occupied and the security system has been set to allow normal access.
24 HOUR Alarm light:	Will flash when an alarm has occurred in an area where an input device has been programmed for 24 hour monitoring.
SECURE Alarm light:	Will flash when an alarm has occurred in an area which is unoccupied and armed.
TAMPER Alarm light:	Will flash when an alarm has occurred due to tamper.

THE CHALLENGER MENU

The menu has 24 options available for performing various functions. Some of the functions are specific only to certain installations, while others may not be authorized to you.

Before commencing, the bottom line of the display must show "Code:"

To display the menu options available to you:

<MENU *> The display will show, "To Access Menu Enter Code"

1 2 3 4 <**ENTER>** Enter your PIN Code.

The display will show the prompts for scrolling through the menu options:
i.e.

<ENTER> Move forwards one by one through the menu options.
or **<MENU *>** Move backwards one by one through the menu options.
or **0 <ENTER>** Exit the menu and return to the display shown in step 1.

Selecting a Menu Option: The option need not be shown on the display. If you know the option number you need not move to it to select it.

? (Option number) **<ENTER>**

<ENTER> To exit a menu option. This will return you to the menu.

0 <**ENTER>** To exit the menu. This will return you to the original display

Menu Options:

1 ..... Panel Status
2 ..... Inputs Unsealed
3 ..... Inputs in Alarm
4 ..... Inputs Isolated
5 ..... History
6 ..... Test Report
7 ..... Service Menu
8 ..... Film Counters
9 ..... Input Text
10 ... Isolate Input
11 ... De-Isolate Input
12 ... Test Input
13 ... Start Auto Access Test
14 ... Program Users
15 ... Time and Date
16 ... Isolate/De-isolate RAS/DGP
17 ... Enable/Disable Service Tech
18 ... Reset Cameras
19 ... Installer Menu
20 ... Door and Floor Groups
21 ... Holidays
22 ... Open Door
23 ... Unlock, Lock, Disable and Enable Doors
24 ... Print History

LOCAL ALARM

A local alarm is one which occurs when an area is occupied and is therefore transmitted only within the building and not relayed to a remote monitoring station.

When a local alarm occurs:

- The console will emit a continuous tone until the local alarm is acknowledged.
- The top line of the display will show **"Local Alarm"**

To determine the cause of the alarm:

<ENTER> <ENTER> The input/s causing the alarm are listed.

and **<NEXT>** Update the list of inputs and display the next inputs in the list (if any).

or **?** (Input number) **<ENTER>** Display the input name in full.

Acknowledge the local alarm: You must acknowledge the local alarm to stop the console tone.

0 <**ENTER>**

Reset the local alarm: To ensure the local alarm does not recur, you must rectify whatever was causing it. (eg. close door)

Re-alarm: If your system has a reminder on local alarms, it will re-alarm after a pre-set time unless the cause is fixed.

QUICK ALARM HISTORY

This function provides a list of past alarm events. It is a fast and simple way to determine the location of the input which caused an alarm.

Before commencing, the display must show, "There are No Alarms In This Area"

<ENTER> <ENTER>

The display will show the time & date the alarm occured and the type & location of the alarm. (The most recent alarm is shown first)

<ENTER>	To move back through the history.
<NEXT>	To move forward through the history.
1	Scan the display.
0	Exit the history.

DURESS OPTION

The duress facility is activated by using a duress digit in conjunction with your PIN. The duress digit is the last digit of your PIN, plus one (1).
eg. PIN = 1234 - duress digit = 5. If the last digit is 9, the duress digit is 0.

To Activate Duress: (The bottom line of the display must show "Code:")

1 2 3 5 (Normal PIN = 1234) **<OFF> or <ON> or <ENTER>**

Use of your duress PIN code will still activate the functions associated with the PIN.

When duress is activated, the display will show three full stops before the display text.

Reset Duress:

To reset the duress facility (ie. Turn off the signal), enter a valid PIN code. The display will return to *There Are No Alarms In This Area* etc. The *...,* will be removed.

Note: If Duress was a false alarm it is important that you contact your monitoring company to ensure that no further action is taken by them.

DOOR OPENING OPTION

A *Challenger* console may be used to open a door, by entering a *door code*. Your *door code* is related to your PIN. It varies, depending on whether your PIN has been programmed to allow you to arm/disarm your system, as well as open doors.

To open a door: (The bottom line of the display must show "Code:")

3 4 5 6 (Your Door code) **<ENTER>**

Notes:
1. If the console sounds 7 quick beeps when you enter your door code, an invalid code has been entered, or the code is not valid at this arming station.
2. A *door code* will only open doors programmed to be opened by that code.

ARMING YOUR SYSTEM

To arm the system, you must specify that you are leaving an area, by using the ON key.

Arming Procedure: (The bottom line of the display must show "Code:")

1 2 3 4 (Your PIN) <**ON>** The *area* light(s) will illuminate.

If Areas are displayed after entering the code as above:

? (Area number) **<ENTER>** This will arm the selected area. The *area* light(s) will illuminate.

<NEXT> To Display more areas.
<ENTER> When arming is complete.

If at any time during the arming process the console sounds 7 quick beeps and displays the word *unsealed,* refer to the Version 8 Challenger User Guide.

After an area is armed you will have a pre-set time to exit the area before an alarm occurs.

DISARMING YOUR SYSTEM

To disarm, you must specify that you are entering an area, by using the OFF key.

Disarming Procedure: (The bottom line of the display must show "Code:")

1 2 3 4 (Your PIN) <**OFF>** The *area* light(s) will extinguish.

If Areas are displayed after entering the code as above:

? (Area number) **<ENTER>** This will disarm the selected area. The *area* light(s) will extinguish.

<NEXT> To Display more areas.
<ENTER> When disarming is complete.

If at any time during the disarming process the console sounds 7 quick beeps and displays the word *unsealed*, refer to the Version 8 Challenger User Guide.

On entering the area, the system will allow you a pre-set time to disarm before an alarm occurs.

ALARM

Alarm is the state of your security system when a device has been activated by a breach of security.

When an alarm occurs an *area* light will flash to indicate which area the alarm is coming from.

To determine the cause of the alarm:

<ENTER> <ENTER> The inputs causing the alarm are listed.

and **<NEXT>** Update the list of inputs in alarm and display the next input(s) in the list (if any).

or **0 <ENTER>** Stop cameras operating and return to the initial display showing *Code:* etc.

or **? <ENTER>** Display the input name in full.

Reset an Alarm: (The bottom line of the display must show "Code:")

1 2 3 4 (Your PIN) **<ENTER>**

If Areas are displayed after entering the code as above:

? (Area number) **<ENTER>**

If the reset function is successful:
- The *area* light stops flashing and returns to the state it was in before the alarm occurred.
- The display will show, "There Are No Alarms In This Area"

Notes:

1. If the alarm conditions are no longer valid (false alarm), and the alarm has been reset, it is important that you contact your monitoring company to ensure that no further action is taken by them.
2. If you are unable to reset an alarm because of a faulty input, refer to "Isolate Input".
3. You can only reset an alarm for an area which is assigned to your PIN.