CONCEPT 3000/Access 4000 User Manual

Revision 5.60

NOTES

1) Contents and Index.

Turn to the next page for the Table of Contents. The Index commences on Page 114.

2) HELP

REMEMBER !! Any time you need it; Help is as close as the press of a key.

3) "Insight" System Management Software.

"Insight" is an optional PC Software package that provides most of the system functions and menu options described in this manual. The software is menu driven and makes system management even easier, in a simple Windows "point and click" environment with a dynamic graphical interface. *Consult your Installer for details.*

4) Optional Features.

This manual describes many optional features that may or may not be utilized in a particular system. Optional features generally require additional programming and/or installation of additional hardware. Consult the Installer for details of features and functions available in your system and use the check-boxes provided in the Table of Contents to indicate which are used.

INNER RANGE recommends that all CONCEPT systems are installed & maintained by FACTORY CERTIFIED TECHNICIANS.

For a list of Accredited Dealers in your area refer to the Inner Range Website. http://www.innerrange.com

Disclaimer

While every effort has been made to ensure the accuracy of this manual, the manufacturer and/or it's agents assume no responsibility or liability for any errors or omissions.
Due to ongoing development and product improvements, the contents of this manual are subject to change without notice.
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SYSTEM OVERVIEW

The "3000" & "Access 4000" provide the next generation in Access Control, Security Management and Building Automation Systems. Both systems offer the system designer the ability to provide Security monitoring, Access Control and Automation as either independent or integrated facilities. Integration can be implemented to whatever degree required in each Area of the system being protected and managed.

Many innovative programming options provide the product with the flexibility to fulfil the security management requirements of the most demanding applications.
The programming structure allows for easy expansion and alteration to the system configuration when security needs change, providing the customer with a product that will stand the test of time and be ready for all future requirements.

Some features are not available on earlier versions of system firmware. This is noted where relevant. To display the Version No., press the <MENU> key. If prompted with Menu options, select <2>. A scrolling "System information" screen will display the Serial No. and Version in the form, "SN: 1234 Vers: E05.20 ..." e.g. Version 5.20.

Understanding your system.

The following Terms should be understood to ensure that your system is used effectively. Please take the time to read these brief explanations.

AREAS

A system is normally divided into logical and practical partitions called "Areas" which can be controlled and/or reported either individually or as a group.

When you require an Area to be protected or enabled, you need to turn the Area ON. When protection is no longer required for an Area, or the Area functions are to be disabled, you turn the Area OFF.

All Areas protected by your system have names of up to 16 characters that are displayed on the LCD Terminal when required, for quick and easy identification. These names can be chosen by you for easy recognition by Users in your system.
Examples of Area Names:

OFFICE	WORKSHOP	HOUSE & GARAGE	FIRE
FOYER	WAREHOUSE	ADMINISTRATION	DURESS BUTTONS

USERS

Your system can be operated by one or more persons called "Users". A User must have a PIN Code and/or a Card &/or a Wireless Remote in order to perform any operations.

A User is also given a name of up to 16 characters for easy identification and a "User Type" to define which Area/s they can control and what other operations they are allowed to perform. In systems incorporating Access Control facilities, the "User Type" also defines which Doors and/or Lift Cars and Floors the User may access.

The User's name and User Type are assigned by the System Administrator (or other person/s who are allowed to program Users) and can be programmed appropriately for each individual User. *See "User programming" for an overview.*

ZONES and SYSTEM INPUTS

Each Area in your system is protected by using detectors connected to inputs on the equipment. These devices are designed to register movement, unauthorised access and undesirable situations, in the protected Area. These detector inputs are called "Zones" (also known as sectors in some systems). Zones can also be used as Inputs for Access Control and Building Automation functions such as Exit buttons, Switches, Thermostats, interface to Remote Control Receivers, etc.

All Zones have programmable names of up to 24 characters, which are displayed on the LCD Terminal when required for quick and easy identification.

Examples of Zone Input names:

FRONT ENTRY DOOR	HALLWAY PIR
WORKSHOP ROLLER DOOR	VAULT WALL SEISMIC
BASEMENT SMOKE DETECTOR	DURESS BUTTON FRONT DESK

This product is also equipped with built-in diagnostic facilities that monitor the system for any problems, or attempts to tamper with the equipment. Alarms generated by the system monitoring are called "System Inputs". System Inputs also have names (pre-programmed) that are displayed on the LCD Terminal when required for quick and easy identification.

Examples of System Input names:

CABINET TAMPER	LOW BATTERY	DETECTOR FUSE
EXTERNAL SIREN TAMPER	DURESS	LINE FAULT

LCD TERMINALS

Many system operations, such as turning Areas ON and OFF, are usually performed at a Terminal. A system may have up to 99 Terminals connected. Any of these Terminals can be used to operate the system, however, the system may be programmed to limit the operations available at some Terminals.
See "The LCD Terminal" on p 8-11 for full details of display and keypad functions.

USING A TERMINAL. The first step in using an LCD Terminal is always the same. Enter your own secret PIN code using the digit keys on the keypad, then press the <OK> key. The system will now identify you and may greet you by name with a message on the display.
After a few seconds, the display will prompt you with the name of the first Area (or Area List) that you are allowed to turn ON and/or OFF and the action required.

THE DISPLAY. The LCD display is used to annunciate alarms, show the status of the system, and guide the User through operations and programming using plain English text.
Sometimes it is necessary for the message to be longer than the width of the display. When this occurs, the message will automatically scroll slowly to the left so that you can view the entire text.
Many items in the system can have names programmed to provide easy identification via the LCD Display (e.g. Users, User Types, Areas, Zones, Home Auxiliaries, etc.) If an item used in your system is only identified by the default name - e.g. **.Area 003** (the item ID number, preceded by a full stop), you may wish to ask the Installer or System Administrator to program a more suitable name for the item.

HELP. A special feature of this product is the <HELP> key. No matter what stage of an operation you are up to, pressing the <HELP> key will display a Help message related to the specific operation you are performing. If at any time you are not sure what to do next when using the system, press the <HELP> key.

WEATHERPROOF TERMINALS

The Inner Range Weatherproof Terminal may be used to turn an Area ON and OFF &/or unlock a Door.
This unit has a keypad with digit keys (0-9), OK key, ON/OFF key and a beeper. Four lamps are also provided:
- A Green "Code" lamp to indicate a User is logged-on
- A Red "Area status" lamp. NOTE: Only operates while a User is logged on.
- Two general purpose Yellow lamps.

For full details refer to "Weatherproof Terminal Operations" in this manual.

DOORS

When Access Control is used in your system, each access point (Door, Roller Shutter, Turnstile, Boom gate, etc.) is called a "Door". Installer programming options can provide for different types of Doors to be controlled and monitored in different ways. The way in which a Door is controlled may also vary depending on the time or day of the week. Doors controlled by your system have names that allow for easy identification when reviewing Access Control activity via the Information Menu.

When you require access through a Door, you must perform the required operation to unlock the door, (e.g. Present your Card at the Reader and/or Enter your PIN, etc.) then open the door and pass through, ensuring the door closes behind you. Avoid leaving the door open longer than necessary as most systems will be programmed to detect "Door Held Open" (Door open too long) and will generate an alarm.

READERS

Depending on the design of your system, Access Control operations will probably be performed at a Reader. A Card, Proximity Tag, or Wiegand key, etc. will be swiped/ presented/inserted, at a Reader, to gain access through a Door.
Note that some systems will provide Access Control via the LCD Terminals (using PIN codes) and some systems will require a Reader and an LCD Terminal to be used to gain access through some Doors.

Programming is used to define the Door that each Reader will control, and the operations allowed at each Reader. For example, a Reader outside the front door may be programmed to allow the inside Area to be turned OFF when certain Users use the Reader to gain access through the door. (Normally, access would not be granted if the Area that the User is about to enter is ON)

4-BUTTON WIRELESS REMOTE

Many system operations can also be performed by 4-button Wireless Remote Fobs. Each Fob used in the system is registered to a particular User and the functions for the buttons on that Fob are defined in User programming.

AUXILIARIES

Auxiliaries are basically outputs that can be automatically activated by many different types of events in the system. They can be physical outputs used to control alarm and warning devices, indicator lamps, electric locks, building and home automation functions, etc; or they can be used internally in system programming to link different system operations together. Auxiliaries that need to be controlled by Users can be defined as "**Home Auxiliaries**". They can then be turned On, or Off or turned On for a timed period in minutes or seconds at designated LCD Terminals.

THE LCD TERMINAL

Default LCD Display.

The LCD Terminal offers a number of options for the Default display.
This is the display that will be shown when there are no User operations being performed, and no Alarms or other messages to be displayed.

The Default display can be selected separately for each LCD Terminal in your system. The settings can only be programmed by the Installer, who can also advise you on the appropriate options.

```
System
Ready
```

SYSTEM READY.
If no specific Default Display option has been chosen, this message will be displayed.

```
library
is Off
```

SINGLE AREA STATUS.
This option allows the name and current status of a single Area to be displayed. This is useful when the Terminal only provides control of one Area. An option is also provided to allow the UP and DOWN Arrow keys to be used to view the name and current status of up to 8 sequential Areas.

```
Areas:  12345678
001 ->  YnnYnnnn
```

AREA ARRAY.
The Area Array allows the current status of 8 Areas to be viewed by Area number.
n = Area Off (Disarmed)
Y = Area On (Armed)
T = Timed Off (Defer Arming timer running)
W = Defer Arm Warning. (Timer about to expire)
See "Turning Areas Off" for details of the Defer Arming feature.
An option is also provided to allow the UP and DOWN Arrow keys to be used to view the current status of all Areas in the system by Area number.
i.e. Areas 1-8
V Areas 9-16
V Areas 17-24, etc.

```
Areas:  90123456
009 ->  nnnnnnYY
```

```
Areas:  78901234
017 ->  nnnnnnYY
```

```
Fri 03 Sep 2004
    09:38:43
```

This option is only available in V5 or later and requires a compatible LCD Terminal.

TIME & DATE. (V5 or later only)
The Time and Date option allows the current system Time and Date to be displayed.
This option is partularly useful if the system is being utilized to generate Time-On-Site reports. Users can be provided with a display of the actual system Date & Time being logged.

```
Concept Security
by Inner Range
```

CUSTOM MESSAGE.
The "Diaries" feature can be utilized to provide a customized message that is appropriate for the particular Site and/or the particular Terminal.
Some common applications are:
-The Monitoring Station's Telephone number.
-The Installer's Telephone number.
-"Welcome to <your company name>"
-"Enter PIN & OK to Logon".

The Indicator Lamps.

Four multi purpose lamps are provided across the top of the LCD Terminal for quick and simple indication of Area and Alarm Status, Door functions and/or other conditions. The settings can only be programmed by the Installer, who can also advise you on the appropriate options.

When programmed for "Area Array", the lamps will indicate the status of 4 sequential Areas in the following manner:

Off	= Area Off (Disarmed)
On	= Area On (Armed)
Flashing	= Alarm in this Area.

If the lamps have been programmed to indicate other conditions, please record their purpose here:

Lamp 1 .....

Lamp 2 .....

Lamp 3 .....

Lamp 4 .....

The Keypad.

Operations & programming are performed by using the keypad on an LCD Terminal.

Each time a key is pressed, a short “beep” will be emitted to indicate that the key press was accepted. (The Installer can disable the beeping if necessary)

If the Terminal emits a long “beep”, it means that the key press was not accepted or is not allowed.

You may only press one key at a time but key press sequences may be as fast as you like.

The functions of the 20 keys during User Operations are described below.

The DIGIT keys are used for entering your secret PIN code. You have 10 seconds to enter each digit, and must press the <OK> key when complete.
This sequence is required before any panel operations can be performed.
These keys can also be used to search for an item to be controlled by selecting the first letter of it’s name.

The <OFF> and <ON> keys are used to turn Off or turn On, the Area (or Area List) named on the Display at the time.

The <HELP> key is used to display a “Help message” about the current operation being performed and can be pressed at any time.

The <MENU> key is pressed after PIN code + <OK> if you wish to perform any Menu operations. (Operations other than Area On/Off, Door Access, etc.)
OR if pressed when not logged on, may allow Review of past Alarms, if enabled (V3 or later), and System information.

The <END> key is used when you have finished performing the required operations or if you make a mistake while entering your PIN code and want to start again.

The <OK> key must always be pressed after you have entered your secret PIN code. You have 10 seconds to press the <OK> key after you have completed entering the code.

If PIN codes are used to unlock doors, pressing the <OK> key again will perform the Door unlock operation on the Door associated with the Terminal.
On Terminals that are programmed ONLY for Door Access control, the <OK> key may not need to be pressed twice.
(In some cases, the <OK> key may be programmed to unlock a door without a PIN code being used. e.g. In low security periods, or when the Terminal is on the inside of an Exit Door.)

The <LEFT> arrow key will move the cursor to the left
OR when prompted with the Area ON/OFF display, selects the "24Hour" (Tamper monitoring) part of the Area to turn ON or OFF (Normally restricted to Installer or Owner)
OR if pressed when not logged on, may display Airconditioning control options if enabled. (V2 or later)

The <RIGHT> arrow key will move the cursor to the right
OR when prompted with the Area ON/OFF display, changes the display mode from AREA to AREA LIST and vice versa
OR if pressed when not logged on, may display Home Auxiliary control options if enabled. (V2 or later)

The <UP> and <DOWN> arrow keys are used to scroll up and down through a list of available items to view, control or program. e.g. Areas, Zones, Review messages, etc.
OR If pressed when not logged on, may display summary of Area Status if enabled. (V3 or later)

NOTE: Keypad keys also have other functions when you are selecting, viewing, controlling or programming items in the menu. Details of the keypad functions when you are in the menu are provided in the "Menu Options" section of this manual.

REMEMBER !! Any time you need it,

is as close as the press of a key.

USER OPERATIONS

User operations are the basic day-to-day operations performed on the system.
These include: Turning Areas ON and OFF. (Arming and Disarming)
Walk Testing Zones. (If enabled for higher security)
Acknowledging Alarm messages.
Accessing Doors and/or Lifts
Viewing "Alarm Review" information and Area Status.
Controlling Outputs (Turning Home Auxiliaries ON and OFF)

The system has been designed for simple operation, providing straightforward procedures, and display prompts in plain English text. However, if a User at any time is unsure of what to do next, a simple press of the <HELP> key will provide additional assistance.

Most User operations begin with the same simple procedure. The User must LOGON to an LCD Terminal by entering their secret PIN code followed by the <OK> key. When this is done, the system verifies the User and depending on the operations allowed, the User is then able to select another key to press to perform the operation required. The LOGON procedure is described on the following page. Each of the operations that can be performed will then be described in detail.

Level Messages.

System operation is continuously monitored for problems and special conditions.
A "Level Message" is displayed on one or more of the LCD Terminal/s if such a condition exists and will remain on the LCD display until the condition is rectified.
* You will probably need the Installer to rectify any of the first 4 conditions.

MESSAGE	DESCRIPTION
Had Power Problem *	1 or more modules do not have AC power connected. If accessible, check AC power is connected & switched on.
Had Battery Problem *	One or more modules have low battery voltage.
Had Network Problem *	One or more modules have stopped communicating with the Control Module. There may be cable damage or a module problem.
Had Comms Problem *	There is a problem with one or more Comms Tasks. e.g. Central Station, PC, Printer, etc. **Alarm reporting may be compromised.**.
Some Inputs latched/ isolated/tampered/unsealed	*See "Acknowledge Latched Alarms" and "View Input States". <MENU>, <1>, <5>.*
Area about to turn On.	*See "Turning Area/s Off". Deferred Area Arming Option.*
Area Name, Enter Code	*See "Menu Group Options". [C]ancel Holdup.*

LOGON to an LCD Terminal.

Logging on is the first step performed in MOST operations.

Enter your secret PIN Code using the digit keys, then press the <OK> key. Each digit pressed will be displayed as a hash (#) character.
If you make an error while entering your PIN code, press the <END> key and start again.

```
Code : ####
```

```
Good Morning
EDWARD BEARE
```

If there are no messages to be acknowledged, the Display may first greet and identify you.
Note: Greeting can be disabled in V3 or later.

If there is a message to be acknowledged, refer to "Acknowledge an Alarm".

```
OFFICE
is On. Push Off
```

The status of the first Area (or Area List) that you are allowed to control is displayed, with a prompt to perform an ON or OFF operation.

When your operations are complete, you must Logoff the Terminal by pressing the <END> key.

NOTES:

1) **Keypad Lockout.** If a Valid PIN code is not entered after a number of successive tries (usually 5 or 6), the LCD Terminal will display a "Too many tries" message and will be totally locked out for a pre-determined period. (Normally 60 seconds) A message "Module Lockout: LCD Term. #??" will be logged in the Review memory and an alarm message "Too Many Tries" may be reported.

2) **Duress.** If you are being forced to perform operations at an LCD Terminal against your will, your system may allow a Duress alarm to be activated by using a special PIN Code. *See "Activating a Duress Alarm" for details.*

3) **PIN discovered.** When programming User Codes, if a User attempts to choose a PIN Code that already exists, the message, "This pin not allowed" is displayed. Whenever that PIN Code is now used, the LCD Terminal will display a warning: "Your pin has been discovered by another User. You should change you pin." If you see this message, you can press <OK> to continue your operation, but make arrangements to have your PIN Code changed as soon as possible.

Turning Area/s OFF.

Once you have Logged on to a Terminal, and have seen the Area status with the "Push Off" or "Push On" message, you may perform the Area OFF or ON operations.

Remember: You have a limited time to turn an Area OFF once you have entered the Area (Usually 30-90 seconds). Ask the Installer for the Entry time used in your system.

Logon to the Terminal as described earlier.
(PIN code + <OK>)

```
OFFICE
is On. Push Off
```

After the greeting (if enabled), the display will show the Area Status etc. as before. To select another Area see "AREA SELECTION" on the next page.

At the "Push OFF" prompt, turn the displayed Area (or Area List) OFF by pressing the <OFF> key.

```
OFFICE
is Off. Push On
```

The display will alter accordingly to indicate that the operation was successful.

If you are allowed to control more than one Area:

-DISPLAY MODE.
The Display mode can be changed from Single AREA to AREA LIST and vice versa, by pressing the <RIGHT ARROW> key.

```
On/Off Area List
R&D Dept Areas
```

By using AREA LISTS, you can turn OFF all the Areas in the List that you are allowed to control, with a single operation.

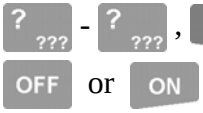
i.e. You can select any Area List in the system. However, only Areas that are in the Area List selected and are also in the Area List in your "User Type", or your "Extra Area" will be turned Off.

-AREA / AREA LIST SELECTION.
You may select other Areas or Area Lists by using the <UP> and <DOWN> Arrow keys and/or the <DIGIT> keys to select the 1st letter that the Area name begins with.

e.g. A system has Areas named “Reception”, “R & D” and “Rodneys Office”.
1) To select any of these Areas, press the <6 PQR> key until an Area starting with “R” is displayed. (You may need to press the key between 1 and 3 times depending on other Area names in the system)
2) If the Area that you require is not displayed, use the <DOWN> Arrow key to scroll through, and select, the other Areas starting with that letter.
Note: Areas are sorted numerically after the 1st letter.

Deferred Arming option.
In some applications the system is programmed so that certain User types may only turn the Area Off for a limited time. e.g. A cleaner or guard working outside normal working hours may only turn the Area Off for 60 minute intervals. (V2 or later only)

```
OFFICE
is Timed Off
```



When these User types turn the Area Off, the display shows Area is Off with a “Defer timer” running.

At any stage during the defer time, the User can turn the Area Off again, to re-start the timer, (V3 or later only) or turn the Area back On and cancel the timer.

```
OFFICE
about to turn On
```

When the timer has only 250 seconds left to run, the LCD Terminal will beep every 2 seconds and display this warning.
The User can still perform the Area Off or Area On operations during this warning period, but if no action is taken the Area will automatically turn On when the warning period expires.

NOTE: If more than one Area is about to turn On, the display shows each Area in turn for 2 seconds.

Turning Area/s ON.

IMPORTANT NOTE: Some systems in high security applications may have the Area Pre-Arm "Walk Test" feature enabled. (Only available in V3 or later).
In most systems this feature is not enabled and the Area ON procedure will simply be performed as described below.
If Walk Testing is enabled on your system, the same procedure is followed except that after the initial test to ensure that all Zones are Sealed, the system then enters Walk Test mode. Refer to "Area Walk Testing" on the following page.

? ??? - ? ???, OK

Logon to the Terminal as described earlier.
(PIN code + <OK>)

```
CONFERENCE ROOM
is Off. Push On
```

After the greeting (if enabled), the display will show the Area Status etc. as before. If you are allowed to control more than one Area, the DISPLAY MODE can be changed and AREA/S SELECTED as described in "Turning Area/s OFF".

ON

At the "Push ON" prompt, turn the displayed Area (or Area List) ON by pressing the <ON> key.

Display briefly shows:

```
Testing Zones
Please wait....
```

After the <ON> key is pressed, the system will test the state of all the inputs allocated to the Area to ensure that they are in the Sealed condition and the Area is ready to be turned ON.

Display briefly shows:

```
CONFERENCE ROOM
now On
```

THEN:

If all Zones programmed to be tested are Sealed, the Area will turn ON and this display will indicate that the operation was successful.
While this message is displayed, you can press the <ON> key again to view the Exit delay time counting down in 5 second increments.

```
CONFERENCE ROOM
Exit = 035 sec
```

Remember: You have a limited time to exit the Area once you have turned it ON. (Usually 30-90 seconds). Ask the Installer for the Exit time used in your system.

then:

```
CONFERENCE ROOM
is On. Push Off
```

When the operation is complete the display will return to the Area status message.

OR

```
Zone Problem
DOOR is in ALARM
```

After pressing the <ON> key, the display may show a message like this. It means that the item displayed is either faulty or in an alarm state, and the Area will not turn ON.
e.g. A detector or it's cabling have been damaged.
A door or window has been left open
Try to rectify the problem before trying again.

OK

If this is not possible, you may be allowed to ISOLATE the item while the "Zone Problem" message is displayed, by pressing the <OK> key.

NOTE:
Inputs isolated in this way are automatically de-isolated when the Area is turned OFF.

Area Walk Testing.

This option allows specified Zone Inputs to be tested prior to turning the Area ON. Testing simply involves activating the devices (usually detectors) and then allowing them to return to their normal state. e.g. Walk past movement detectors, open and close doors, press then release panic buttons, etc. (Only available V3 or later)

```
Zone not Tested
Storeroom Door
```

After the initial test to check that all Zones are Sealed, the Walk Test commences. The display will update with a beep every few seconds to show any Zones that have not been tested.
The following key functions are available while this display is shown, and may need to be used if any device fails to operate or cannot be tested:

OK

To abort the Walk Test and turn the Area ON, press the <OK> key.

END

To abort the Walk Test without turning the Area ON, press the <END> key.

? ???

To manually advance to the next untested Zone, press any other key.

Continued on following page.

```
Area about
to turn on !
```

If the maximum time allowed for Walk Testing is about to expire, the normal display will alternate with this warning. You have 1 minute to complete the Walk test from the time that this warning is first displayed.

```
Test Passed
Push OK key
```

When all the Zones have been tested and there are no faults, the "Test Passed" message is displayed.

OK

Push <OK> to exit the Walk Test mode and turn ON the Area.

Display briefly shows:

```
STORE ROOM
now On
```

The display will indicate that the Area ON operation was successful, before returning to the Area status display.

then:

```
STORE ROOM
is On. Push Off
```

Remember: You have a limited time to exit the Area once you have turned it ON. (Usually 60 seconds; although the Exit time may have been programmed for a different period by the installer.)

Display Counters. (V3 or later only)

In some special applications, after the Area ON message, the display will automatically show the "Read Counters" screen. This allows the User to view the results of any automatic or manual testing of devices that have an event output monitored by the system.

e.g. Security cameras (35mm film type) and other devices that use consumable materials.

```
Counter No. 1
Count: 0345
```

∧ ∨

In this screen, you can scroll through the list of available counters to view using the <UP> and <DOWN> arrow keys. Each counter can have a unique 16 character name for easy identification.

END

When your check of the counters is complete, push the <END> key to exit and return to the normal display.

Turning 24 Hour (Tamper) monitoring OFF and ON.

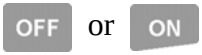
The 24Hr part of an Area continuously monitors the equipment and inputs for faults or deliberate interference and activates "Tamper" alarms when these conditions occur. Occasionally the Installer, or a User with the appropriate level of authority, may need to turn the 24Hr part of an Area Off so that maintenance or changes can be performed on equipment or devices (detectors etc.) in the system.
Note that most Users in the system will NOT have access to this operation.

Logon to the Terminal as described earlier.
(PIN code + <OK>)

After the greeting, the display will show the Area Status etc. as before.

Press the <LEFT ARROW> key to change the display mode to show the status of the 24Hr (or Tamper) part of the Area.

The display will now show the Area name and indicate if 24Hr (Tamper) monitoring is Off or On in this Area.



Use the <OFF> or <ON> key to turn the 24Hr (Tamper) monitoring Off or On as required.

NOTE: When the 24Hr monitoring is turned Off in an Area, it will automatically be turned back On again when the Area is turned ON to ensure that Tamper monitoring is never compromised.

The display will alter accordingly to indicate that the operation was successful.

If you need to turn 24Hr monitoring Off in other Areas:

You may select other Areas by using the <UP> and <DOWN> Arrow keys or the letter key that the Area name begins with.

Activating a "Panic" Alarm.

Your system may be programmed to allow a Panic alarm to be easily activated from any LCD Terminal without needing to Log on.
A Panic Alarm is activated by simply pressing the <HELP> key three times in a row.

When a Panic alarm is activated, the resulting action will depend on how the optional "Panic" System Inputs are programmed for each of the LCD Terminals in the system. e.g. In some sites, Panic may be required to activate local Sirens and send a report to a Computer in a local Control Room. In other sites Panic may be treated as a "Silent" system alarm with a report sent to a remote monitoring station and no local action at all.

IMPORTANT NOTE: Consult your Installer to detemine if the Panic function is enabled and how it will operate in your system.

HELP

Press the <HELP> key at any LCD Terminal that has the Panic option enabled.

```
Help at Term #01
Enter your PIN c
```

The display will show the normal logon help message.

HELP

Press the <HELP> key again within 60 seconds,

```
Press HELP
again for panic
```

The display will prompt you to press the <HELP> key again if you want to activate the Panic alarm.

HELP or END

Press the <HELP> key again within 10 seconds to activate the Panic alarm,
OR Press the <END> key to abort if you pressed the Help key a second time accidentally.

The display may show an alarm message, or may simply return to the normal display depending on how the Panic alarm is processed.

Activating a "Duress" Alarm.

Your system may be programmed to allow a Duress alarm to be activated if you are being forced to perform operations at an LCD Terminal against your will.

Duress is activated by simply entering a special PIN Code instead of your normal PIN Code, when logging on to the LCD Terminal.
See "LOGON to an LCD Terminal".

The resulting action will depend on how the system is programmed.
Typically a "Silent" alarm is activated. (A discreet alarm report is sent to the remote monitoring station)

IMPORTANT NOTE: Consult your Installer:
- To detemine if the Duress Code function is enabled in your system.
- For details of any Duress Codes that will be used.
- For details of how the Duress Code function will operate &/or report.

You may wish to use the space below to record the details of how your Duress Code system will operate. (NOTE: The Duress PIN Codes should not be recorded here)

Duress Code processing enabled: (Circle) YES / NO

Method Used: -Special PIN Code/s [ ]
-Add 1 to last digit of PIN [ ]

On-Site action (If any) .....

.....

.....

Monitoring / Reporting action. .....

.....

.....

Acknowledge an Alarm.

Alarm messages must be acknowledged by a User with the appropriate authority. These messages provide precise information of the type of alarm, the Area it has occurred in, and the Zone or System Input that generated the alarm.

```
Had Alarm in
ROBYNS OFFICE
```

An Alarm message may be displayed on the Terminal indicating which Area the Alarm has occurred in.

Logon to the Terminal as described before.
(PIN code + <OK>)

```
** Area Alarm **
Had Alarm on PIR
```

The display will show the specific details of the Alarm and provide a scrolling message if more than 16 characters.
e.g. “Had Alarm on FRONT DOOR in FOYER”

Note alarm details, then press the <OK> key to acknowledge the message. If there are other Areas that have had an alarm, the next Area Alarm message will be displayed until all Area Alarm messages have been acknowledged.
The display will then show the Area ON/OFF message to allow you to continue with your operation. e.g. Turn the Area OFF.

Acknowledge Latched Alarms.

If this message is displayed certain types of alarms in your system have been programmed to Latch. Latching alarms enables all alarms in an Area to be individually viewed when this message is displayed.

NOTE: The Latched Alarms message can only be cleared if the Input is Sealed. (i.e. The condition causing the Alarm has been rectified)
This feature is useful for Plant Alarms such as:
-Refrigeration Temp too High.
-Compressed Air Low.
-etc.

Use the <UP> and <DOWN> keys to view all Latched alarms.

then;

Logon to the Terminal to acknowledge the alarm/s and clear the message.

REMEMBER !! Any time you need it,
HELP ***is as close as the press of a key.***

Access (Unlock) a Door.

Using an Access Reader.
In Access Control systems Doors are commonly Un-locked using Card Readers.

The Card, Keyfob or Insert key (etc) is simply swiped/presented to the Reader in the required manner. The system checks the User's credentials & un-locks the Door if the User is granted Access. Details of the action are recorded in Review. e.g. Lisa Duncan Card access in Front Door; Dave Ash denied in Fire Door-Time Violation, etc.

The system may be configured so that the Reader LED/s and/or beeper provide an indication of Access Granted or Denied. (Consult the Installer for details)

Card + PIN: In some applications, presentation of the Card must be followed by entering your PIN code at an associated LCD Terminal before Access is granted at the door.

```
Please Enter
Pin Now
```

After presentation of the Card, the LCD Terminal will display a prompt for the PIN code.

? ??? - ? ??? , OK

Enter your PIN code followed by the <OK> key. The Door will un-lock and the LCD will return to the normal display. ("Door now unlocked" will not be shown)

Using an LCD Terminal.
Terminals may be programmed to momentarily Unlock a Door to allow access.

? ??? - ? ??? , OK

Logon to the Terminal as described earlier. (PIN + <OK>). Area Status will display as before.

OK

Press the <OK> key a second time to Un-lock the Door. (If necessary. See note below)

NOTE: For any Terminals or Users designated as "Access Only" (No Area Control or Menus), the "Door now unlocked" message will be displayed after PIN + <OK> is entered as this is the only operation required to unlock a door in these circumstances.

```
Door now
unlocked
```

The display will verify that the operation was successful or indicate why the operation could not be performed. (Access may be denied if the Area is ON or User's TimeZone is not valid, etc.)

Access a Floor in an Elevator.

Using a Card Reader.
In Lift Access Control systems, Floors are commonly accessed using Card Readers in conjunction with the Floor Selection buttons with the following procedure:

1) In most cases the Card, Key fob or Insert key (etc) is simply swiped or presented to the Reader inside the Lift Car, in the required manner.
The system may be configured so that the Reader LED/s and/or beeper provide an indication of Valid or Invalid Card. (Consult the Installer for details)

2) The User then selects the Floor they wish to go to. Note that the User has a limited time (typically 5 to 10 seconds) to select the Floor and only one Floor should be selected for each Card presented.

3) The system then checks the User's credentials and the Floor button lamp illuminates in the normal manner if the selected Floor is allowed.

4) Details of the action are recorded in Review.
e.g. Jane Wills Card access at Lift Car 003.
Bob White denied at Lift Car 4 - Not in List.

Card + PIN: In some applications, presentation of the Card must be followed by entering your PIN code at an associated LCD Terminal before a Floor can be selected.

After presentation of the Card, the LCD Terminal will display a prompt for the PIN code.

Enter your PIN code followed by the <OK> key. The LCD will then return to the normal display and you can proceed to select a Floor.

View Alarm Review information.

Individual LCD Terminals may be programmed to allow Users to review recent Alarm information without needing to Log on to the Terminal. (V3 or later only)

If this option is enabled, simply press the <MENU> key, followed by the <1> key for "Alarm Review".

```
Nov06 03:27:42.3
Alarm on Seismic
```

The display will show the most recent alarm event recorded in the Review memory.
The Top line of the display records the Date and Time of the alarm down to tenths of a second.
The Bottom line records the alarm details.

If the alarm detail is longer than 16 characters, the display will automatically scroll slowly to allow the entire message to be viewed.
E.g.

```
      Nov06 03:34:07.8
Alarm on Office PIR East Wall
```

The <RIGHT> arrow key can be used to scroll the display one character at a time.

The <UP> and <DOWN> arrow keys will step to the previous alarm or next alarm respectively.

Press the <END> key to exit to the normal display.

See "Info: Menu Option 1 -REVIEW" for details of how to view all types of Review Events.

View the Time and Date.

This function allows Users to view the current system Time and Date without needing to Log on to the Terminal. (V4.5 or later only)

Press the <MENU> key, followed by the <3> key.

```
Friday      Aug27
2004     16:40:19
```

The display will show the Day and Date on the top line, and the Year and Time in the format HH:MM:SS on the bottom line.

Note: Permanent Time and Date display.

An option also exists to enable any individual LCD Terminal to show the current system Time and Date as the default display.
i.e. The Time and Date will always be displayed, in the format shown below, as long as there are no other Alarm Messages, Warnings, etc. to display.

This option is particularly useful if the system is used for "Time In Attendance" or "Time on Site" monitoring to provide Users with a display of the actual system time being logged.

```
Fri 10 Sep 2004
    11:26:03
```

Consult your Installer for details. (This option is only available in V5 or later and requires a compatible LCD Terminal)

View Area Status.

Individual LCD Terminals may be programmed to allow Users to view the current status of Areas without needing to Log on to the Terminal. (V3 or later only)

If this option is enabled, simply press the <UP> or <DOWN> arrow on the LCD Terminal.

```
Areas: 12345678
001 -> nnYnTWYY
```

Area Array Option.
If Area Array is enabled, the display will show the first 8 Areas in the system, with a letter below each to indicate the current Status. *See table below.*
The <UP> and <DOWN> arrow keys will step to the previous 8 Areas or next 8 Areas respectively.

```
Areas: 90123456
009 -> TTnnYnYY
```

```
Areas: 78901234
017 -> nnnYYYYY
```

The number on the bottom left of the display indicates the first Area shown in the current array.
e.g. 009 = Areas 9 to 16.
017 = Areas 17 to 24.
Etc.

```
Waiting Room
is Off
```

Text Array Option.
If this option has been selected, the display will show the status of the Area associated with the Terminal in text form. *See table below.*
The <UP> and <DOWN> arrow keys will step to the previous Area or next Area respectively.

```
Surgery
is On
```

This option can only be used to view the status of 8 Areas beginning at the Terminal's associated Area.
Press <END> when finished.

Array	Text	Description
Y	is On	Area is On.
n	is Off	Area is Off.
T	is Timed Off	Area is Off with a Defer timer running.
W	About to turn On	(Warning period) Area is Off with a Defer timer about to expire and turn the Area On.

See "Turning Area/s OFF" for more information on Area Defer timers.

Home Auxiliary Control.

Individual LCD Terminals may be programmed to allow Users to control specified Home Auxiliaries without needing to Log on to the Terminal.

Home Auxiliaries are outputs that can be controlled by a User at an LCD Terminal and/or controlled automatically by the system. They can be turned On, turned Off or turned On for a timed period in minutes or seconds. Typical applications for Home Auxiliaries include lighting, heating, pool pumps, speaker switching, irrigation, etc.

NOTE: Access to some Home Auxiliaries may be limited to particular User Types. These Home Auxiliaries can only be controlled by Users with access to the "Home Auxiliaries" Control Menu option. <MENU>, <9>, <1>. After logging on and selecting the Menu option, control options will be the same as described below.

Selecting a Home Auxiliary to Control.

If this option is enabled, simply press the <RIGHT> arrow key on the LCD Terminal.

```
.Home Aux 001
is Off
```

The display shows the current status of the first Home Auxiliary.
(The example shown opposite is a default Home Auxiliary name. This type of name should only appear for Home Auxiliaries that are not used.)

To select a Home Auxiliary, use the <UP> and <DOWN> Arrow keys to search through the list.

OR

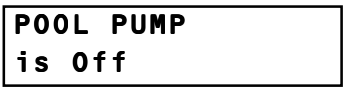
```
PATIO SPEAKERS
is Off
```

Search for a Home Auxiliary by name by pressing the DIGIT key that represents the first letter of the name. (You may have to press the key 2 or 3 times, depending on the letter required and the Home Auxiliary names in the system.)

```
POOL PUMP
is Off
```

If the Home Auxiliary you want is not displayed because of other names beginning with the same letter, use the <DOWN> Arrow key to locate it.

Controlling the Home Auxiliary.

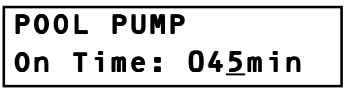


When the desired Home Auxiliary is displayed;

Press the ON key or OFF key to turn the Auxiliary On or Off as required.

OR

Press the <LEFT> arrow key to enter a Home Auxiliary “On time” in Minutes or the <RIGHT> arrow key to enter an “On time” in Seconds. (V2 or later only)



Use the <DIGIT> keys to enter the time period required, then <OK> to execute the action.

Select another Home Auxiliary to control using the <UP> and <DOWN> arrow keys or <DIGIT> keys.

OR

Press the <END> key to exit to the normal display.

Air Conditioning Control.

Some sytems utilize special dedicated built-in logic in the Access 4000 for Air-conditioning system Control. This allows Air-conditioning sytems to be controlled by a User at an LCD Terminal and/or controlled automatically by the system.
(Only available V2 or later)
The User can turn Air-conditioning Zones On and Off, switch between different modes of operation and control Ventilation and Fan settings.

Individual LCD Terminals may be programmed to allow Users to control Air-conditioning sytems without needing to Log on to the Terminal..

If this option is enabled, simply press the <LEFT> arrow key on the LCD Terminal.

```
Reception
Aircon is Off
```

The display shows the current status of the Air-conditioning Zone associated with this LCD Terminal.

To select another Air-conditioning Zone, use the <UP> and <DOWN> Arrow keys to search through the list.

OR

Search by name by pressing the <DIGIT> key that represents the first letter of the Aircon. zone name. If the name you want is not displayed because of other names beginning with the same letter, use the <DOWN> Arrow key to locate it.

When the desired Air-Conditioning Zone is displayed, press the <ON> key or <OFF> key to turn the Zone On or Off as required.

AND/OR

Press the <LEFT> arrow key to control other Air-conditioning system operations.

```
AC001 Action   ->
Off
```

Continued on following page.

Use the <RIGHT> arrow key to select the mode of operation required.

On	Turn the Airconditioning On.
Off	Turn the Airconditioning Off.
TimeZone	Airconditioning system will be automatically turned On and Off by the TimeZone assigned to it by the installer.

Press the <LEFT> arrow key again to control Ventilation options.

```
AC001 Vent     ->
Automatic
```

Use the <RIGHT> arrow key to select the mode of Ventilation required. Normally set to Automatic.

Recirculate	Forces the system to use Recirculated air.
Fresh Air	Forces the system to use Fresh air.
Automatic	Airconditioning system will automatically select Recirculated or Fresh air based on whether Heating or Cooling is required and the status of the Fresh Air thermostat.

Press the <LEFT> arrow key again to control Fan options.

```
AC001 Fan      ->
Automatic
```

Use the <RIGHT> arrow key to select the mode of Fan operation required. Normally set to Automatic.

Always On	Fan is always on to circulate air regardless of Compressor on/off.
Heat Pump	Allows warmer air from the “Return air zone” to be pumped to other zones without using the compressor for heating. Used when the return air zone provides another source of heat such as a wood heater.
Automatic	Compressor on/off will automatically control Fan on/off.

Press the <END> key to exit to the normal display.

MENU OPTIONS

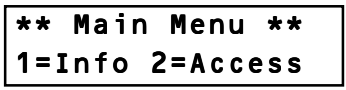
Users with the appropriate level of authority can perform many other operations and are allowed access to certain programming facilities via the Menu.
A Menu Flowchart showing all the Options can be found inside the back cover.
All menu options relevant to System Users are described in detail in this manual.
Refer to the Table of Contents on page 2 for Menu Options and page numbers.

Accessing the Menu.

Logon to the Terminal as described earlier.
(PIN code + <OK>)

The display will show the Area Status etc. as before.

Now press the <MENU> key. The Menu key can be used at any time to return to the Main menu



The display will now scroll through the list of Menu options that you are allowed to access.
There are ten main menu options in the system, numbered from 0 to 9, but User programming will determine which options will be available to each User.

Press a <DIGIT> key to select a Menu option.

0-Area ON/OFF
1-Info **5**-Times
2-Access **6**-Miscellaneous
3-Isolate **8**-Service
4-Test **9**-Control
(Option 7-Installer, not allowed)

NOTE: When in the menu, you can return to the Area ON / OFF display by pressing <MENU>, 0.

Note: Some options in Sub-menus (e.g. User Codes, Review & Time/Date) require another digit or two to be pressed. The display will show another sub-menu list similar to the one above when required.

Use the key sequence shown immediately below each menu option heading, or the chart at the rear of this manual to determine the key sequence required to access each menu option.

e.g. User Codes: <MENU>, 2, 1.
Time/Date: <MENU>, 5, 1.

Keypad Functions in the Menu.

The functions of the 20 keys while performing control, programming or viewing operations in the menu are described below.

Scrolls up and down a list of available items to view, program or control. e.g. Users, Zones, Review messages & Home Auxiliaries.

Moves cursor left or selects previous question for the same item, if the cursor is at the start of the field.

Moves cursor right or Scrolls through the options in multiple choice questions.

Provides relevant help messages on the display whenever required. e.g. Will tell you what to do next if you are unsure.

Saves the current screen & moves to the next question or Executes an operation.

Saves the current screen, exits the menu, and logs the User Off.

Clears the screen for entering new text etc.

or Selects first option in multiple choice questions.

Switches between different modes for selecting an item or answering a question. e.g. Provides option of selecting an item by ID no. (Zone E01:Z03) or by name (OFFICE PIR).

or If entering text, changes the last letter entered to lower case.

When programming questions that require a Yes/No answer, the "N" (5) key selects No and the "Y" (9) key selects Yes.

The <DIGIT> keys are used to select an item or option by number or ID

and for programming text where available. (User names, Door List names, TimeZone names etc.)

Information: Menu Option 1

ACCESSING REVIEW.

REVIEW

MENU 1 ABC 1 ABC

Allows a User to view the list of review events stored in the memory. This may be necessary to find out details of past alarms or user activity, etc.

EN REVIEW

MENU 1 ABC 0

EN Review. In some European Union countries, an additional Review memory is provided that stores only the events stipulated to be logged to comply with the standards that apply in those countries. This Review memory is called the EN Review.

VIEWING THE REVIEW EVENTS.

```
Dec06 17:30:26.7
Linda at Review
```

The Display will show the last review event, which will probably be a record of yourself accessing the Review Menu.

0 9 YZ

The <0> key is used to go to the start of review (earliest event still stored) and the <9> key is used to go to the end of review (last event saved).

^ v

<UP> (back) and <DOWN> (forward) Arrow keys are used to search review, one event at a time.

< >

<LEFT>: Forces display to the start of the text.
<RIGHT>: Scrolls text one character at a time.

ON

Selects between 4 display options:

1) Full Text
2) Abbreviated Text
3) Full text + Abbreviated text for Xmit & Input change of state entries.
4) Raw Review Data.

Specific types of events can be located quickly in Review by using the Review Filter.
See the following page for details.

REVIEW FILTER:

The DIGIT keys, 1 to 8 can be used to search back through review for specific types of events, beginning from the date/time of the event currently displayed.

As there are more than 8 filter categories that can be selected, the "Mode" can be changed by pressing the OFF key (OFF and ON keys if prior to V5 firmware), allowing selection of more categories.

You can use these filter keys in conjunction with the UP and DOWN Arrow keys to locate a specific event and then review all the other events around it in more detail.

KEY	MODE 1.	MODE 2.
1	Alarms & Restorals.	System messages.
2	Reports.	Times.
3	Auxiliary On & Offs.	Detail.
4	Siren On & Offs.	Communications.
5	User operations.	Lifts.
6	Area On and Offs.	Cards. (V3 or later)
7	Isolates/De-isolates.	Spare.
8	Modules.	Errors.

NOTE: Use HELP to view the list of review filter categories available.

FILTER OPERATION:

V5 or later:

9 YZ (Go to End of Review) then OFF (if Mode 2 required) then ? ??? to select the filter option.

e.g. To find a specific Lift access event: Press <9>, then <OFF> (to select Mode 2) then <5> to find the latest Lift access event. Continue to press the <5> key to find the Lift access event/s that you are looking for. If necessary, you can now use the <UP> / <DOWN> arrow keys to view all other types of events prior to, &/or after that event.

Prior to V5:

9 YZ (Go to End of Review) then OFF (Mode 1) OR ON (Mode 2) then ? ???

LOCATE USER

MENU 1 ABC 2 DEF

In some systems INSIDE and/or OUTSIDE Areas will have been assigned to Access Controlled Doors. "LOCATE USER" can then be used to display the Area that the user is currently in.

```
Not Located -
Jason
```

The display will show the Area name on the top line and the User name on the bottom line.

4 JKL

```
TEST DEPARTMENT
Joanne
```

To search for a particular User alphabetically, press the <DIGIT> key that represents the first letter of the User's name. (You may have to press the key 2 or 3 times, depending on the letter required and the User names in the system.)

v

```
SERVICE CENTRE
Dragoslav
```

If the User name you want is not displayed because of other names beginning with the same letter, use the <DOWN> Arrow key to locate it.

v

```
TEST DEPARTMENT
Sue
```

In this mode the <UP> and <DOWN> Arrows can be used to scroll through the list of Users.

ON

To find a particular User by number, press the <ON> key to change the display mode.

> ? ???

```
U00019 is in
Not Located -
```

Use the <DIGIT> keys to enter the User number required. The <RIGHT> Arrow key may be used to advance the cursor. The <OFF> key may be used to clear the user number before you begin.

ON

Press the <ON> key again to view the Area and User's name.

```
INWARDS GOODS
Cath
```

READ ANALOGUE VALUES

In some systems Analogue Input modules are installed to monitor variable parameters such as Temperature, humidity, fluid levels, etc. "READ ANALOGUE" can then be used to display the current values of the analogue inputs. (V3 or later only)

```
Analog module
to view: Q01
```

The display will prompt for an Analogue Module number to view.

The <UP> and <DOWN> arrow keys can be used to search for a particular Analogue Module,
OR
Use the <DIGIT> keys to enter the Analogue Module number.

Press the <OK> key to select the module number displayed.

```
COOLSTORE TEMP
+ 0004
```

The display will show the value of the first Analogue input on the selected module.

Value updates every 2 seconds and stops updating after 2 mins. Press <ON> to refresh the display.

```
WATER LEVEL (L)
+ 183
```

Press <OK> to scroll through the Values for other Zones/Inputs on the same Analogue Module.

Use the <UP> and <DOWN> Arrow keys to scroll through the Analogue values for the same Zone input number on other Analogue Modules.

Press the <END> key to exit to the normal display.

```
Q01:Z03
+ 0255
```

NOTE: All Analogue Zone Inputs used in the system should always be named by the Installer. A screen similar to this showing the default Zone ID will be displayed for Zones that are not used.

READ COUNTERS

MENU 1 ABC 4 JKL

In some systems Mini Expander modules are installed to perform Event Counting. Counters can be used to monitor film in security cameras, water or electricity usage, traffic through a designated point, etc.
"READ COUNTERS" can then be used to display the current value of the counters. (V3 or later only)


```
Camera 1 Film
Count: 0254
```

The display will show the result of the first Counter available to be viewed.

∧ ∨

The <UP> and <DOWN> arrow keys can be used to scroll through the results of the other counters.

```
Water Used (kL)
Count: 00012759
```

The displayed count is refreshed every 2 seconds by reading the latest count from the relevant Mini Expander module.

END

Press the <END> key to exit to the normal display.

```
.Counter 003
Count: 00000000
```

NOTES:
1) All Counters used in the system should always be named by the Installer. A screen similar to this showing the default Counter ID will be displayed for Counters that are not used.
The installer can disable display of unused Counters.

2) In some applications it may be necessary for a User to adjust the current value of a particular counter, or reset the counter to zero.
This can be done via a separate Menu option that will probably be restricted to one or more User Types. Details are provided in "Adjust Counters", [MENU, 9, 6].

VIEW INPUT STATES

MENU 1 ABC 5 MNO

IMPORTANT NOTE: This operation is replaced by the "Clear Trouble Zones" operation in some European countries (e.g. UK).
See next page for details.

The system can be programmed to allow Users to view a summary of specific Zones that are enabled and currently in an abnormal condition.
"INPUT STATES" can then be used to display the summary. (V3 or later only)

You may need to use this function when the LCD Terminal displays a message such as:
"Some Inputs are Tampered"
"Some Inputs are Isolated"
etc.

```
Isolated Input:
CustomerArea PIR
```

The display will show the first Zone that is in an abnormal state.
The summary is prioritised in the following order:
1) Isolated Inputs
2) Tampered Inputs
3) Unsealed Inputs

v

The <DOWN> arrow key can be used to scroll through the list of other abnormal Zone states.

```
Unsealed Input:
Teller Area PIR
```

```
Finished
Check
```

When the bottom of the list is reached, the display will show "Finished Check" to indicate that there are no more abnormal Zones to view.

END

Press the <END> key to exit to the normal display.

REMEMBER !! Any time you need it,
HELP ***is as close as the press of a key.***

CLEAR TROUBLE ZONES

MENU 1 ABC 5 MNO

IMPORTANT NOTE: This operation replaces "View Input States" in some European countries (e.g. UK) and is only available in V5.6 or later.

The system can be programmed to allow appropriate Users to clear "Trouble Zones" that are preventing one or more Areas from being turned On. i.e. Zones that have had an alarm, or that were unsealed at the end of exit delay when attempting to turn on the Area.

You may need to use this function when the LCD Terminal displays a message such as: "Had Zone trouble" or "Zone in Trouble".

```
Area to Test? ^
Office
```

This screen allows the User to select the Area to check for Trouble Zones.
Only Areas in the User Type "Area Off List" can be selected and the Area must currently be Off.

∧ ∨ then OK

Use the <UP> and <DOWN> arrow keys then <OK> to select the Area to Test.

```
Testing Zones
Please wait ....
```

This screen will be displayed while the system checks for any Trouble Zones in the selected Area. If there are no Trouble Zones, the display returns to the "Area to Test" screen.

```
Trouble on
Teller Area PIR
```

If Trouble Zones are found, the screen will display the name of the first Trouble Zone.

OK ∨

Press the <OK> key to acknowledge and clear the Trouble Zone.

If the Trouble Zone displayed is sealed it will be cleared. If there are more Trouble Zones, the display will then automatically advance to the next Zone. If the Trouble Zone is not sealed, it will remain on the display and the <DOWN> arrow key must be used to advance to the next Zone.

END

Press the <END> key to exit to the normal display.

READ POWER MODULE VALUES

MENU 1 ABC 6 PQR

In some systems LAN Power Supply Modules are installed to provide flexible, general purpose, battery-backed power supply solutions with the added advantage of immediate status reporting of Power Supply conditions and problems via the LAN network.

"READ POWER MODULE" can then be used to display the current values of Voltage and Current for both the Battery Charger and Detector Power outputs. (V4.5 or later only)
Four Power Module Parameters can be viewed:
-Battery Charger Output Voltage.
-Battery Charger Output Current.
-Detector Output Voltage.
-Detector Output Current.

```
Power module
to view: P01
```

The display will prompt for a Power Module number to view.

∧ ∨

The <UP> and <DOWN> arrow keys can be used to search for a particular Power Module,
OR

? ???

Use the <DIGIT> keys to enter the Power Module number.

OK

Press the <OK> key to select the module number displayed.

```
P01 Batt
Volts = 00.0
```

The display will show the value of the Battery Charger Output Voltage on the selected module.

ON

The displayed value is updated every 2 seconds. Updates will timeout after 2 minutes. The <ON> key can be used to refresh the display.

Use the <UP> and <DOWN> Arrow keys to scroll through the results for the same parameter on other Power Modules.

OR

OR

Press <OK> to advance, in turn, to each of the other Power Module Parameters to be viewed on the same Power Module.

```
P01 Batt
Amps = 00.0
```

The display will show the value of the selected parameter on the selected module.

```
P01 Det
Volts = 00.0
```

Use the <ON>, <UP> and <DOWN> Arrows, and <OK> keys to refresh the display or view other dislays as described above.

```
P01 Det
Amps = 00.0
```

Press the <END> key to exit to the normal display.

Access Menu: Menu Option 2

USER PROGRAMMING

MENU 2 DEF 1 ABC

User programming allows details to be defined for each individual User. i.e. Name, PIN code and/or Card details, expiry date/time, operations and items allowed (by allocating a "User Type"), etc.

Defining the operations that a User can perform and the items that they can control is achieved by simply assigning a "User Type" to the User. User Types are programmed to cover the system permissions for the different types of Users in the system.
Each User Type is given a name (e.g. Admin, Factory staff, Cleaners, Office staff, Guard, etc.) and programming is simplified by the use of:
-Menu Groups to define operations/menu options allowed, and
-Lists to define the items (Areas, Doors, Lift Cars & Floors) allowed.

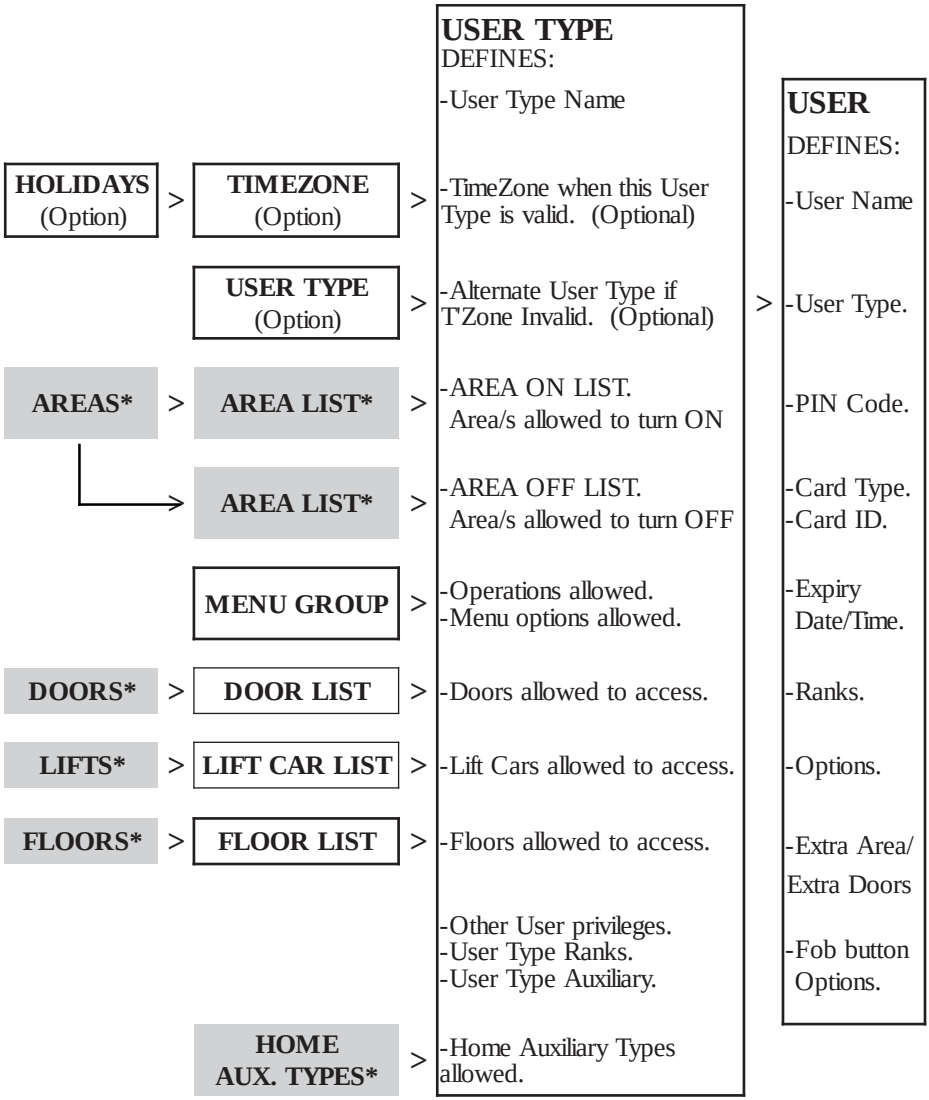
The flowchart on the following page shows the different items that are used to create a User Type. Some items (e.g. Area Lists) that can be assigned to the User Type must first be created by the Installer. Other items (e.g. Door Lists, Menu Groups, etc.) may also be created by the Installer or another User such as a System Administrator.

Two special Users are pre-defined.
-User 00001 is known as the "Installer Code" and has special privileges including:
Exclusive Access to the Installer Menu.
Access to higher level options in the Access, Times and Service Menus.
Special options in the Test Menu.
-User 00002 is known as the "Master Code" and is usually assigned to the owner of the system or the person responsible for security. Special privileges for U00002 include:
The ability to program/edit all other Users (except User 00001).
The option to lockout/enable Installer code access. (If feature is utilized)

When a User's "User Type" allows permission to program/edit Users (specified via the User Type's "Menu Group"), the User is only allowed to program/edit User numbers equal to, or higher than, their own. (Unless User Ranks are utilized in the system)

For this reason, it is recommended that User numbering is planned before programming the Users so that the numbering will reflect the level of authority required.
e.g. A System administrator who has permission to change all User codes, should be issued a very low User number such as U00003. A Supervisor who only has permission to change the User codes in their own department should have a User number lower than all the staff in that department, but higher than any User with more authority.

User Programming Flowchart



***These options can only be configured by the Installer.**

MENU 2 DEF 1 ABC

SELECT "USER CODES".

```
User to
alter: U00025
```

SELECT A USER TO PROGRAM/EDIT.
The display will first allow you to choose a User number to alter. (**Method i**)
Pressing the <ON> key will allow an existing User to be selected by name.
(Alpha-search - **Method ii**)

ON

```
Find User Name ^
Alice
```

^ v

In either mode, the <UP> and <DOWN> Arrows will search through the User numbers/names.

? ???

i) <DIGIT> keys are used to enter a User number,
OR
ii) When searching for a particular User name, press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)

v

If the User you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the User's name.

OK

When the desired User number or name is located, press the <OK> key to proceed with editing.

END

NOTE: Use the <END> key at any time to save the current setting and Exit User programming.

```
User 00009 Name:
Travis
```

USER NAME.
The display will show the User number and name.

OFF , ? ??? - - - ? ???

To enter a new name press the <OFF> key to clear the screen, then use the <DIGIT> keys to program the name. Up to 16 characters of text can be entered.
To modify an existing name, use the <LEFT> and <RIGHT> Arrow keys to position the cursor under the letter to be changed, and then use a <DIGIT> key to enter the new letter.

EXAMPLE:

P Q **R** S

T **U** move S

T G **H**

"RUTH" would be programmed with the sequence shown opposite.

Pressing a key more than once will scroll through all the characters associated with that key until the one you require is displayed.

When programming text, the cursor will automatically advance when a <u>different</u> key is pressed. The <RIGHT> Arrow key only needs to be used to advance (move) the cursor if the next letter appears on the same key or the <9> key.

When complete: Press the <OK> key to move on to the "User Type" question for this User.
<UP> key to program the previous User name.
<DOWN> key to program the next User name.

USER TYPE.
Every User is assigned a "User Type" to define which Area/s, Door/s, Operations, Menu Options, etc. that they may access.

```
U00009 Type    ->
None
```

OFF

```
U00009 Type    ->
OFFICE STAFF
```

Press the <RIGHT> Arrow key to scroll through the list until the name of the appropriate User Type is displayed.
Press the <OFF> key to return to the start of the list, or to set the User Type to "None".
<u>NOTE:</u>
A User's PIN/Card can be disabled but remain in the system by setting the User Type to "None".

```
User 00009
type: UT012
```

Pressing the <ON> key will allow a User Type to be selected by number using the <DIGIT> keys.

When complete: Press the <OK> key to move on to the "PIN number" question for this User.
<UP> key to edit the previous User's "User Type".
<DOWN> key to edit the next User's "User Type"

```
User 00009
PIN No.
```

PIN CODE
Any User who is required to perform any operations via a Terminal Keypad will need a PIN (Personal Identification Number).

```
User 00009
PIN No. 2580
```

If changing a code, Press <OFF> first to clear the screen. Enter a PIN number using the <DIGIT> keys. The PIN may be 1 to 8 digits long, however a minimum of 4 digits is recommended if the PIN code is to control Areas or access external doors. (The system may also be configured to force all PIN Codes to be 6 digits. V5.27 or later only)

When complete: <OK> key to move on to the "Card Type" question for this User.
<UP> key to program the previous User's "PIN".
<DOWN> key to program the next User's "PIN".

```
U00009 Crd Typ->
Credit Card
```

CARD TYPE.
Any User who is required to perform operations with an access card must have their card details entered, beginning with the "Card Type".

See NOTE below.

Press the <RIGHT> Arrow key to scroll through the list until the name of the appropriate Card Type is displayed. (If you need to return to the start of the list at any stage, press the <OFF> key)

When complete: <OK> key to move on to the card details question/s for this User.
<UP> key to edit the previous User's "Card Type".
<DOWN> key to edit the next User's "Card Type"

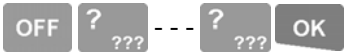
NOTE: The "Card Type" used in your system should be recorded in the "System Details" inside the Front cover. If not recorded, consult the Installer for details.

The next display will depend on the "Card Type":
i) Credit Card. For credit cards etc. or other non-Site Code magnetic stripe formats.
ii) Site Code. For Wiegand formats utilizing a Site Code, or Inner Range magnetic stripe cards with Site Code format.
iii) Direct Entry. For Wiegand cards where the Site Code and/or Format is unknown.

i) CREDIT CARD - ACCOUNT NUMBER

```
U00009 Accnt No:
No Card
```

The "Account number" for Credit Cards is programmed by entering the account number OR by swiping the card at a Reader.



Keypad Entry. Press the <OFF> key to clear the screen then the <DIGIT> keys to enter the first 16 digits of the Credit Card "Account Number".
Press <OK> when the first 16 digits are entered.

```
U00009 Accnt No:
(cont): **Card**
```

Another screen will be displayed to allow entry of 8 more digits, if the Account number is more than 16 digits long. (i.e. Allows up to 24 digits in total)

Enter the extra digits as above, using the <OFF> key first to clear the screen. When all digits are entered, or if no extra digits are required, press the <OK> key to move on to "Expiry" question.

```
U00009 Waiting
for card at R01
```

Card Entry by Swiping the Card. Press the <ON> key to enable the read function.
The display will prompt you to swipe the card at any Reader connected to the designated Reader Module. *Consult the Installer for details.*

```
U00009 Crd Typ->
Credit Card
```

You have 10 seconds to present the card, then the display will return to the "Card Type" screen.

```
U00009 Accnt No:
**Card**
```

Press the <OK> key, and the display will show the word **Card** on the Account number screen to indicate that the card was read successfully, and is now entered for this User.

When complete: <OK> key to move on to the next question for this User.
<UP> key to edit the previous User's "Accnt No".
<DOWN> key to edit the next User's "Accnt No".

ii) SITE CODE - CARD NUMBER

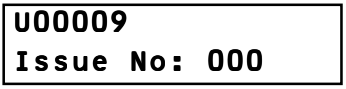
The "Card number" for Site Code Cards is defaulted to the User number. Typically, when using "Site Code" cards, the User's Card number becomes their User number, and the default Card number does not need to be changed.

It may be necessary to change the default Card no. if the Card no. is a higher value than the maximum number of Users allowed, or when a replacement card is issued.

NOTE: Your system may use a Site Code Offset, which may be recorded in the "System Details" inside the Front cover of this manual. If so:
The "Card number" entered here = the actual Card ID number, minus the Offset value programmed. e.g. Card ID = 3156; Offset = 3000; So, Card No to program = 156.

To edit the Card number, press the <OFF> key to clear the screen, then use the <DIGIT> keys to enter the card number.
V5.6 or later: Up to 7 digits. 0000001 to 1048575.
Prior to V5.6: Up to 5 digits. 00001 to 65535.
For Card numbers less than 7 or 5 digits, insert leading zero's.
e.g. Card number = 3156, enter 0003156 or 03156.

When complete: <OK> key to move on to the "Issue Number" question for this User's Card.
<UP> key to edit the previous User's "Card No".
<DOWN> key to edit the next User's "Card No".



ii) SITE CODE - ISSUE NUMBER

The "Issue number" for Site Code Cards is defaulted to "000". This is only changed if the cards being used support Issue numbers.
"000" will allow any issue number to be accepted.

To edit the Issue number, press the <OFF> key to clear the screen then enter the desired Issue number from 001 to 255 with the <DIGIT> keys.

OK or ∧ or ∨

When complete: <OK> key to move on to the next question for this User.
<UP> key to edit the previous User's "Issue No".
<DOWN> key to edit the next User's "Issue No".

iii) DIRECT ENTRY - RAW CARD DATA

```
U00009 Raw Card
Data: 0000000000
```

The "Raw Card Data" for Direct Entry Cards is programmed by entering the data digits OR by swiping the card at a Reader.

OFF ? ??? - - - ? ???

Keypad Entry. Raw Card Data is normally only ever entered in this way by the Installer.

ON

```
U00009 Waiting
for card at R01
```

```
U00009 Crd Typ->
Direct Entry
```

Card Entry by Reading the Card. Press the <ON> key to enable the read function.
The display will prompt you to present the card at any Reader connected to the designated Reader Module. *Consult the installer for details.*
You have 10 seconds to present the card, then the display will return to the "Card Type" screen.

OK

```
U00009 Raw Card
Data: 14F3267AD3
```

Press the <OK> key and the display will show the Card Data on the screen to indicate that the card was read and enrolled successfully for this User.

OK or ∧ or ∨

When complete: <OK> key to move on to the next question for this User.
<UP> key to edit the previous User's "Raw Data".
<DOWN> key to edit the next User's "Raw Data".

EXPIRY DATE AND TIME

```
U00009 Expires:
00/00/88-00:00
```

Depending on your system configuration, you may be able to program when a User Code/Card expires in the format DD/MM/YY - HH:MM.

Press the <OFF> key to clear the settings then use the <DIGIT> keys and the <RIGHT> Arrow key to program an expiry date/time.
The default setting shown, or <u>all</u> fields cleared, means that the Expiry function will be ignored.

When complete: <OK> key to move on to the next question for this User.
<UP> key to edit the previous User's "Expiry".
<DOWN> key to edit the next User's "Expiry".

<u>NOTES:</u> 1) Blank Expiry Date & Time Fields will be ignored. e.g. / / 01 - 13 : will mean that User's Card will only work before 1PM on any day until 31/12/2001.
2) When a Code/Card expires <u>all</u> User programming (incl. User Type) is retained.

USER RANKS

```
U00009  12345678
Rank:-> nnnnnnnn
```

Depending on your system configuration, you may be able to program User Ranks.

If a User has the ability to Program/Edit Users they can normally only access User numbers equal to, or higher than, their own.
When a User has Ranks programmed, they can only access User numbers that have a matching rank set to YES and User numbers that have no rank screen to program.

<u>NOTE:</u> Understand how User Ranks operate and plan before attempting to program.
A detailed explanation & examples are available in the Programmer's Manual.

```
U00009  12345678
Rank:-> YnYnnnnn
```

If Ranks are to be programmed for a User, use the <RIGHT> Arrow, followed by the <9> (Y) and <5> (N) keys to set the appropriate rank/s to YES or NO.

When complete: <OK> key to move on to the next question for this User.
<UP> key to edit the previous User's "Ranks".
<DOWN> key to edit the next User's "Ranks".

USER OPTIONS

```
U00009  NDLEG...
Options nnnnn
```

There are currently five special options which may be set for a User.

, 9 YZ or 5 MNO

Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.

When complete: <OK> key to move on to the next question for this User.
<UP> key to edit the previous User's "Options".
<DOWN Arrow to edit the next User's "Options".

[N]o message acknowledgement. Prevent the User from being given the option to acknowledge alarm messages when logged on to a Terminal.

[D]uress Code. Causes the PIN code programmed for this User to trigger a Duress Input whenever it is entered.

IMPORTANT NOTE: If this option is set to Yes, DO NOT use any words in the User's name (e.g. Duress, Holdup, etc.) that indicate that a Duress Code is being used, as the name may be displayed in the greeting when the User logs on to the Terminal.

Area [L]ist default. Allows the "Area List" selection screen to appear on the display when this User logs on to the Terminal (rather than individual Area selection). The User can still revert to selection of an individual Area, if required, by pressing the <RIGHT> arrow key. *See "Turning Area/s Off".*

[E]xtra Area Off Allows the User's "Extra Area" (if assigned) to be turned Off when the User accesses a Door via a Reader that allows the "Turn off Extra Area" function. (If enabled by the Installer) (V2 or later only)

No [G]reeting Disables the User greeting from being displayed for this User, when logging on to an LCD Terminal. (V3 or later only)

EXTRA AREA
The Area/s that Users can control are normally only defined by the Area ON List and Area OFF List allocated to their "User Type".

```
U00009 Ex.Area->
None
```

The "Extra Area" option allows one Area to be allocated directly to a User.
The User will be allowed ON and OFF control over the "Extra Area" regardless of whether or not there are Area ON/OFF Lists in their User Type.

In a larger multi-Area system, where most Users are only allowed control of a single Area, this option would avoid the need to program many different Area Lists.

NOTE: The Extra Area screen will not be displayed if Extra Area programming has been disabled for your system.

Press the <RIGHT> Arrow key to scroll through the Area names until the name of the required Area is displayed. (If you need to return to the start of the list at any stage, press the <OFF> key)

```
U00009 Ex.Area->
KRISTIES PIE SHOP
```

When complete: <OK> key to move on to select the next User to program/edit. *See Note below.*
<UP> key to edit the previous User's "Extra Area"
<DOWN> key to edit the next User's "Extra Area".

NOTE: If the "Extra Door / Extra Door List" feature is enabled in your system, the <OK> key will move on to the "Extra Door" and "Extra Door List" selection screens for this User.

EXTRA DOOR & EXTRA DOOR LIST
The Door/s that Users may access are normally only defined by the Door List allocated to their "User Type".

```
U00009 Ex.Door->
None
```

The "Extra Door"/"Extra Door List" options allow one Door and/or Door List to be allocated directly to a User. The User will be allowed to access these Doors regardless of whether or not there are Door Lists in their User Type.

NOTE: The Extra Door & Extra Door List screens will not be displayed if this option is not enabled in your system.

These options allow a single Door to be assigned to a User (e.g. A common Door), and permissions for different types of Access to be managed separately. e.g. Door Access and Carpark Access.

```
U00009 Ex.Door->
Main Entry Door
```

Press the <RIGHT> Arrow key to scroll through the Door names until the required name is displayed. (If you need to return to the start of the list at any stage, press the <OFF> key)

When complete, the <OK> key moves the display on to the Extra Door List screen.
<UP> key to edit the previous User's "Extra Door"
<DOWN> key to edit the next User's "Extra Door".

```
U00009 Ex.DLst->
Car Park No.2
```

The Extra Door List screen is programmed in the same manner as described above.

When complete: <OK> key to move on to select the next User to program/edit. *See note below.*
<UP> key to edit the previous User's "Extra Door List". <DOWN> key to edit the next User's "Extra Door List".

NOTE: If Wireless RF Fobs are enabled in your system, the <OK> key will move on to the "Fob Button" programming screens for this User.

```
U00009 Fob Btn1>
None
```

RF FOB OPTIONS (V5.1 or later only)
If a Wireless Remote Fob has been registered to this User, these options may be used to program the operation of the 4 buttons available on the Fob. *See "RF Fob Registration". MENU, 2, 7.*

BUTTONS: 1 **2** **3** **4**

Press the <RIGHT> Arrow key to scroll through the Fob Button action options until the required action is displayed. (If you need to return to the start of the list at any stage, press the <OFF> key)

NOTES:
1) Consult the Installer to determine the Fob operations available in your system.
2) These User programming options are only available to the "Installer" (U00001) & "Master" (U00002) Users.
3) See "Wireless Remote Fob Operations" for User instructions and to record the Fob button operations.

Area On *	The nominated Area will be turned On.
Area Off *	The nominated Area will be turned Off.
Aux On *	The nominated Auxiliary will be turned On.
Aux Off *	The nominated Auxiliary will be turned On.
Toggle Aux *	The state of the nominated Auxiliary will be toggled. (i.e. Turned On if currently Off, or turned Off if currently On)
Zone Alm	An Alarm will be generated on the nominated Zone
Zone Alm (Q)	An Alarm will be generated on the nominated Zone, but only if the "Qualify Auxiliary" is On. *See "Qualify Auxiliary" below.*
Area List On *	The nominated Area List will be turned On.
Area List Off *	The nominated Area List will be turned Off.
Qualify Aux *	The nominated Auxiliary will be turned On for 10 Seconds to Qualify the "Area On", "Area List On" & "Zone Alm (Q)" actions.

* NOTE: Area or Auxiliary Fob operations are only allowed if the "F" option (Allow **F**ob) is set to Yes in the ".FdDUAPC" screen in the User's "User Type".

OK or ∧ or ∨

When an action is selected, the <OK> key moves the display on to one of the following four screens.

<UP> key to edit the previous User's "Fob Button 1 Action". <DOWN> key to edit the next User's "Fob Button 1 Action".

>

Press the <RIGHT> Arrow key to scroll through Area names until the required Area is displayed. (If you need to return to the start of the list at any stage, press the <OFF> key)

```
U00009 Bt1 Area>
None
```

```
U00009 Bt1 Aux.
_   :X
```

```
U00009 Bt1 Zone
C01:Z01
```

```
U00009 Bt1 AList
AL000
```

Use the <DIGIT> keys to enter the Auxiliary ID, Zone ID, or Area List Number.
Use the <RIGHT> arrow key to move the cursor.
Press <OFF> to remove an existing ID number.

When complete: <OK> key to move on to the programming of the operations for Fob Buttons 2, 3 & 4, or to the next User to program/edit.

EXIT USER CODE PROGRAMMING

END

When you have completed your programming session, use the <END> key to exit the menu.

This can be done at any point in the procedure.
e.g. If your session only involved changing a PIN code, you may use the <END> key after you have entered the new PIN and pressed <OK>. This avoids having to step through all the other options.

This page intentionally left blank.

REMEMBER !!
Any time you need it,

is as close as the press of a key.

DELETING A USER

Deleting or temporarily suspending a User is a simple process.

```
User to
alter: U01994
```

Select a User to Edit by User number or by Name, in the same manner as described for User Programming.

```
Find User Name ^
Justin
```

```
U00126 Type ->
None
```

To suspend a User's operations.
Use the <OK> key to advance to the User Type assignment screen.

OFF

Press the <OFF> key to set the "User Type" to "None". The User's operations are now suspended, but all other details for this User still remain in the system.

A User can then be re-instated at any time by simply assigning them a User Type again, with no other programming involved.

OK OFF OK OFF etc.

Deleting a User.
To delete User details either partially or completely, simply step through the User Codes programming with the <OK> key, using the <OFF> key to delete or default any settings you wish to remove.

USER TYPES

MENU 2 DEF 2 DEF

Some Users, such as System Administrators, may be allowed to program “User Types”. User Types are assigned to Users to define the items they are allowed to control, the functions they can perform and the Menu options that they can access.

SELECTING A USER TYPE TO PROGRAM.

```
User Type to
alter: UT001
```

The display will first allow you to choose a User Type to alter.

? ??? **OR** ^ v

Method i - Select by number. The <DIGIT> keys are used to enter a number **OR** the <UP> and <DOWN> Arrows will scroll through the numbers.

ON

Method ii - Alpha-search. Pressing the <ON> key allows the name of an existing User Type to be selected.

```
Find User Type ^
Office Staff
```

^ v **OR**

? ??? then v if required.

The <UP> and <DOWN> Arrows will search through the names, **OR**
Press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)
If the name you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the name.

OK

When the desired number or name of the User Type is located, press the <OK> key to proceed.

USER TYPE NAME.
The display will show the number and current name.

```
U.Type 008 Name:
Office Staff
```

A name of up to 16 characters can be programmed in the same manner as described for User names.

OFF , ? ??? --- ? ???

<OK> key for next option. <UP> / <DOWN> key to edit this option for the previous/next User Type.

OK or ∧ or ∨

ASSIGN A TIMEZONE.
The display will show the current TimeZone name. If a TimeZone is assigned, the User Type will only be used when the TimeZone is valid.
i.e. A TimeZone on a User Type means that the items, functions and menu options specified in the User Type are only available to those Users whenever the TimeZone is Valid.

```
UT008 T.Zone ->
None
```

A TimeZone is selected using the **Alpha-search** method.

? ??? or > or OFF

<OK> key for next option. <UP> / <DOWN> key to edit this option for the previous/next User Type.

OK or ∧ or ∨

ASSIGN AN ALTERNATE USER TYPE.
The display will show the current Alternate User Type. If an Alternate User Type is assigned it will be used instead of this User Type whenever the TimeZone (if assigned) is Invalid.
e.g. An Alternate User Type can be used to provide a different set of items and/or functions and/or menu options for these Users, even when the TimeZone on their User Type is Invalid.

```
UT008 Alt.Type->
None
```

An Alternate User Type is selected by using the **Alpha-search** method.

? ??? or > or OFF

<OK> key for next option. <UP> / <DOWN> key to edit this option for the previous/next User Type.

OK or ∧ or ∨

ASSIGN USER TYPE PERMISSIONS.

```
UT008 ON List ->
ALL AREAS
```

Area ON List is assigned to define which Areas this User Type is allowed to turn On.

```
UT008 OFF List->
ALL AREAS
```

Area OFF List is assigned to define which Areas this User Type is allowed to turn Off.

```
UT008 Menu Grp->
ALL MENUS
```

Menu Group is assigned to define which Operations and Menu options this User Type is allowed to access via the LCD Terminal.

```
UT008 DoorList->
.Door list 001
```

Door List is assigned to define which Doors this User Type is allowed to access.

```
UT008 Lift Car
List: LL001
```

Lift Car List is assigned to define which Lift Cars this User Type is allowed to access.

```
UT008 Floor List:
FL001
```

Floor List is assigned to define which Floors this User Type is allowed to access.

An option is selected by using the **Alpha-search** method.
Press the <DIGIT> key that represents the first letter of the name **AND/OR** Press the <RIGHT> arrow key to scroll through the names until the required name is displayed **OR** Press <OFF> to set the option to “None”.

USER TYPE OPTIONS

There are currently six special options which may be set for a User Type.

```
UT008    .FdDUAPC
Opts -> nnnnnnnn
```

, 9 YZ or 5 MNO

Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.

or or

<OK> key for next option. <UP> / <DOWN> key to edit this option for the previous/next User Type.

Allow [F]ob operations.
(V5.1 or later only)

Allows this User to perform Area and Auxiliary control operations via a Wireless Remote Fob.

[d]isabled User.
(V3 or later only)

Provides longer Door Un-lock time and longer Lift button selection time for this User Type.
The Door Un-lock time will be 4 times the period programmed by the installer for each Door.
Lift button selection time is a separate “Disabled time” programmed by the installer for each Lift.

[D]ual Provider.

Allows this User Type to provide the First PIN code for “Dual Code” Access.

Override Dual [U]ser.

Causes the request for Dual User codes at particular Door/s to be overridden for this User Type.

Override [A]nti-Passback.

Causes the Anti-passback rules at particular Door/s to be overridden for this User Type.

Cancel on [P]IN.
(For single use PIN codes)

If set to YES, when a User with this User Type is granted PIN code access through a Door, their User Type will automatically be set to “None”.

Cancel on [C]ard.
(For single use Cards)

If set to YES, when a User with this User Type is granted Card access through a Door, their User Type will automatically be set to “None”.

```
UT008    12345678
Rank:-> nnnnnnnn
```

NOTE: If “User Ranks” are not used in the system, all User Type Rank options must be left at “No”.

USER TYPE RANKS

The display shows the current Ranks allocated. If a User has the ability to Program/Edit Users, they can normally assign any User Type. When a User has Ranks programmed, they can only access User Types that have a matching rank set to YES. *See USER RANKS in the section “USER CODE PROGRAMMING”.*

, 9 YZ or 5 MNO

Use the <RIGHT> Arrow key, followed by the <9> (Yes) key to assign the required Rank/s. Use the <5> (No) key to remove a Rank setting.

<OK> for next option. <UP>/<DOWN> key to edit this option for the previous/next User Type.

```
UT008 Valid Aux:
_   :X
```

ASSIGN A VALID AUXILIARY

This display allows an optional Auxiliary output to be specified that will turn ON whenever this User Type uses their PIN number or Card.

, ? ??? ...

Use the <DIGIT> keys to enter an Auxiliary ID. (The <RIGHT> arrow key will need to be used after the Module type letter is entered.)
Press <OFF> to remove an existing Auxiliary ID.

```
UT008    12345678
Auxes-> nnnnnnnn
```

HOME AUXILIARY TYPES TO CONTROL.

The display will show the existing Home Auxiliary Types allowed.
When Home Auxiliaries are turned ON/OFF via the “Control Menu” (<MENU> 9 , 1.), the User Type can only control Home Auxiliaries that have a matching Home Auxiliary Type set to YES.

, 9 YZ or 5 MNO

Use the <RIGHT> Arrow key, followed by the <9> (Yes) key to assign the required Rank/s. Use the <5> (No) key to remove a Rank setting.

<OK> key for next User Type to edit.
<UP> / <DOWN> key to edit this option for the previous/next User Type.

LISTS

MENU 2 DEF 3 GHI THEN: - 2 DEF OR 4 JKL OR 5 MNO

DOOR Lists FLOOR Lists LIFT CAR List

Some Users, such as System Administrators, may be allowed to program one or more of the different types of "Lists". Lists are used in other programming options such as "User Types" & "TimeZones" to define the items that are allowed to be controlled.

CAUTION: A List may be assigned in several different options. e.g. A Door List, "Internal Doors", might be used in 3 different "User Types" and also in a "TimeZone" to automatically unlock the doors during normal trading hours. Before editing an existing List, be sure to check where the List has been used.

NOTE: Programming is identical for Door, Floor and Lift Car Lists.

```
Door List to
alter: DL001
```

? ??? **OR** ∧ ∨

SELECTING A LIST TO PROGRAM.
The display will first allow you to choose a List to alter.
Method i - Select by number. The <DIGIT> keys are used to enter a number **OR** the <UP> and <DOWN> Arrows will scroll through the numbers.

ON

```
Find Door List ^
Internal Doors
```

Method ii - Alpha-search.
(Not available on some Lists)
Pressing the <ON> key allows the name of an existing List to be selected.

∧ ∨ **OR**
? ??? then ∨ if required.

The <UP> and <DOWN> Arrows will search through the names, **OR**
Press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)
If the name you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the name.

OK

When the desired number or name of the List is located, press the <OK> key to proceed.

LIST NAME.
The display will show the number and current name. (Name not available on some Lists)

OFF , ? ??? --- ? ???

To enter a new name, press the <OFF> key to clear the screen, then use the <DIGIT> keys to program the name. Up to 16 characters of text can be entered.
To modify an existing name, use the <LEFT> and <RIGHT> Arrow keys to position the cursor under the letter to be changed and then use a <DIGIT> key to enter the new letter.

OK or ∧ or ∨

<OK> key for next option. <UP> or <DOWN> key to edit this option for the previous/next List.

TIMEZONE.
The display will show the current TimeZone name.
If a TimeZone is assigned, the List will only be allowed when the TimeZone is valid.
i.e. A TimeZone on a Door List assigned to a User Type means that those Users can only access any of the Doors whenever the TimeZone is Valid.

? ??? or > or OFF

Press the <DIGIT> key that represents the first letter of the TimeZone name **AND/OR** Press the <RIGHT> arrow key to scroll through the names until the required TimeZone is displayed **OR** Press <OFF> to set the TimeZone to “None”.

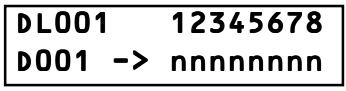
OK or ∧ or ∨

<OK> key for next option. <UP> or <DOWN> key to edit this option for the previous/next List.

ALTERNATE LIST.
The display will show the current Alternate List. If an Alternate List is assigned it will be used instead of this List whenever the TimeZone (if assigned in the previous option) is Invalid.
e.g. An Alternate Door List can be used to allow Users to maintain access to some Doors, even when the TimeZone on their User Type's Door List is Invalid.

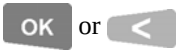
Press the <DIGIT> key that represents the first letter of the name of the List **AND/OR** Press the <RIGHT> arrow key to scroll through the names until the required List is displayed **OR** Press <OFF> to set the Alternate List to "None".

<OK> key for next option. <UP> or <DOWN> key to edit this option for the previous/next List.

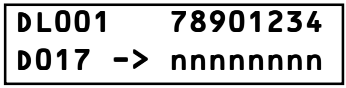


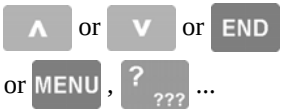
ASSIGN THE ITEMS TO THE LIST.
The display will show the first 8 items (Doors, Lifts, etc.) in the system, with a letter below each to indicate: Y The item is IN the List
n The item is NOT in the List.

Use the <RIGHT> Arrow key, followed by the <9> (Yes) key to assign the appropriate items (Doors, Lifts, etc.) to the list. Use the <5> (No) key to remove items from the List.



Press <OK> to step on to the next 8 items, or the <LEFT> arrow to step back to the previous 8 items. The number on the bottom left of the display indicates the first item shown in the current array.
e.g. D017 = Doors 17 to 24.





<UP> or <DOWN> key to edit this option for the previous/next List,
<END> key to exit the Menu, **OR**
<MENU> key to select another Menu option.

MENU GROUPS

MENU 2 DEF 4 JKL 1 ABC

Some Users, such as System Administrators, may be allowed to program “Menu Groups”. Menu Groups are assigned to User Types to define what actions, functions and menu options the User Type is allowed to perform or access when logged on to an LCD Terminal.

SELECTING A MENU GROUP.

```
Menu Group to
alter: MG001
```

The display will first allow you to choose a Menu Group to alter.

? ??? **OR** ∧ ∨

Method i - Select by number. The <DIGIT> keys are used to enter a number **OR** the <UP> and <DOWN> Arrows will scroll through the numbers.

ON

Method ii - Alpha-search. Pressing the <ON> key allows the name of an existing Menu Group to be selected.

```
Find Menu Grp ^
ALL MENUS
```

∧ ∨ **OR**

? ??? then ∨ if required.

The <UP> and <DOWN> Arrows will search through the names, **OR**
Press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)
If the name you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the name.

OK

When the desired number or name of the Menu Group is located, press the <OK> key to proceed.

MENU GROUP NAME.
The display will show the number and current name.

```
MG001 Name:
ALL MENUS
```

OFF , ? ??? - - - ? ???

A name of up to 16 characters can be programmed in the same manner as described for User names.

OK or ∧ or ∨

<OK> key for next option. <UP> or <DOWN> to edit this option for the previous/next Menu Group.

ASSIGN A TIMEZONE.
The display will show the current TimeZone name. If a TimeZone is assigned, the Menu Group will only be used when the TimeZone is valid.
i.e. A TimeZone on a Menu Group assigned to a User Type means that those Users can only perform the actions and access the menu options specified in the Menu Group whenever the TimeZone is Valid.

```
MG001 T.Zone  ->
None
```

? ??? or > or OFF

Select a TimeZone using the **Alpha-search** method.

OK or ∧ or ∨

<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next Menu Group.

ASSIGN AN ALTERNATE MENU GROUP.
The display will show the current Alternate Menu Group. If an Alternate Menu Group is assigned it will be used instead of this Menu Group whenever the TimeZone (if assigned) is Invalid.
e.g. An Alternate Menu Group can be used to provide a different set of actions and/or menu options for these Users, even when the TimeZone on their Menu Group is Invalid.

```
MG001 Alt.Grp.->
None
```

? ??? or > or OFF

An Alternate Menu Group is selected by using the **Alpha-search** method.

OK or ∧ or ∨

<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next Menu Group.

, 9 YZ or 5 MNO

or ∧ or ∨

MENU GROUP OPTIONS

There are eight functional options which may be set for a Menu Group.

Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.
<OK> for next option. <UP> / <DOWN> to edit this option for the previous/next Menu Group.

[R]emote Access.	Allows remote access via Up/Download software.
[I]solate on Exit.	Allows User to Isolate un-sealed zones on exit.
[D]efer Area On.	Implements Area Defer timer operation when the User turns an Area Off that has been defined as a "Defer" Area. Area automatically re-arms when the Defer timer expires, unless the User performs the Area Off function again before the timer or warning expires. (V2 or later only)
[C]ancel Holdup.	Allows the User to cancel a Holdup alarm before it reports, by entering their PIN at an LCD Terminal. (V2 or later only)
[S]irens Off.	Allows Users to automatically turn off any Sirens running at the time of PIN code entry, regardless of whether they are allowed control of the Area/s that triggered the siren/s.
[A]cknowledge Messages.	Allows Users to acknowledge alarm messages from any Area, regardless of whether they are allowed control of the Area/s that generated the message/s.
[M]ultiple Areas.	Allows the User to turn On/Off more than one Area at a time via an Area List. Any Area List can be chosen, but only Areas in the User's On/Off Lists will be controlled.
[T]amper On/Off.	Allows the User to turn Off the 24 Hr or Tamper part of any Area in their Area OFF List.

ASSIGN MAIN MENU OPTIONS

This display is used to define the Main Menu options that the Menu Group will allow access to.

, 9 YZ or 5 MNO

Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.

or ∧ or ∨

<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next Menu Group.

NOTE: Setting the [R]eview, [A]ccess or [Control] menu options to YES does not enable access to all User options within those menus. To allow access to the additional sub menu options, the appropriate options must also be set in the Sub Menu options screen that follows.

[R]eview. (Information Menu)	Review (If allowed by Sub Menu option), Locate User, Read Analogue values, Read Counters and View input states.
[A]ccess Menu.	User Codes, User Types, Lists, and Groups. (As allowed by Sub Menu options)
[I]solate Menu.	Isolate / De-isolate Inputs. *See "Isolate. Menu Option 3" for details.*
[T]est Menu.	Area Walk Testing. (If enabled in the system) (Only valid in V3 or later)
[t]imes Menu.	Time/Date, TimeZones (If allowed by Sub Menu options), Holidays.
[M] Miscellaneous Menu.	Module Disable and UK Reset.
[S]ervice Menu.	Answer Phone. *See "Service. Menu Option 8" for details.*
[C]ontrol Menu.	Home Auxiliaries, Lock/Open Doors, Secure/Free Lifts and Adjust Counters (If allowed by Sub Menu option).

ASSIGN SUB MENU OPTIONS

```
MG001   UTLGZRA.
AMenu-> YYYYYYYY
```

This display is used to define the Sub Menu options that the Menu Group will allow access to.

Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.

Press <OK> to advance to the Special Options screen. <UP> / <DOWN> to edit this option for the previous/next Menu Group.

[U]ser Code programming.
User [T]ypes.
[L]ists.
[G]roups.

Allows access to the specified Menu option if the [A]ccess option is set to “Y” in the previous screen.

Time[Z]ones. Allows access to TimeZones if the [t]imes option is set to “Y” in the previous screen.

[R]eview. Allows access to Review if the [R]eview option is set to “Y” in the previous screen. (V3 or later only)

[A]djust Counters. Allows access to Adjust Counters if [C]ontrol option set to “Y” in the previous screen. (V3 or later only)

SPECIAL OPTIONS

```
MG001   RHOLP...
Other-> YYYYYYYY
```

There are currently 5 special options available when programming Menu Groups. (V5.6 or later)

The desired options are set to YES or NO in the same manner as described above.

[R]eset Latched Alarms. Allows Users to reset “Latched Alarms”. (Latched Alarms feature is NOT used in most systems)

[H]omeZone Isolate. Forces the Isolate screens to be displayed as “Alpha-search” HomeZones only. Do NOT set to Yes if the HomeZone feature is not used in your system.

[O]wn Area List only.	To simplify Area List selection if arming/disarming via Area Lists, the User will only be presented with their User Type's Area On List. (V4 or later only)
Un[L]ock ON key.	This option is only relevant to the "ON key Lockout" feature provided in "UK" Firmware. (V5 or later) Allows Users to enable (reset) the ON key when it has been disabled after an intruder alarm, by logging onto the LCD Terminal.
Only own [P]IN.	When this option is selected, then if a User is allowed access to User Code programming, they will only be able to change their own PIN code. Editing of other Users, or other User options will not be allowed. (V5.6 or later only) Note: User Code programming is allowed if the "[A]ccess Menu" option is enabled in the Main Menu options, and the "[U]ser Code programming" option is enabled in the Sub-Menu options.

This page intentionally left blank.

REMEMBER !!
Any time you need it,

is as close as the press of a key.

RF FOB REGISTRATION

MENU 2 DEF 7 STU

This Menu option allows a Wireless RF Remote Fob to be Registered to a User, and a User's Fob Registration status to be viewed.

```
Select
User: U00009
```

? ??? - - ? ??? OK

Enter the User number using the <DIGIT> keys, then press <OK>;
OR Use the <UP> / <DOWN> Arrow keys to scroll to the required User number, then press <OK>.

∧ or ∨ then OK

```
Matthew
Not Registered
```

The screen will now show the current Fob Registration status for the selected User.

If a Fob transmission is received while this screen is displayed, one of the following will occur:

```
Matthew
Registered
```

1) If the transmission is from a Fob that is <u>not</u> registered, and the displayed User already has a Fob registered, then no change will occur.

```
Vivian
Registered
```

2) If the transmission is from a Fob that is already registered, the display will jump to that User and the Terminal will sound a short beep.

```
Xhezair
Register? (4)
```

3) If the transmission is from a Fob that is <u>not</u> registered, and the displayed User does <u>not</u> have a Fob registered, then this screen will be displayed. The number in brackets is the Fob button number.

ON

While this screen is displayed, the <ON> key can be used to register the Fob to the displayed User.

The other Key functions for these screens are:

∧ ∨ <UP>/<DOWN. Scroll to another User.

< <LEFT> Arrow. Back to User selection screen.

OFF De-Register or Clear the displayed Fob.

Isolate: Menu Option 3

If a detector or alarm contact is faulty, or their cabling has been shorted or cut, you may be unable to turn ON any Area that the faulty device is in.

Users with the authority to "Isolate on Exit" can isolate any faulty devices when prompted during the Area ON procedure. (*see "Turning Area/s ON" for details*) However, when you know that a device is faulty, (e.g. A roller shutter contact has been damaged by a Forklift) you may also have the authority to Isolate the Zone via this menu option before anyone attempts to turn the Area ON.
Note that System Inputs can also be isolated. e.g. "Expander 01 Ext. Siren Tamper" could be isolated while damaged speaker cabling was awaiting repair.

NOTE: The Isolate menu also allows you to De-isolate Zones if the fault is rectified before the Area needs to be turned ON.

SELECTING A ZONE TO ISOLATE
There are two methods of selecting a Zone: "Zone ID" OR "HomeZones".
-Zone ID allows selection of any zone in the system by Zone ID number or by searching through the zone list in numerical order for the zone name.
-HomeZones allows selection of any zones that have been designated as HomeZones, by using the quick "Alpha-search" method. (V3 or later only)

You will only be able to use one of these methods depending on the setting of the "[H]omeZone Isolate" option in the special options screen of the Menu Group assigned to your User Type. *See "Menu Groups".*

Zone ID selection.
The display will prompt you to enter the Module/ Zone (Input) ID of the Zone you wish to isolate.

If you know the Zone ID, use the <OFF> key to clear the screen, then enter the letters/numbers of the Zone ID with the <DIGIT> keys, then <OK>.

NOTE: You may use both modes, as the ON key can change the mode at any time.

If the ID is not known, press the <ON> key, and then scroll through the Zone names in numerical order using the <UP> and <DOWN> Arrow keys, then <OK>.
(Alpha-search using the digit keys is NOT used in this method)

```
Office Door Reed
Enabled
```

HomeZone selection.
The display will show the name and current status of the first HomeZone. (V3 or later only)

NOTE: Only available if the HomeZones option is used in your system.

[^] [v] **OR**

[? ???] then [v] if required

then [OK]

The <UP> and <DOWN> Arrows will search through the named HomeZones alphabetically,
OR
Press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)
If the name you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the name, then press the <OK> key to proceed.

```
RECEPTION PIR
Enabled
```

ISOLATE / DE-ISOLATE THE INPUT.
The display will now show the name and current status of the Zone/Input .

[OFF] or [ON] or [>]

<OFF> key to Isolate the Zone displayed. Any Zones isolated in this way are automatically De-isolated when the Area is next turned OFF.
<ON> key to De-isolate (or "Enable") the Zone.
<RIGHT> arrow key to "Sticky Isolate" the Zone. The Zone will remain isolated unless De-isolated from the LCD Terminal via this Menu option.

```
Zone is
now isolated
```

A brief message will appear on the display to confirm that the operation was successful.

[OK]

When complete press the <OK> key to return to the "Zone to Isolate" display.

Testing: Menu Option 4

MENU 4 JKL

Your system may be programmed with an option to allow Walk testing of specified Zones in particular Areas. (V3 or later only)

Testing simply involves activating the devices (usually detectors) and then allowing them to return to their normal state. e.g. Walk past movement detectors, open and close doors, press then release panic buttons, etc.
The system can perform automatic testing on devices that are regularly activated by movement, etc., such as PIRs and Door Contacts. However, other types of Input devices, such as Glass-break, Smoke & Seismic detectors, Panic buttons, Window Contacts, etc. should also be tested on a regular basis. (e.g. Once every month)

NOTE: The additional Test Menu options shown in the Menu Flowchart at the rear of this manual are only accessible to the Installer. They provide a comprehensive range of Testing to assist with installation, commissioning and service of the system.

```
Area to Test ? ^
Panic buttons
```

The display will prompt you to select an Area to Test.

^ v **OR**

The <UP> and <DOWN> Arrows will search through the Area names alphabetically,
OR

? ??? then v if required.

Press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)
If the name you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the name.

OK

When the Area is selected, press the <OK> key to proceed.

If the maximum time allowed for Walk Testing expires, the test will be aborted and the display will return to the “Area to Test?” prompt.
The maximum test time is programmed by the Installer for each Area. If the max. test time for an Area is set to zero, the maximum test time will then be 10 minutes.

Zone not Tested Counter 3 Panic	After an initial test to check that all Zones are Sealed, the Walk Test commences. The display will update every few seconds with a beep to show each Zone that has not been tested. The following key functions are available while this display is shown, and may need to be used if any device fails to operate or cannot be tested:
v	To manually advance to the next untested Zone, press the <DOWN> arrow key.
OK	To abort the Walk Test because a Zone is faulty and cannot be tested, press the <OK> key. A "Test Failed" message will be displayed. Press the <OK> key again to return to the "Area to Test?" prompt.
END	To abort the Walk Test, press the <END> key. The display will briefly show "Operation Aborted", then return to the "Area to Test?" prompt.
Test Passed Push OK key	When all the Zones have been tested and there are no faults, the "Test Passed" message is displayed.
OK	Push <OK> to exit the Walk Test mode and select another Area to Test.
Area to Test ? ^ Panic Buttons	Select another Area to test or Press the <END> key to exit and return to the normal display.

NOTE: For comprehensive testing of the system, including the reporting facilities, a procedure similar to the following is used on appropriate sites:

Arrange with the Central Monitoring Station for testing to be performed periodically in "real-life" conditions. This involves setting aside a period when all Areas in the system are turned ON, then activating all the Input Devices. A report from the Central Station is then used to check that all devices activated were reported. This method also tests that Input processing and Reporting options have been programmed appropriately, and that the alarm reporting is occuring effectively.

Times: Menu Option 5

SET TIME AND DATE

The time and date can be set and adjusted in the "Times" menu.
This will be necessary when the system is first commissioned and for daylight saving changes. (This may be done automatically by the system, or in some reporting formats, by the Central Station)

```
Set Date-Time:
17/11/99-14:54
```

The display will show the system's current date and time.

The Date & Time is set in the format:
DD/MM/YY-HH:MM The 24 hour clock is used.

etc. OK

Use the <DIGIT> keys to enter in the values required and the <RIGHT> Arrow key to move the cursor across the fields.
Press <OK> when complete.

NOTE: When OK is pressed, the Date & Time is saved AND the seconds count is set to "00"

```
Set Weekday   ->
Wednesday
```

The display will now allow you to set the weekday

OK

Use the <RIGHT> Arrow key to select the day of the week then press the <OK> key when complete.

Press <END> to exit and return to the normal display.

REMEMBER !!
Any time you need it,

is as close as the press of a key.

TIMEZONES

MENU 5 MNO 2 DEF

Some Users, such as System Administrators, may be allowed to program/edit "TimeZones". TimeZones may be used to define when User access to specific functions and items (Areas, Doors, etc) is allowed; and also to provide automated control of items in the system. e.g. Unlock doors during business hours, Operate security lights at night, etc.

-A TimeZone provides up to 4 separate time periods each programmed with a Start and End time and Days of the week, including Holiday. *See example on next page.*
-If "Holiday" is set to Yes when programming the Days, the TimeZone will be allowed to be Valid on Holidays for that time period.
-A period of 00:00-to-00:00 means ignore that period. Spaces instead of digits means ignore that Start Time or End time in that particular period. e.g. 19:00-to- :

```
TimeZone to  (V)
alter: TZ001
```

? ??? **OR** ^ v

SELECTING A TIMEZONE.
The display will allow you to choose a TimeZone to alter, AND will indicate the current status of the TimeZone. (V) = Valid. (I) = Invalid.
Method i - Select by number. The <DIGIT> keys are used to enter a number **OR** the <UP> and <DOWN> Arrows will scroll through the numbers.

ON

Method ii - Alpha-search. Pressing the <ON> key allows the name of an existing TimeZone to be selected.

```
Find Tzone  (V)^
WORKING HOURS
```

^ v **OR**
? ??? then v if required.

The <UP> and <DOWN> Arrows will search through the names, **OR**
Press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)
If the name you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the name.

OK

When the desired number or name of the TimeZone is located, press the <OK> key to proceed.

```
TZ001 Name:
WORKING HOURS
```

OFF , ? ??? --- ? ???

OK or ∧ or ∨

```
TZ001 1st Period
09:00-to-17:00
```

? ??? or > or OFF

OK

OK or ∧ or ∨

```
TZ001    SMTWTFSH
1ST ->   nYYYYYnn
```

> , 9 YZ or 5 MNO

OK or ∧ or ∨

e.g.
To cater for different trading hours on different days.

```
1st Period:       SMTWTFSH
08:30-to-17:30    nYYYnnnn
2nd Period:
08:30-to-21:30    nnnnYYnn
```

TIMEZONE NAME.
The display will show the number and current name.
A name of up to 16 characters can be programmed in the same manner as described for User names.

<OK> key for next option. <UP> or <DOWN> to edit this option for the previous/next TimeZone.

PROGRAM THE FIRST PERIOD.
The display will show the current Start Time and End Time of the 1st period.

Use the <DIGIT> keys to enter in the values required and the <RIGHT> Arrow key to move the cursor across the fields.
The <OFF> key can be used to clear all fields.
Press <OK> when complete.

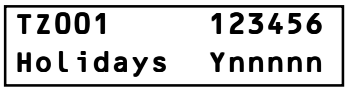
<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next TimeZone.

PROGRAM THE DAYS OF THE WEEK.
The display will show the current days assigned to the Timezone period.

Use the <RIGHT> Arrow key, followed by the <9> (Yes) & <5> (No) keys to set the desired options to YES or NO.

<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next TimeZone.

PROGRAM THE 2nd, 3rd & 4th PERIODS.
If you need to program/edit the other TimeZone periods, the <OK> key will step through another 6 screens that allow the Start and End times and the Days of the week to be programmed for these periods in the same way that the 1st period is programmed.

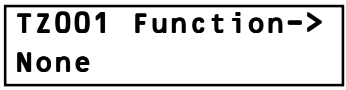


PROGRAM THE HOLIDAY TYPES.
The display will show the current Holiday Types that will be obeyed by this Timezone.

The TimeZone will be Invalid on the Holiday types specified unless the "H" option is set to Yes in the "Days of the Week" for a particular period. *See Program Holidays.*

, 9 YZ or 5 MNO

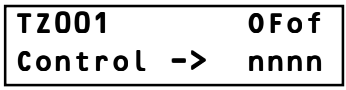
Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.
<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next TimeZone.



TIMEZONE FUNCTION.
The display will show the current function that the Timezone controls. The function (if enabled) will be an option such as "Auxiliary On/Off", Area On/Off", "Door Unlock/Lock", etc.
CAUTION: This, and the following related options, are normally only programmed/edited by the Installer.
Additional information is provided in the Programmer's manual.

, OK

Use the <RIGHT> Arrow key to select the desired function then press <OK>.



The display/s that follow will vary depending on the function selected. The examples provided are for Door Unlock/Lock Control.
Typically the first screen allows selection of the item or list to be controlled.
The next screen defines the control options:

O On/Secure/Lock/Close when TimeZone goes Valid.
F Off/Unsecure/Unlock/Open when TimeZone goes Valid.
o On/Secure/Lock/Close when TimeZone goes Invalid.
f Off/Unsecure/Unlock/Open when TimeZone goes Invalid.

```
TZ001 Qualify QI
Options ->    nn
```

PROGRAM THE QUALIFY OPTIONS.
The display will show the current Qualify option settings. The Qualify options allow the TimeZone to be Qualified by an Auxiliary.
If this option is used, the TimeZone will only be Valid when a TimeZone Period is Valid AND when the Qualify conditions are met.

CAUTION: These options are normally only programmed/edited by the Installer.

, 9 YZ or 5 MNO OK

Use the <RIGHT> Arrow key, followed by the <9> (Yes) & <5> (No) keys to set the desired options to YES or NO, then <OK> key for next option.

Q Qualify the TimeZone with an Auxiliary. When Aux. is Off, TimeZone will always be Invalid, regardless of whether any TimeZone Periods are valid.

I Invert Qualify. Reverse the qualify conditions. When the Aux. is On, TimeZone will always be Invalid, regardless of whether any TimeZone Periods are valid.

```
TZ001 Qualify
Aux: _   :X
```

The display allows the Auxiliary to be chosen that will Qualify the TimeZone.

etc. OK

Use the <DIGIT> keys to enter in the Auxiliary ID and the <RIGHT> Arrow key to move the cursor across the fields when necessary.
Press <OK> when complete.

<OK> key to select another TimeZone to program/ edit. <END> key to exit to the normal display.

HOLIDAYS

MENU 5 MNO 3 GHI

Some Users, such as System Administrators, may be allowed to program “Holidays”.
Holidays are used with TimeZones to define whether a TimeZone will be Invalid or Valid on dates designated as Holidays.

-A Holiday can be a single date or a period defined with a Start date & an End date.
-Holidays are defined as Month/Date. No Year is defined, so moveable holidays must be re-programmed every Year.
-Each Holiday programmed must also be assigned the Holiday “Types” that are to apply to it. In most systems, holidays will not need to be broken down into different types, so all Holidays will be assigned “Type 1” only.
-In some systems where different types of Holidays are to effect different TimeZones, it will be necessary to divide the Holidays into different types. e.g. Type 1 = Public holidays, Type 2 = School vacations, Type 3 = Summer holiday closedown.

SELECTING A HOLIDAY.

```
Holiday to
alter:  H03
```

The display will allow you to choose a Holiday to alter.

? ??? **OR** ∧ ∨

Method i - Select by number. Use the <DIGIT> keys to enter a number **OR** <UP> & <DOWN> Arrows to scroll through the numbers.

ON

Method ii - Alpha-search. Press the <ON> key to select the name of an existing Holiday.

```
Find Holiday    ^
NEW YEARS DAY
```

∧ ∨ **OR**

? ??? then ∨ if required.

The <UP> and <DOWN> Arrows will search through the names, **OR**
Press the <DIGIT> key that represents the first letter of the name. (You may have to press the key 2 or 3 times to obtain the required letter.)
If the name you want is not displayed because of other names starting with the same letter, use the <DOWN> Arrow key to locate the name.

OK

When the desired number or name of the Holiday is located, press the <OK> key to proceed.

OFF , ? ??? - - - ? ???

OK or ∧ or ∨

HOLIDAY NAME.
The display will show the number and current name.
A name of up to 16 characters can be programmed in the same manner as described for User names.

<OK> key for next option. <UP> or <DOWN> to edit this option for the previous/next Holiday.

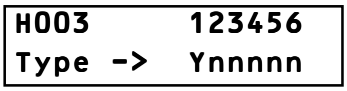
? ??? or > or OFF

PROGRAM THE HOLIDAY DATE/PERIOD.
The display will show the current Start Date and End Date of the Holiday.

Use the <DIGIT> keys to enter in the dates required and the <RIGHT> Arrow key to move the cursor across the fields when necessary.
The <OFF> key can be used to clear all fields.

OK or ∧ or ∨

<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next Holiday.



PROGRAM THE HOLIDAY TYPE/S.
The display will show the current Types assigned to the Holiday.

> , 9 YZ or 5 MNO

Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.

OK or ∧ or ∨

<OK> key to select another Holiday to edit.
<UP> / <DOWN> to edit this option for the previous/next Holiday.

END

<END> key to exit to the normal display.

NOTE: A Holiday period must be assigned at least one Type. An explanation of Holiday Types is found on the previous page.

DIARIES

MENU 5 MNO 4 JKL

Some Users, such as System Administrators, may be allowed to program “Diaries”.
Diaries are mainly used to display customised messages on selected LCD Terminals at various selectable times.

Note that the Auxiliary Output control, Qualify Auxiliary and Diary Functions should only be programmed by a qualified installer.

Diaries can also be used to control an Auxiliary output when required. e.g. For activating a beeper to alert users to the Diary message.
Any Diary function can also be Qualified by another Auxiliary, allowing other operations to enable/disable the Diary function if necessary.

SELECTING A DIARY.

```
Diary to
alter: DA001
```

The display will allow you to choose a Diary to alter.

? ??? **OR** ∧ ∨

The <DIGIT> keys are used to enter a number **OR** the <UP>/<DOWN> keys will scroll through the numbers. (Alpha-search not available)

OK

When the desired number of the Diary is located, press the <OK> key to proceed.

PROGRAM THE DATE AND TIME.

```
DA001 Date-Time:
01/01/  -  :
```

The display will show the current settings.

? ??? and > or OFF

Use the <DIGIT> keys to enter in the date & time when the Diary will be valid. The date/time format is DD/MM/YY, HH:MM. Use the <RIGHT> Arrow key to move the cursor across the fields.

The <OFF> key can be used to clear all fields before you start, or to set the Diary “Always Valid”. Any blank entry means that field is always valid. e.g. In the example shown, Diary 001 will become valid on the 1st of January in any year for 24 hours (any time).

NOTE:
To remove a Diary do not press <OFF>. This will make the Diary continuously valid. Instead, set the Date and Time to 00/00/88 - 00:00

OK or ∧ or ∨

<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next Diary.

PROGRAM VALID DAYS.

```
DA001      SMTWTFS
Type ->    YYYYYYY
```

The display will show the current Days that the Diary message will be Valid.

> , 9 YZ or 5 MNO

Use the <RIGHT> Arrow, followed by the <9> (Y) & <5> (N) keys to set the desired options to YES or NO.

OK or ∧ or ∨

<OK> key for next option. <UP> / <DOWN> to edit this option for the previous/next Diary.

PROGRAM THE DIARY MESSAGE.

```
DA001 1st line
Welcome to
```

The display will show the first line of the Diary message.

OFF , ? ??? --- ? ???

Up to 16 characters of text can be programmed in the same manner as described for User names.

NOTE: The first character must not be left blank.

OK or ∧ or ∨

<OK> key for next option. <UP> or <DOWN> to edit this option for the previous/next Diary.

```
DA001 2nd line
Inner Range
```

The display will show the second line of the Diary message. Up to 16 characters of text can be programmed for the 2nd line as described above.

CAUTION: The following options should only be programmed by the Installer.

```
DA001 Output:
Aux:  _   :X
```

? ???, > or OFF

then OK

ASSIGN A DIARY AUXILIARY.
The display will show the current Auxiliary output assigned to the Diary. This Auxiliary will turn on when the Diary is valid, and off when invalid.
Use the <DIGIT> keys and <RIGHT> Arrow key to enter in the Auxiliary ID then press <OK>
(The <OFF> key can be used to clear all fields.)

```
DA001 Qualify:
Aux:  _   :X
```

ASSIGN A QUALIFY AUXILIARY.
The display will show the current Qualify Auxiliary assigned to the Diary. (V4 or later only)
For the Diary to be valid, the Time & Date must be valid and the "Qualify Auxiliary", if programmed in this screen, must be On.

Programmed as described above.
(Note: V3 to V3.5 see "Diary Functions" below.)


```
DA001 Function->
None
```

> or OFF then OK

SELECT A DIARY FUNCTION.
The display will show the current function selected. (V3 or later only) *See the table below.*

Use the <RIGHT> Arrow key to select a function then <OK> to select another Diary to program.

Add 1 Hr.	When Diary goes Valid, adjust Real Time Clock by +1 Hr. (Start of Daylight Saving)
Subtract 1 Hr.	When Diary goes Valid, adjust Real Time Clock by -1Hr & change function to "Skip subtract 1 Hr." (End of Daylight Saving)
Battery Test.	When Diary goes Valid, start automatic Battery test cycle.
Skip Subtract 1 Hr.	Do not select. This option set automatically when necessary.
Qualify Aux.	(V3 to V3.5 only) Changes the function of the Diary Output Auxiliary to a Qualify Auxiliary. i.e. The Diary will not be Valid unless the specified Auxiliary is On.

Miscellaneous Menu: Menu Option 6

MODULE DISABLE

```
Module to enable
or disable: B01
```

This menu allows a User with the appropriate level of authority to disable/enable a LAN Module. (V5.27 or later only)

Disabling a Module causes the Module to stop attempting to communicate with the Control Module and also causes all Zones and System Inputs on that Module to be Sticky Isolated.

This feature is useful to prevent unnecessary tamper alarms, etc. when service or maintenance is being performed on part of the system.
It can also be useful for remote sites where a fault has occurred, allowing the Owner or System Administrator to disable the faulty Module while awaiting service.

If this is necessary, the Installer will instruct you on how to perform this operation.

CAUTION:
This operation must only be used under instruction from a qualified service technician.

If the system is monitored, the Central Monitoring Station or Alarm Receiving Centre must be informed if this operation is to be used.

UK RESET

The "UK Reset" option allows a User with the appropriate authority to reset the "ON key lockout" condition after an alarm.

IMPORTANT NOTE: This operation is only relevant to specific countries (e.g. UK) and is only available in V5.6 or later.

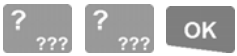
```
ON key Locked
Contact ARC
```

The "ON key lockout" condition is caused when a "Confirmed" or "Fault" Alarm occurs in an Area. This forces the User to contact either the Installer or the Monitoring Station (ARC) before they are able to arm an Area that has been locked out.

```
10/01 16:02
Enter Code: 0000
```

If an attempt is made to arm an Area that is locked out, this screen is displayed to the User.

-ARC Reset. The User must logon to the LCD Terminal, select this menu and make a note of the Date and Time data appearing on the top line. They must then contact the ARC with this information and obtain a 4-digit Reset Code (anticode).



Once a Reset Code (anticode) has been obtained, simply enter the code using the <DIGIT> keys followed by the <OK> key.

Only Areas that are currently Off and are included in the User Type's "Area Off List" will be reset.

```
Alarms
Reset
```

If the Reset Code (anticode) is correct, the display will show "Alarms reset" for several seconds to confirm that the "ON key lockout" condition has been reset, and then return to the Main Menu.

```
Reset Code
Wrong!
```

If the Reset Code (anticode) is incorrect, The display will show "Reset Code Wrong!" briefly, then return to the Main Menu.

Service: Menu Option 8

“REQUEST SERVICE” and “TEST REPORT”. IMPORTANT NOTES:

1) These options are only valid if the system is connected to a telephone line and the function has been enabled in the Installer programming options.

2) You will need to check that the Monitoring Station provides the services and any additional charges that may be incurred.

REQUEST SERVICE

This menu option causes an alarm message to be sent to the Monitoring Station to Request a Service call. (Only available V3.0 or later) *See “Important Notes” above.*

Activating the “Request Service” function is simply a matter of selecting the menu option by pressing the key sequence shown above. (<MENU>, <8>, <1>.)

The “Report Initiated” message will be displayed on the LCD Terminal for approximately 2 seconds when the function is activated. (Version 4 or later only)

Press the <END> key to exit the menu. This will not effect the call.

TEST REPORT

MENU 8 VWX 2 DEF

This menu option causes a message to be sent to the Monitoring Station to Test the Reporting function. (Only available V3.0 or later)
See "Important Notes" on the previous page.

You may be instructed by the Installer or the Monitoring station to perform this function to test communications. This may be required after work has been carried out on the system or the telephone line, or to restore a "Comms Fail" alarm.

Activating the "Test Report" function is simply a matter of selecting the menu option by pressing the key sequence shown above.
(<MENU>, <8>, <2>.)

```
Report
Initiated
```

The "Report Initiated" message will be displayed on the LCD Terminal for approximately 2 seconds when the function is activated.
(Version 4 or later only)

END

Press the <END> key to exit the menu. This will not effect the call.

INSTALLER LOCKOUT

MENU 8 VWX 3 GHI

This menu option allows the Master User Code holder to Lockout and Enable the Installer's PIN Code.
Note that this feature must be enabled by the Installer before it can be used.

```
Lockout
Installer ? n
```

9 YZ or 5 MNO then OK

To change the Installer Lockout setting, press the <9> key to set to Yes, or the <5> key to set to No. The <OK> key must then be pressed to save the setting.

END

Press the <END> key to exit the menu.

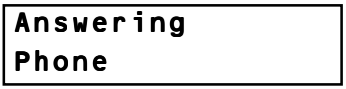
ANSWER PHONE

MENU 8 VWX 4 JKL

If remote access to the system is required for service purposes via the dialer phone line, the service technician may ask you to activate the "Answer phone" function, in order to establish the communications connection.

Activating the Answer Phone function is simply a matter of selecting the menu option by pressing the key sequence shown. (<MENU>, <8>, <4>.)

DO NOT USE THIS OPTION UNLESS INSTRUCTED TO DO SO BY YOUR INSTALLER / SERVICE TECHNICIAN.



The display will show a message to indicate the status and then return to the main menu.

END

Press the <END> key to exit the menu. This will not effect the remote connection.

NOTE: This option is only valid if the Control Module is connected to a telephone line and the function has been enabled in the Installer programming options.

Control: Menu Option 9

HOME AUXILIARIES

Home Auxiliaries are outputs in the system that can be turned On and Off by a User.

Access to control of some Home Auxiliaries may be gained by simply pressing the <RIGHT> arrow key on the LCD Terminal.
Other Home Auxiliaries need to be more secure and can only be controlled via access to this Control Menu option.

After selecting the Menu Option (<MENU>, <9>, <1>) refer to "Home Auxiliary Control" earlier in this manual for details of the Control options.

DOOR CONTROL

MENU 9 YZ 2 DEF

The “Door Open/Close” option allows a User with the appropriate authority to Un-lock and Lock individual Doors (V3 or later only) or all Doors in the Door List assigned to their User Type.

NOTE: Only Doors included in the User’s “Door List” (defined in their “User Type”) can be controlled.

e.g. If Doors are programmed for “free access” during the day, it may be necessary to re-lock the doors if all the staff leave early to attend a company function at another location.
OR
It may be necessary to un-lock doors if free access is required outside normal working hours to allow staff to fulfil an urgent order.

```
Door to
Control? 000
```

The display will allow you to enter the number of the Door to control.

? ??? ? ??? OK

Use the <DIGIT> keys to enter the two digit Door number then <OK>. (Press <END> to abort)
A Door number of “00” will include all Doors in the User’s Door List.

```
(L)ock or
(U)nlock ?
```

The display will now allow you to select the “Lock” or “Unlock” operation.

4 JKL 7 STU

Press the <4> (L) key to Lock the Door.
Press the <7> (U) key to Unlock the Door.

```
Operation
Done
```

The display will briefly show the “Operation Done” message to indicate that the operation was successful and then return to the main menu.

END

Press the <END> key to exit to the normal display or select another Menu option.

LIFT CONTROL

MENU 9 YZ 4 JKL

"Lift Access/Secure" allows a User with the appropriate authority to Access or Secure Floor/s in a specific Lift Car. If accessed, all Users may access the floors. If secured, only valid Users may access the floors.
e.g. If Floors are normally programmed for "free access" during the day, it may be necessary to Secure the floors to restrict access during a VIP visit.
OR
If access is required outside normal working hours for staff to complete an urgent project, it may be necessary to Access the Floors.

```
Lift
Car ? 01
```

The display will allow you to enter the number of the Lift Car to control.

? ??? ? ??? OK

Use the <DIGIT> keys to enter the two digit Lift Car number then <OK>. (Press <END> to abort)
A Lift Car number of "00" will include all Lifts.

```
Floor
to do ? 00
```

The display will allow you to enter the number of the Floor to control. (V3 or later only)

? ??? ? ??? OK

Use the <DIGIT> keys to enter the two digit Floor number then <OK>. (Press <END> to abort)
A Lift Car number of "00" will include all Floors.

```
(A)ccess or
(S)ecure ?
```

The display will allow you to select the "Access (Free) Floor" or "Secure Floor" operation.

1 ABC 7 STU

Press the <1> (A) key to Access (Free) the Floor.
Press the <7> (S) key to Secure the Floor.

```
Operation
Done
```

The display will briefly show the "Operation Done" message to indicate that the operation was successful and then return to the main menu.

END

Press the <END> key to exit to the normal display or select another Menu option.

ADJUST EVENT COUNT

MENU 9 YZ 6 PQR

Adjust Event Count allows a User with the appropriate authority to reset an Event Counter (to 0) or to set the count value to the required number. (V3 or later only)

```
.Counter 001
SetCnt: 00000000
```

The display will show the first Counter and the current count value.

Use the <UP> and <DOWN> arrow keys to select the Counter to reset or adjust.

^ v

```
Camera 2 Film
SetCnt: 00000000
```

? ??? , > or OFF then OK

Use the <DIGIT> keys and <RIGHT> Arrow key (if necessary) to enter in the count value then press <OK>.
The <OFF> key can be used to clear the field. (Reset to 0)

END

Press the <END> key to exit to the normal display or select another Menu option.

ADJUST AREA USER COUNT

MENU 9 YZ 7 STU

Adjust Area User Count allows a User with the appropriate authority to reset an Area User Counter (to 0) or to set the count value to the required number.
(V5 or later only)

```
A001 Number of
Users: 00000
```

The display will show the first Area User Counter and the current count value.

∧ ∨

Use the <UP> and <DOWN> arrow keys to select the Area User Counter to reset or adjust.

```
A002 Number of
Users: 00000
```

? ??? , > or OFF then OK

Use the <DIGIT> keys and <RIGHT> Arrow key (if necessary) to enter in the count value then press <OK>.
The <OFF> key can be used to clear the field. (Reset to 0)

END

Press the <END> key to exit to the normal display or select another Menu option.

ANTI-PASSBACK AMNESTY (ADJUST USER LOCATION)

MENU 9 YZ 8 VWX

Systems utilizing Anti-passback processing may require a facility to allow a User, with the appropriate authority, to provide amnesty to one or more Users who are in violation of the Anti-passback rules.
The Amnesty menu allows an individual User's location to be changed to reflect the Area that they are currently in, or to be reset to "None". Either of these options will re-enable their Door access permissions. (V5.27 or later only)

Select the User. The following screens can be used to select the User for Amnesty. The <ON> key is used to toggle between the two different screens.

```
User for
Amnesty: U00001
```

^ v or ? ??? ? ??? OK

This screen allows the User to be selected by scrolling through the numbers using the <UP> and <DOWN> arrow keys or by simply entering the User number (if known) using the <DIGIT> keys.

The <RIGHT> Arrow key may be used to advance the cursor. The <OFF> key may be used to clear the user number before you begin.

```
Find User Name ^
Felix
```

? ??? ? ??? ...

v v ...

OK

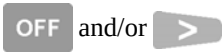
This screen allows the User to be selected by name.

To search for a particular User alphabetically, press the <DIGIT> key that represents the first letter of the User's name. (You may have to press the key 2 or 3 times, depending on the letter required and the User names in the system.)

If the User name you want is not displayed because of other names beginning with the same letter, use the <DOWN> Arrow key to locate it.

When the User number or name is selected, press the <OK> key.

Edit the User location. The display will now show the User number on the top line and the name of the Area, that the system believes the User is currently in, on the bottom line.



To reset or change the User location, press the <OFF> key to set the User Area to "None". If you know where the User is currently located, you may also use the <RIGHT> arrow key to select that Area by scrolling through the Area names.

To search for a particular Area name alphabetically, press the <DIGIT> key that represents the first letter of the Area name. (You may have to press the key 2 or 3 times, depending on the letter required and the Area names in the system.)

If the Area name you want is not displayed because of other names beginning with the same letter, use the <RIGHT> Arrow key to locate it.

Note: In this screen the <UP> and <DOWN> Arrow keys can be used to scroll through other User numbers.

When the Area is selected, press the <OK> key to save the changes.

Note: Press the <ON> key again if you need to view the User's name.

Wireless Remote Fob Operations.

Some sytems may utilize 4-Button Wireless Remote Fobs to perform Area control, Auxiliary control, and Alarm functions. Any Fobs to be used in the system must first be enrolled by being registered to individual Users. *See "RF Fob Registration", MENU, 2, 7.*

The Fob button functions are then defined in User programming. For ease of operation, Fob functions will normally be programmed to be similar for all Fob Users in the same system. However, as the system allows the function of each button to be individually programmed for each User, the system also offers the flexibility for different Fob functions to be defined for different Users. *See "User Programming", MENU, 2, 1.*

In consultation with your Installer, use the following pages for planning and recording the Fob button operations for your system.

Fobs can be programmed to perform the following operations:

Single button Arming.	A single button is used to Arm one or more Areas.
Two button Arming.	A "Qualify" button must be pressed, followed by the Arm button within 10 Seconds.
Single button Disarming.	A single button is used to Disarm one or more Areas.
Auxiliary On.	A single button is used to turn an Auxiliary On.
Auxiliary Off.	A single button is used to turn an Auxiliary Off.
Auxiliary Toggle.	A single button is used to change the state of an Auxiliary.
Single button Zone Alarm.	A single button is used to generate a Zone Alarm (e.g. Panic, Duress, Medical Alert, etc).
Two button Zone Alarm.	A "Qualify" button must be pressed, followed by the Zone Alarm button within 10 Seconds.

Fob User feedback options.
The system can provide the following standard Fob feedback options to control Indicator or Warning devices such as Sounders, Lamps, Sirens or Keypad beepers.

Area is turned On (Armed)	Trigger an Auxiliary output for 2 Seconds.
Area is turned Off (Disarmed)	Trigger an Auxiliary output for 5 Seconds.
Area Fails to Arm	Trigger the Siren, and/or another Auxiliary output for approximately 5 Seconds.

WIRELESS RF REMOTE FOB BUTTON FUNCTIONS

Users: .....
.....

Button.	**Function.**
1	.....
2	.....
3	.....
4	.....

Users: .....
.....

Button.	**Function.**
1	.....
2	.....
3	.....
4	.....

Users: .....
.....

Button.	**Function.**
1	.....
2	.....
3	.....
4	.....

Telephone Remote Control.

Some sytems may utilize the "DTMF Control" option to allow the system to be controlled by any telephone able to send DTMF tones. i.e. Any touch tone phone. By dialing the system and using the telephone keypad, pre-defined Areas and Auxiliary outputs can be turned On and/or Off with different 4 digit codes. (Only available V3 or later)

Consult your installer for the "Phone number", "Control Mode" tone and "Control Codes". These may be recorded on the following page, but should be kept secure.

OPERATION

1. Dial the system from the telephone.

2. When the system answers the phone, you have 5 seconds to send the "Control Mode" tone to put the system into DTMF Control mode.
   i.e. Press the single digit on the telephone keypad that represents the"Control Mode" tone. (You do not need to wait for any prompt)

3. Wait for the system to send back the "Start Tone" (3 short beeps).

4. When you hear the "Start Tone" you then have 10 seconds to start entering a 4 digit "Control Code" to perform the required action. Each digit of the Control Code must be entered within 10 seconds of the previous digit.

5. The system will send back an acknowledgement tone to indicate a successful "On" (1 beep) / "Off" (2 beeps) action or "Error" (1 long lower pitch beep). *See the table on the following page for details of Acknowledgement tones.*

6. After the acknowledgement tone, a new Control Code may be entered or enter "0000" to command the system to hang-up.

NOTES:
-If you make an error entering a Control Code, press <*> or <#>, wait for the "Start Tone" and start again.
-An "On" tone is sent back if you attempt to turn On an item that is already On.
-An "Off" tone is sent back if you attempt to turn Off an item that is already Off.
-For Security reasons, the system will hang-up if any of the following occurs:
  -The 10 second digit timer expires while waiting for Control Code digits.
  -A Valid Control Code is not entered after 6 successive tries.
  -A Valid Control Code is not entered within 60 seconds.

DTMF CONTROL DETAILS

System Telephone No: .....

"Control Mode" Tone: .....

Control Codes: Action.

___ ___ ___ ___ .....
___ ___ ___ ___ .....
___ ___ ___ ___ .....
___ ___ ___ ___ .....
___ ___ ___ ___ .....
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___ ___ ___ ___ .....
___ ___ ___ ___ .....

(Depending on Memory size fitted, either 8 or 16 Control Codes will be available)

TONE	DESCRIPTION	WHEN USED
Start (Ready) Tone	3 Short High pitch (1650Hz) beeps	-On entry to DTMF Control mode. -When the <*> or <#> key is pressed.
"ON" Tone	1 Short High pitch (1650Hz) beep	When a Valid Control Code is entered resulting in an "On" type action.
"OFF" Tone	2 Short High pitch (1650Hz) beeps	When a Valid Control Code is entered resulting in an "Off" type action.
Error Tone	1 Long Lower pitch (980Hz) beep.	-When an Invalid Code is entered. -When Control Code action cannot be executed. -When the 10 second digit timer expires. -When the 60 second command timer expires.

GSM Mobile phone Control and Alarm messages.

An optional GSM modem can be installed with your system and programmed to allow communications via the GSM Digital Mobile network. (Only available V3.5 or later) The GSM modem may be used to provide the primary or backup alarm reporting to a Central Monitoring Station.

The GSM Short Message Service (SMS) can also be used to:

1) Send simple text commands from a GSM Mobile Phone to receive back system status information or to control the system and receive back a text confirmation.
2) Send specified types of alarm text messages to a nominated GSM Mobile Phone.

The following features are available in V4.5 or later only

3) Send specified types of alarm text messages to a nominated GSM Mobile Phone with a requirement for the Mobile Phone User to acknowledge the message.
4) Broadcast specified types of alarm text messages to all GSM Mobile Phones in a predefined list.
5) Send specified types of alarm text messages to a predefined list of GSM Mobile Phones in turn, until one of the Mobile Phone Users acknowledges the message.

Before you can use this feature:

1. Inform the installer of:
   -The GSM Mobile phone network to be used.
   -The phone numbers of the Mobile phones that are to send/receive the messages.
   -Which type/s of alarm messages you would like to be sent to the Mobile phones. e.g. All alarms, Area On/Off messages, Plant monitoring Alarms, etc.
   (The installer will need to program the system to enable the function and define the Area/s that will be reported and the type/s of messages to be reported)
2. Check that Short Message Service is enabled on your GSM Mobile Service.
3. Program the "Message Centre Number" into the Mobile phones.

IMPORTANT NOTES:

1) V3.50 to V4.0x. Alarm text messages can only be sent to one Mobile phone.
   V4.50 or later. Up to 32 Mobile phones can receive Alarm text messages depending on the Memory Size installed in your system, and other Communications functions that are being utilized.

2) If the SMS Alarm needs to be Acknowledged and is being sent to a list of Telephone numbers, once the Alarm is acknowledged, the message will not be sent to any more Telephone numbers in the list.

SMS Alarm Text messages.

Receiving the messages:

The System will send the specified messages to the nominated GSM Mobile phone with a validity period of 168 hours (1 week). i.e. The message will be discarded by the network if not received by the nominated Mobile phone within 168 hours. (Note: Validity time was 5 minutes in GSM Modem firmware V1.04 or earlier shipped in June/July 2000. The firmware in these earlier units can be upgraded to V1.05 or later to provide 168 hours Validity time)

When received by the Mobile Phone, a message can then be read on the Mobile phone display.
Message text sent via the GSM Modem is almost identical to the text shown in the "Review" menu. (*<MENU>, 1, 1. See page 28*)
e.g.
Jun12 22:43:50.1 Xmit Alarm on Smoke Detector (B02:Z11) in Office 01AA

Jun13 07:28:20.7 Xmit Office Off by Tony Li 01AB

Jun15 15:54:31.6 Xmit Alarm on Temp Sensor (M05:Z04) in Coolstore 01AC

SMS Alarm ID:

Note the four character ID string that is added to the end of the Review text.
This is used to identify the SMS Alarm Text message.

1st two characters:	Which Mobile Phone in the list the message has been sent to. -Provided for the Mobile Phone User's information only.
2nd two characters:	The SMS Alarm Text Message ID. -Provided for SMS Alarm Text Acknowledgement if required. *See "Acknowledging the Messages" on the following page.*

e.g. 01AA = 1st phone number tried for Alarm ID "AA".
03AF = 3rd phone number tried for Alarm ID "AF"

Acknowledging SMS Alarm messages:

IMPORTANT NOTES:

1) Only required if SMS Alarm Text Message Acknowledgement has been enabled for your system. *If unsure, check with the Installer.*
2) Open/Close messages also have an SMS Alarm ID, but do not need to be acknowledged.

The 4 character ID string attached to the end of every SMS Alarm message allows up to 576 unique Alarm IDs before wrap-around occurs.
See "SMS Alarm ID" on the previous page.

To acknowledge an Alarm, the Mobile phone user simply replies to the message sender with the letter "**K**", followed by the 2 character Alarm ID.

e.g. To acknowledge Alarm ID "**AA**". Send **KAA**.
(No PIN number is required. The senders phone number is checked)

If there are multiple alarm messages to be acknowledged, the additional Alarm IDs can be added to this reply.
e.g. To acknowledge Alarm IDs "**AF**", "**AG**" and "**AH**". Send **KAFAGAH**

Up to 8 Alarms can be outstanding (waiting for acknowledgement) at any one time and each Alarm has its own Acknowledge timer.
Consult with the Installer to determine the acknowledge time to be programmed for your system.
Subsequent Alarms (relevant "Xmit"review entries) are buffered and sent as soon as an Acknowledge timer is free.

To Clear pending SMS Alarm Messages:

The "**R**" command can be sent to clear any pending SMS Alarms that have not begun to be sent.
See "System Control via Short Message Service (SMS)" on the following pages.

System Control via Short Message Service (SMS)

The following information must be provided to the installer to enable the feature to operate as required:

1. The type/s of commands that will be allowed via the GSM Short Message Service. e.g. Area control / Home Auxiliary Control / Zone Isolate & Restore / List Status.
2. For security reasons it is recommended that a PIN code is entered before the command text. Inform the installer whether you require this feature or not. (If you do not wish to use a PIN code, step 3 MUST be used)
3. Control can be limited to just one or two Mobile phones. If this is desired provide the installer with the phone number/s of the nominated Mobile phone/s.

Before you can use this feature:

1. Check that Short Message Service is enabled on your GSM Mobile Service.
2. Check that the "Message Centre Number" is programmed in your Mobile phone.
3. Check that your Mobile phone is programmed to send messages as "Text".
4. For ease of use you may enter the system's GSM Modem phone number as a pre-programmed number in your Mobile phone.

Send an SMS command:
(Actual procedure for sending SMS messages may differ depending on make and model of Mobile phone. *See your Mobile phone's User Manual for details*)

1. Using your GSM Mobile phone, enter the Text command that you wish to perform according to the tables opposite and select "Send".
   If a PIN code is required, enter the PIN code immediately before the text command. *See examples in the tables opposite.*
2. Enter or Select the system's mobile phone number and send the message.
3. Wait for the system to send back the text message or confirmation.
   See page 82 for examples of confirmation and information messages.

NOTES:
1. Any PIN code used for SMS commands MUST be a PIN code programmed for a User between User 00001 and User 00032 and any Areas or Home Auxiliaries to be controlled must be allowed in that User's "User Type".
2. Most GSM Mobile phone manufacturers also produce Data Suite software that interfaces a PC to a GSM Mobile phone and provides the ability to send and receive messages via the Short Message Service from a PC.

SMS TEXT COMMANDS. COMMAND SEQUENCE AND OPTIONS:

General commands	
HELP	Return an SMS message listing the available commands.
Reset SMS pointer	Cancel any pending alarms that are queued to be sent via SMS and reset the SMS 5 minute timer used to pace SMS messages.
e.g. HE No PIN required. <PIN>R Reset pointer and timer.	

Control commands				
Item	**Number (ID)**	**Action**	**Time (Optional)**	
Area	**xxx** 1 to 3 digits	**ON**	n/a	n/a
Home Auxiliary		OF**F** **L**IST	**xxx** 1 to 255	**S**econds **M**inutes
e.g. <PIN>A12N Area 12 ON. <PIN>H3F Home Auxiliary 3 OFF. <PIN>H27N120M Home Auxiliary 27 ON for 120 Minutes. <PIN>H5N15S Home Auxiliary 5 ON for 15 Seconds. <PIN>A21L List the Name & Current state of 5 Areas beginning at Area 21. <PIN>H1L List the Name & Current state of 5 Home Auxiliaries beginning at Home Auxiliary 1.				
Item	**Number (ID)**	**Action**		
Zone	**TxxZyy** T = Module Type xx = Module No. yy = Zone Number	**I**solate **R**estore	n/a	
e.g. <PIN>ZB04Z15I Isolate Zone 15 on Big Expander number 4. <PIN>ZM02Z05R Restore Zone 5 on Mini Expander number 2.				

HINT: If you don't know the Number of the Area or Home Auxiliary you wish to control, remember you can use the ""List"" command to view the Names.

SMS CONFIRMATION & INFORMATION MESSAGES:

Confirmation and Information messages	
Area Control	<area name> is now <on/off> OR <area name> <error message>. e.g. Office is now On.
Home Auxiliary Control	<home aux name> turned <on/off> for <xxx> sec/min. e.g. Irrigation turned On for 120 min.
Area/Home Aux List	<001> Reception Off <002> Office Off <003> Storeroom On <004> Production Area Off <005> Duress On
Zone Isolate Restore	 <input name> isolated e.g. Roller shutter Contact isolated <input name> restored e.g. Roller shutter Contact restored
HELP	AxxN AxxF AxxL HxxN HxxF AxxL HxxNtts HxxNttm ZtxxZxxI ZtxxZxxR R

Weatherproof Terminal Operations.

INTRODUCTION

The Weatherproof Terminal is supported in V5.6 or later and can currently provide the following operations:

1. Access control on a single Door including the “auto area off” and “Request to Exit” and “Request to Enter” button options.
2. Arm/Disarm control of a single “Associated Area” assigned to the Weatherproof Terminal, or of the User’s “Extra Area”.

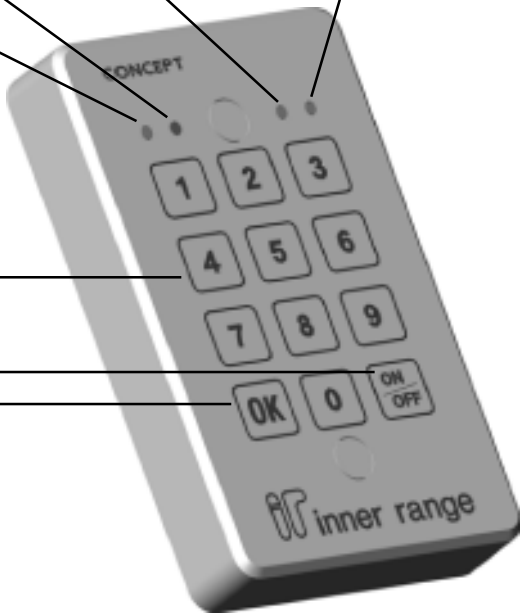
The Weatherproof Terminal features a CODE lamp (green), an ARMED lamp (red), two general purpose lamps (yellow), numeric keys 0 to 9, an OK key and an ON/OFF key. Beeper feedback is provided for each key press.

Consult your Installer for details of which operations are enabled for your Weatherproof Terminal, and which Area and/or Door will be controlled.

Lamps.

Function:	**CODE**	**ARMED**	_ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _
Color:	Green	Red	Yellow	Yellow

The functions of the Yellow lamps (if used) may be noted in the spaces provided above.



Numeric keys

ON / OFF key

OK key

OPERATION

Logging On.
All operations begin with entering your PIN code, followed by the <OK> key.

If the PIN code is valid at this time, the CODE lamp will turn on and the User is considered "logged on".
If the PIN code is not accepted, the CODE lamp will flash a number of times to give a general indication of the reason for rejection. *See "Error indication" below.*

If an error is made while entering a PIN code, press the <ON/OFF> key and begin entering the PIN code again. If 3 unsuccessful logon attempts are made in succession, the keypad will be locked out for 60 seconds and the CODE lamp will flash continuously during the lockout time.

Whilst the CODE lamp is on, the ARMED lamp will display the on/off state of the nominated Area. (ARMED lamp on means Area on)

Area and/or Door control.
Whilst logged on:
- The <OK> key will attempt a Door access operation then logoff the User.
- The <ON/OFF> key will attempt to toggle the status of the nominated Area. If successful, the ARMED lamp will change state, and the User remains logged on.
- If the <0> key is pressed, or no key is pressed for 5 seconds, the User is automatically logged off, and the CODE and ARMED lamps will turn off.

Error Indication.
If a Door access or Area toggle operation is not successful, the CODE lamp or ARMED lamp will flash a number of times to give a general indication of the reason for rejection. The Review log [MENU, 1, 1] can be viewed to see details of the specific reason for rejection.

Flash	**Reasons**
5	Area On denied - Unsealed Zones, Missing Module or No Associated Area.
4	No Door Programmed / No Access Group Assigned / Door not in Door List / Terminal illegal / Terminal already in use / Terminal not present
3	Card Cancelled / Area Armed / Wrong Card Issue number / Not Site Code User / Card Format Mismatch / No Card Found / User number too big / Site Code not found / Card not found
2	TimeZone violation / Card Expired / Anti-passback violation / Need PIN / Wrong PIN / No Terminal for PINs / No Door List / Time-out for 2nd User.

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NOTES

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