

MANAGER'S INSTRUCTIONS

The Ultimate is a highly sophisticated Intruder alarm control system, designed to suit a wide variety of applications in domestic, commercial and industrial installations.

These instructions provide the information and reference data required by the System Manager.

MANAGERS RESPONSIBILITIES

The System Manager should be a person nominated to oversee the general management and operation of the system. The Managers responsibilities would normally include:

1. The briefing of all system users including practical demonstrations of how to Set and Unset the system.
2. The addition or changing of user codes as and where necessary including new members of staff, etc.
3. Close liaison with the alarm company in cases of false activations, major movements of stock or large objects, etc.
4. To ensure that the system is regularly maintained and tested by the alarm company.

DAY MODE

The Day Mode is generally the Unset condition of the system, typically when the premises are open or in use. There are exceptions however, for example High Security points which are not automatically Unset as the system is Unset. Similarly PA, Fire, Signal points and Tamperers are active at all times whether the system is Set or Unset.

Day Mode is indicated on the keypad by the green Day indicator. Where a user with Cleaner authority Unsets the system the Day indicator will flash 1 second on, 1 second off to warn other system users that the premises are only part Unset.

MENUS

The Ultimate system contains 8 user type menus. Access to these menus is directly governed by the authority of the users code. For example –

A user with 'Cleaner' authority is only allowed access to menu 1 to Set the system.

A user with 'Normal' authority may access menus 1, 2 and 3, thus allowing the facilities to Set the system in menu 1, change their code in menu 2 and test the bells and sounders in menu 3.

A user with 'Manager' authority may access all menus 1 to 8 which include the facilities to add or change codes, read the event log and set the time and date.

The list below shows the menus available to each code authority.

CLEANER	code allows access to menu 1
HOLIDAY	code allows access to menus 1-3
NORMAL	code allows access to menus 1-3
HI SECURITY	code allows access to menus 1-4
MANAGER	code allows access to menus 1-8

CODES

The Ultimate can have up to 16 user codes, each 1-8 digits long. In addition to menu access the codes below have specific functions.

Cleaner

If a cleaner routine has been set-up by the alarm company, any cleaner code will allow the system to become part Unset, allowing restricted access to the premises for cleaning or maintenance.

Notes

1. If a cleaner code is used to Set the system from Day, menu 1 will offer the choice of Full or Program Set.
2. If the system is Set from Cleaner Unset, the Set condition prior to Cleaner Access will resume.
3. If an alarm condition is activated during Cleaner Unset (by deviating into the protected area) the system can only be Unset/Reset by another user.

Holiday

This type of code would be set-up by the System Manager to allow the system to be operated during staff absence, holiday, etc.

The code is then automatically deleted by the action of Unsetting the System with any other code on the return of the normal users.

Hi-Security

This code is the same as a Normal user except that it allows access into the High-Security menu (4) to operate the RKP lock and switch Hi Security points on or off.

Duress

For use where there is a risk of attack or pressure to Set/Unset the system, a Duress code will allow apparent normal system operation via menus but operate a silent PA condition as the code is keyed in and the ENTER key is pressed.

A Duress code is set up by adding a code to the system with the appropriate authority and then selecting it to operate as Duress (see menu 5).

For ease of operation, it is advisable for the Duress code to closely resemble the users standard code.

SHUNT GROUPS

Where a system is Set but access is required to a warehouse, garage or loading bay a shunt switch or shunt keypad may be used to temporarily 'Shunt Off' a selected group of sensors or doors.

The keyswitch would be operated before entry into the building and then operated again on exit to restore the group of sensors and allow full protection to resume.

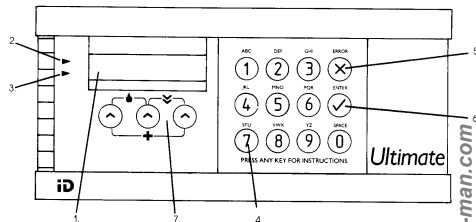
An intelligent method of restoring means that if the keyswitch is operated whilst any of the sensors are in fault condition (alarm condition) the sensors will produce a 'Warning' tone. Once the faults have been cleared the group of sensors may be restored in the normal way.

CONTENTS

MANAGERS RESPONSIBILITIES	Front Cover
DAY MODE	Front Cover
MENUS	Front Cover
CODES	Front Cover
SHUNT GROUPS	Front Cover
GENERAL SYSTEM OPERATION	1
THE REMOTE KEYPAD	1
ACCESS TO MENUS	1
ALARM ACTIVATIONS	2
MENU 1 – TO SET THE SYSTEM	3
MENU 1 – TO SET A PROGRAM	4
MENU 1 – TO QUICK SET THE SYSTEM	4
MENU 1 – TO OMIT A POINT	5
FAULTS DURING SETTING	6
TO UNSET THE SYSTEM	7
TO RESET AFTER AN ALARM ACTIVATION	7
MENU 2 – TO CHANGE YOUR CODE	8
MENU 2 – CHIME FUNCTION	8
MENU 3 – BELL – STROBE – SOUNDER TEST	9
MENU 3 – TO REVIEW THE LAST ALARM ACTIVATION	9
MENU 4 – RKP LOCK ON-OFF	10
MENU 4 – HIGH SECURITY POINTS ON-OFF	10
MENU 5 – ADD OR CHANGE USER CODES	11
MENU 6 – TO REVIEW THE EVENT LOG	12
MENU 7 – TO WALK TEST THE SYSTEM	13
MENU 7 – TO TEST THE SOUNDER TONES	13
MENU 8 – TO CHANGE THE TIME	14
MENU 8 – TO CHANGE THE DATE	14
GENERAL INFORMATION SCREENS	15-16
ENGINEER DETAILS	17
NOTES	17-18

GENERAL SYSTEM OPERATION

THE REMOTE KEYPAD



1. Display Screen

The display screen shows English language text messages and prompts to assist the system user in the general operation of the system. Many of the messages and descriptions will have been pre-set by the Engineer and are unique to your system, for example the user names and point descriptions (Front Door, Lounge, etc). For convenience, the display shows a time and date screen in both the Day and Set conditions.

2. Day Indicator

The green Day indicator is to show when the system is Unset (off). The indicator goes out as the system becomes Set.

3. Message Indicator

The red message indicator is to attract attention to the keypad and warn system users that there is a message on the screen which requires attention.

4. Alpha-Numeric Keys

These keys are numbered 0-9 and are generally for code entry when using the system. Each key also has a set of letters printed above for entry of text when programming user names.

5. Error Key X

Used as a backspace key when programming text and for going backwards through menus or for exiting from menus and returning to Day mode.

6. Enter Key ✓

Used after keying in a user code to 'ENTER' the code into the system. Also for going forwards through menus, and for accepting prompts or text on the display.

7. Alert Keys

Particularly for use where the system has been connected to a central monitoring station, the Alert keys may be used to call the emergency services. The Fire, Police and Medical symbols are printed adjacent to the keys used to call THAT service.

For example, depress and hold the two left keys to operate a Fire alarm.

Depress and hold the two right keys to operate a Police (PA) alarm.

Depress the two outer keys to operate a Medical alarm.

Once an 'Alert' type alarm condition has been operated it may be silenced by keying in a user code in the normal way. This WILL NOT however cancel the call to the emergency services.

NOTE:

Where the Alert keys are not in general use, they may be switched off by the Engineer to prevent accidental or unauthorised use.

The Alert keys also have a function during Menu operation, where each key will correspond to 'Options' which appear on the bottom line of the display screen, e.g. the 'Set' 'Prog' 'Omit' prompts in menu 1 etc.

ACCESS TO MENUS

Keying in a user code and pressing ENTER will welcome the user into the system and then show the menu 1 main screen.

Depending on the users authority, any menu screen may then be called up as detailed below.

Direct Menus

Call up any menu 1-8 by pressing the appropriate key. Eg press 6 to call up menu 6.

Move backward or forwards

To move backwards through the menus press the ERROR key. To move forwards through the menus press the ENTER key.

To exit from menus

To exit from menus and return to Day, press 0 to cancel the FINISHED? menu then press 'Yes'.

Alternatively from any main menu screen, press 0 then ERROR.

ALARM ACTIVATIONS

The Ultimate System offers a wide range of alarm monitoring facilities, the use of which is dependant on the design of the overall alarm installation.

As a guide, the information below shows the screens which will appear as the alarm is Unset (switched off) together with a brief description of the alarm type.

It should be noted that the top line of text on the display screen is pre-set within the system. The bottom line of text is pre-set by the Engineer to describe that point.

POINT ALARM

POINT ALARM
LOUNGE DOOR

For standard security protection including doors and movement sensors, etc, a point alarm is generated by operating the sensor whilst the system is Set.

There are however exceptions, such as 24-hour points and Hi-Security points, which are operational at all times.

POINT TAMPER

POINT TAMPER
HALL PIR

Every sensor on the system is protected against unauthorised access (cover removal, etc) by a Tamper circuit. The Tamper is operational at all times and if violated will cause a Point Tamper.

FIRE

***** FIRE *****
KITCHEN

A Fire alarm is caused by operating the Fire 'Alert' keys on the remote keypad or by the activation of a smoke or heat detector.

P.A.

AUDIBLE PA
OFFICE

PA buttons or switches may be used to activate a Personal Attack alarm.

Each PA button or switch will have been set up by the Engineer to be audible (as shown) or silent in which case the sounders will not operate, but a signal will be sent to the central monitoring station.

SIGNAL

***** SIGNAL *****
TANK OVERFLOW

Signal type alarms are essentially for environmental type monitoring including water tank overflow, under/over temperature, freezer alarms and frost warning.

***** SIGNAL *****
DOOR BELL

When operated, Signal alarms cause a low volume 'Inform' tone which may be silenced by either code or single keypress (depending on their set-up).

A conventional door bell may also be used through a Signal point. This will not affect the main alarm system but simply operate a door chime tone through the internal sounder(s).

MENU 1

TO SET THE SYSTEM

The instructions below show how to Set the full alarm system. Before setting, check that all sensors are clear (doors closed, etc). If any faults show during the setting sequence refer to the faults section of this booklet.

▷ Saturday 13 Jul
17:50:00

From the Day mode, key in the your code and then press ENTER.

1) SET ALARM
Set Prog Next

After 3 seconds the menu 1 main screen will show. Press the 'Set' key.

SETTING OPTIONS
Omit QSet Abort

Unless required, do not press any key. The setting sequence will begin after 5 seconds.

Setting Alarm On
Exit Time 30s

The exit tone will now start. Leave the protected area by the approved route. The system will Set as the exit tone stops.

To stop the setting sequence press the 'Abort' key at the SETTING OPTIONS screen to return to menu 1. Then press 0 then ERROR to return to Day. Alternatively if the exit tone has begun, key in your code and press ENTER to return to Day.

IMPORTANT NOTE

After leaving the protected area it is absolutely essential that you wait until the exit tone stops, before assuming that the system has Set.

MENU 1

TO SET A PROGRAM

Programs allow the basic configuration of the system to change to suit varying degrees of protection. For example in a domestic situation, the alarm company may set up Night Time, Day Time, Garage Only, Perimeter Only programs. To choose a program follow the details below.

▷ Saturday 13 Jul
17:50:00

From the Day mode, key in the your code and then press ENTER.

1) SET ALARM
Set Prog Next

After 3 seconds the menu 1 main screen will show. Press the 'Prog' key.

1: FULL SYSTEM
This Next

Press the 'Next' key until the required program is showing. Then Press 'This'.

SETTING OPTIONS
Omit QSet Abort

Unless required, do not press any key. The setting sequence will begin after 5 seconds.

Setting Alarm On
Exit Time 30s

The exit tone will now start. Leave the protected area by the approved route. The system will Set as the exit tones stops.

To stop the setting sequence press the 'Abort' key at the SETTING OPTIONS screen to return to menu 1. Then press 0 then ERROR to return to Day. Alternatively if the exit tone has begun, key in your code and press ENTER to return to Day.

IMPORTANT NOTE

After leaving the protected area it is absolutely essential that you wait until the exit tone stops, before assuming that the system has Set.

MENU 1

TO QUICK SET THE SYSTEM

Particularly useful when setting the system but not leaving the building, Quick Set allows the system to Set after a pre-determined time programmed in by the alarm company (usually a few seconds). After keying in your code and pressing ENTER, choose 'Set' or 'Prog' as usual, the SETTING OPTIONS screen will then show.

SETTING OPTIONS
Omit QSet Abort

Press the 'QSet' key.

Setting Alarm On
Exit Time 5s

Leave the protected area by the approved route. The system will Set as the exit tone stops. (If the QSet time has been set to less than 1 second, no tone will be present).

MENU 1

TO OMIT A POINT

The details below show how to Omit a point from the system. After keying in your code and pressing ENTER, choose 'Set' or 'Prog' as usual, the SETTING OPTIONS screen will then show.

SETTING OPTIONS
Omit QSet Abort

Press the 'Omit' key.

▷ 3: LOUNGE DOOR
Omit No Next

Press 'Next' to scroll through the list of points to be omitted pressing 'Omit' or 'No' as required. The Day Indicator shows to verify each point selected.

**** DONE? ****
Yes No

At the end of the list a DONE? screen will appear. Press 'Yes' to exit from the omit routine or 'No' to return to the list.

SETTING OPTIONS
Omit QSet Abort

Unless required, do not press any key. The setting sequence will begin after 5 seconds.

0 Points On Test
1 Omitted

This screen appears momentarily to show the quantity of points on test (by the Engineer) and the points you have just omitted. Check that the quantity of omitted points is correct.

Setting Alarm On
Exit Time 30s

The exit tone will now start. Leave the protected area by the approved route. The system will Set as the exit tone stops.

FAULTS DURING SETTING

Before attempting to Set the system you should carefully check that the building is secure and that all sensors are clear (doors closed etc). If however faults are present after choosing to 'Set' or 'Prog' Set the system, the faults sequence will show as below. Note that the short rapid tone which accompanies the SETTING OPTIONS screen is to distract from the normal exit procedure.

SETTING OPTIONS
Omit QSet Abort

This screen will show for 5 seconds and a short rapid tone will be heard.

1 FAULT
Show Abort

This screen shows the quantity of faults which are present.
Press 'Abort' to return to the menu 1 main screen.
Press 'Show' to show the fault(s).

3 : LOUNGE DOOR
Omit Next

If the 'Show' key is pressed, this screen shows the fault.

At this point you should make every attempt to find and rectify the fault.

Press 'Omit' to omit the point and then Set the system.
Press 'Next' to return to the FAULT screen above.

NO FAULTS
Press any key

If the fault is found and rectified this screen will show.
Press any key to continue with the setting sequence.

TO UNSET THE SYSTEM

The system may be Unset during the Set condition, during the entry routine or whilst the system is in alarm condition. The instructions below show the screens which apply to the entry period. (The method of Unsetting is always the same).

Key in your code
then press ENTER

Key in your code and then press ENTER.

▷ Saturday 13 Jul
17:50:00

The entry tone will stop and the system will go to Day.

TO RESET AFTER AN ALARM ACTIVATION

POINT ALARM
LOUNGE DOOR

After unsetting the system, the cause of the alarm activation will be shown.
Key in your code and press ENTER.

▷ Saturday 13 Jul
17:50:00

If clear, the system will go to Day.

MENU 2

TO CHANGE YOUR CODE

2) CHANGE
Code Chime Next

Go to menu 2.
The menu 2 main screen will be showing.
Press the 'Code' key.

Old Entry Code
?

Key in your Old Entry Code
then press ENTER.

New Entry Code
?

Key in your New Entry Code
then press ENTER.

2) CHANGE
Code Chime Next

Shows menu 2 screen again. Either go to the next
menu required or press 0 then ERROR to return to Day.

MENU 2

CHIME FUNCTION

Any Security point may be Set to be on chime, as detailed below. For use in low security situations, sensors (usually doors) on chime will cause a short tone to be produced by the inside sounders as the sensor is operated.

The feature is particularly useful on shop doors to warn of a customer entering the premises, or alternatively on perimeter or bedroom doors in domestic installations.

2) CHANGE
Code Chime Next

Go to menu 2.
The menu 2 main screen will be showing.
Press the 'Chime' key.

▷ 1: FRONT DOOR
Chime Off Next

Press 'Next' to scroll through the list of points to be
Chimed, pressing 'Chime' or 'Off' as required.
The Day Indicator shows to verify each point
selected.

▷ 2: HALL PIR
Chime Off Next

**** DONE? ****
Yes No

At the end of the list a DONE? screen will appear.
Press 'Yes' to exit from the chime routine or 'No' to
return to the list.

2) CHANGE
Code Chime Next

Shows menu 2 screen again. Either go to the next
menu required or press 0 then ERROR to return to Day.

MENU 3

BELL - STROBE - SOUNDER TEST

3) OPTIONS
Test Review Next

Go to menu 3.
The menu 3 main screen will be showing.
Press the 'Test' key.

Test: ALARM BELL
On Off Next

Press 'On' to test the Bell.
Press 'Off' to stop.
Press 'Next' for the next test.

Test: STROBE
On Off Next

Press 'On' to test the Strobe.
Press 'Off' to stop.
Press 'Next' for the next test.

Test: SOUNDER
On Off Next

Press 'On' to test the Sounder.
Press 'Off' to stop.
Press 'Next' for the next screen.

**** DONE? ****
Yes No

Press 'Yes' to stop the tests.
Press 'No' to return to Bell test.

3) OPTIONS
Test Review Next

Shows menu 3 screen again. Either go to the next
menu required or press 0 then ERROR to return to Day.

MENU 3

TO REVIEW THE LAST ALARM ACTIVATION

3) OPTIONS
Test Review Next

Go to menu 3.
The menu 3 main screen will be showing.
Press the 'Review' key.

POINT ALARM
PATIO DOOR

The screen momentarily shows the last alarm
condition.

3) OPTIONS
Test Review Next

Shows menu 3 screen again. Either go to the next
menu required or press 0 then ERROR to return to Day.

MENU 4

RKP LOCK ON-OFF

This feature allows all remote keypads (except the one in use) to be locked to prevent unauthorised use. Any attempt to use a locked keypad will cause a 'SYSTEM BUSY' message to show on the display.

4) HI - SECURITY
Rkp Points Next

Go to menu 4.
The menu 4 main screen will be showing.
Press the 'Rkp' key.

Keypad Lock : NO
Lock Unlock Done

Press the 'Lock' or 'Unlock' key as required
then press 'Done'.

4) HI - SECURITY
Rkp Points Next

Shows menu 4 screen again. Either go to the next
menu required or press 0 then ERROR to return to Day.

MENU 4

HIGH SECURITY POINTS ON-OFF

Hi-Security points are essentially for protecting safes, stock rooms, secure areas etc, and remain active even after the main system is Unset. Hi-Security points must therefore be turned off (as below) before gaining access to the high security area. It should be noted that these points are automatically re-armed by the action of setting the system, if they have not been manually turned back on.

4) HI - SECURITY
Rkp Points Next

Go to menu 4.
The menu 4 main screen will be showing.
Press the 'Points' key.

Hi - Security : ON
On Off Done

Press the 'On' or 'Off' key as required then press
'Done'

4) HI - SECURITY
Rkp Points Next

Shows menu 4 screen again. Either go to the next
menu required or press 0 then ERROR to return to Day.

MENU 5

ADD OR CHANGE USER CODES

The instructions below, show how to Add a Code. Codes may also be Edited (changed) or Deleted by pressing the 'Change' key and then following the instructions on the screen.

NOTE

- (1) Each user code has a description, usually the users name e.g. Steve. When setting up the name, the alpha numeric keys 0 to 9 are used to enter digits or the letters printed above the key. For example if letter C is required, C appears above the number 1 key, so press 1 until C is showing on the display, then press ENTER.
The 0 key may be used in the same way to provide either 0 or a space or one of the following characters —,.,/.
- (2) User 1 is always a MANAGER Code and cannot be deleted.
- (3) User 2 is always an ENGINEER Code to which the Manager has no access.

5) USER CODES
Add Change Next

Go to menu 5.
The menu 5 main screen will be showing.
Press the 'Add' key.

User Name
? USER 3

Back space the description showing, re-enter
the text as required then press ENTER.

->NORMAL
Next

Press the 'Next' Key until the required authority
is showing then press ENTER.

Duress Code : NO
Yes No

Select 'Yes' or 'No' then press ENTER.

Entry Code
? * * * * *

Key in the required Entry Code then press ENTER

5) USER CODES
Add Change Next

Shows menu 5 screen again. Either go to the next
menu required or press 0 then ERROR to return to Day.

MENU 6**TO REVIEW THE EVENT LOG**

The event log stores the last 999 events which occurred within the system. The details below show how to view any of these events.

```
6)  EVENT LOG
View      Next
```

Go to menu 6.
The menu 6 main screen will be showing.
Press the 'View' key.

```
56: POINT ALARM
View      Fwd      Back
```

The screen shows the event number and type of the last event that occurred.
Press 'Fwd' or 'Back' to go through the event list as required.
Press 'View' to look at the event in more detail.

```
23:05:00 12 Jul
9: PATIO DOOR
```

The screen shows the time and date of the event and in this example the point number and point description.

To directly access an event, key in the event number. A screen will then appear showing 'Event Num?'. Press ENTER to access that event or press 'Day+' or 'Day-' to access the 'New Day' either side of the event.

Press 0 to exit from the event log.

```
6)  EVENT LOG
View      Next
```

Shows menu 6 screen again. Either go to the next menu required or press 0 then ERROR to return to Day.

MENU 7**TO WALK TEST THE SYSTEM**

Walk Test enables all Security points in the system to be tested to ensure correct operation. The details below show how to compile a list of points to be tested. Once Walk Test begins, each sensor, detector, door etc being tested will cause a 'Warning' tone to be produced as it is opened.

```
7) SYSTEM TESTS
Walk Sound Next
```

Go to menu 7.
The menu 7 main screen will be showing.
Press the 'Walk' key.

```
1: FRONT DOOR
Remove Add Next
```

Press 'Next' to scroll through the list of points to be tested, pressing 'Remove' or 'Add' as required. The Day indicator shows to verify each point selected.
At the end of the list a DONE? screen will appear.
Press 'Yes' to start the test.

```
6 POINTS TO TEST
View Last Stop
```

The screen shows a decreasing list of points to be tested.
Press 'View' to show points in the list not yet tested.
Press 'Last' to show the last point tested.
Press 'Stop' to stop and cancel the test.

```
7) SYSTEM TESTS
Walk Sound Next
```

Shows menu 7 screen again. Either go to the next menu required or press 0 then ERROR to return to Day.

MENU 7**TO TEST THE SOUNDER TONES**

The Ultimate system can generate many sounder tones to signify various alarm conditions, entry-exit procedures, faults etc.

The test below may be used to familiarise users of the system with these tones.

```
7) SYSTEM TESTS
Walk Sound Next
```

Go to menu 7.
The menu 7 main screen will be showing.
Press the 'Sound' key.

```
Sound: INTRUDER
On      Off      Next
```

Press 'On' to test the sounder.
Press 'Off' to stop.
Press 'Next' for the next sounder type.
At the end of the sounder type list, a DONE? screen will appear. Press 'Yes' to cancel the test.

```
7) SYSTEM TESTS
Walk Sound Next
```

Shows menu 7 screen again. Either go to the next menu required or press 0 then ERROR to return to Day.

NOTE

'Warning' tones operate in Mains Fail, Telephone Line Fail, Walk Test, Engineer Access etc.
'Inform' tones operate in Signal (Environmental) type alarm conditions.

MENU 8**TO CHANGE THE TIME**

8) SET CLOCK
Time Date Next

Go to menu 8.
The menu 8 main screen will be showing.
Press the 'Time' key.

Time HH:MM
00:30

Key in the required time and press ENTER (The clock will start as the ENTER Key is pressed).

8) SET CLOCK
Time Date Next

Shows menu 8 screen again. Either go to the next menu required or press 0 then ERROR to return to Day.

MENU 8**TO CHANGE THE DATE**

8) SET CLOCK
Time Date Next

Go to menu 8.
The menu 8 main screen will be showing.
Press the 'Date' key.

Date DD-MM-YYYY
01-01-1990

Key in the required Date, Month and Year then press ENTER.

Day: Monday
Next

Press 'Next' until the correct Day is showing then press ENTER.

8) SET CLOCK
Time Date Next

Shows menu 8 screen again. Either go to the next menu required or press 0 then ERROR to return to Day.

GENERAL INFORMATION SCREENS

The keypad display screen provides messages and prompts to inform and advise the system user. The details below show a range of information screens together with a brief explanation.

MAINS FAIL

*** WARNING ***
MAINS FAILED

This screen will show if the mains power supply is disconnected or fails. This will also cause a 'Warning' tone which may be silenced by a user code.

The screen will then be shown for 5 seconds every minute as a reminder. Unsuspected or prolonged mains failure should be reported to the alarm company immediately.

TELEPHONE LINE FAULT

*** WARNING ***
TEL LINE FLT

If the system is connected to a central monitoring station a Telephone Line Fault monitor may have been provided.

If so, and the telephone line fails a 'Warning' tone will be sounded. This may be silenced by a user code, but the screen will continue to be shown for 5 seconds every minute as a reminder.

Continuous Telephone Line faults should be reported to the alarm company immediately.

CLEANER ACCESS

Cleaner Access
permitted

This screen will show momentarily as the system is Unset by a user with Cleaner authority. The green Day indicator will then flash to warn other system users that the system is in Cleaner Access.

ENGINEER ACCESS

** NOT IN USE **
Engineer Access

This screen will be shown by all keypads (except the one in use) whilst the alarm company Engineers are at the premises to service or maintain the system.

ENGINEER RESET

ENGINEER RESET
REQUIRED

In certain circumstances the system may have been set-up to be Engineer Reset only. This means that the alarm is activated, a user may Unset the system, but an Engineer must be called to investigate and reset the system.

Phone Engineer
012 3456

If the Engineer Reset screen shows, press the ENGINEER key once. After a few seconds the Engineers telephone number should show.

SYSTEM BUSY

* SYSTEM BUSY *

This screen will show for one of two reasons. Either the keypad you are attempting to use is locked (code in menu 4, or another keypad elsewhere on this system is in use.

GENERAL INFORMATION SCREENS

REMINDER SCREEN

0 Points On Test
1 Omitted

This screen will be automatically shown for 2 seconds during the setting routine if the Engineer has left points on Soak Test or if the user has just omitted a point(s).

It should be noted that if points are on test or being omitted for long periods of time, the Engineer should be informed.

SETTING THE ALARM

Setting Alarm On
Exit Time 30s

On setting the system the exit tone will start and the 'Setting Alarm On' screen will show. This is to show the user the way in which the system will become Set.

A Timed System will Set as the exit time expires (shown in this example as 30 seconds).

Setting Alarm On
Final Door Set

A Final Door Set System will Set as the main exit door is closed.

Setting Alarm On
Terminate to Set

A Terminate Set System will Set as a terminate button or lock switch (in the door) is operated.

FAULT LOCKOUT

1 FAULT
Show Help

Certain parts of the system will cause a fault lockout screen to show if they remain in an open (fault) state. Press the 'Show' key.

1: POINT TAMPER
Info Next

This screen now shows that 1 fault is present and it is a Point Tamper fault. (The 'Next' key would be used if more than 1 fault was showing).

Press the 'Info' key.

Point 2
HALL PIR

The screen momentarily shows the point number and point description.

1: POINT TAMPER
Info Next

Press the 'Next' key and then answer 'Yes' to the DONE? screen.

If the fault cannot be located, Press the 'Help' key for further advice.

ENGINEER DETAILS

Alarm company name

Address

Telephone number (Day)

(Night)

Date of installation

Your account number

Central Monitoring Station

Telephone number

NOTES