Alarm Control Panels

VERSA

Firmware version 1.03

USER MANUAL

Satel

GDAŃSK

CE

versa_u_en 10/12

⚠ WARNING

To avoid any problems during operation of this control panel, it is recommended that you familiarize yourself with this manual before you start using the equipment.

Making any construction changes or unauthorized repairs is forbidden. This applies, in particular, to modification of assemblies and components. Maintenance and/or repair operations should be performed by authorized personnel (i.e. the installer or factory service).

The control panel should only be connected to the **analog subscriber lines**. Connecting its telephone circuit to a digital network (e.g. ISDN) may cause damage to the equipment. In case of changing the analog line to the digital one, it is necessary to contact the alarm system installer.

Pay special attention if the telephone line used by the control panel is frequently busy and/or failures are reported, concerning the line and/or monitoring. Report such situations to the alarm system installer immediately.

To ensure adequate protection, the alarm security system must be in good working order, therefore SATEL recommends that it be regularly tested.

The alarm security system cannot prevent burglary, assault or fire from happening, but it guarantees that in case of emergency measures will be taken to reduce the possible damage (the alarm will be signaled optically and acoustically, appropriate services will be notified, etc.), which may deter the potential burglars.

CAUTION!

The security alarm system is fitted with a battery. Do not throw the used-up battery away, but recycle it as required by the existing regulations (European Directives 91/157/EEC and 93/86/EEC93/86/EEC).

The declaration of conformity may be consulted at www.satel.eu/ce

Changes made to the firmware version 1.03

User functions	Diagnostic functions allow you to obtain information on the status of 433 MHz detectors supported by VERSA-MCU controller.

CONTENTS

1. Introduction

We are happy you have chosen a product offered by SATEL and hope you will be satisfied with your choice. Please be assured that we are always ready to provide you with professional assistance and information on our products.

The SATEL Company is manufacturer of a broad range of devices dedicated for use in security alarm systems. Further information is available on our website **www.satel.eu** or at the points of sale offering our products.

2. Technical Performance of Security Alarm System

The alarm system is built of technical devices, the performance of which has crucial effect on the effectiveness of the facility protection. Components of the alarm system may be exposed to various external factors, such as weather conditions (e.g. outdoor sirens and, during a storm, also other devices, as a result of atmospheric discharge which may cause harm to electrical and telephone installations) or mechanical damage. Only a routine check of the system operation makes it possible to maintain a high level of burglary protection.

The control panel is provided with a number of safeguards and automatic diagnostic features to test the system performance. Detection of irregularities is signaled by the [TROUBLE] LED on the keypad. **Respond to such a situation immediately and, if necessary, consult the installer**.

Functional test of the alarm system must be carried out on a regular basis. Check that the control panel responds to violation of particular detectors, that fields of view of those detectors are not obstructed, that there is reaction to opening the protected doors, and that signaling devices and telephone messaging are functioning properly.

The installer will specify in detail how the system is to be checked. It is recommended that the installer carry out periodic maintenance of the alarm system at the user's request.

It is in the user's interest to foresee and prearrange the procedures to be followed when the control panels starts signaling an alarm. It is important to know how to verify the alarm and identify its source on the basis of keypad information, and take appropriate measures, e.g., to organize evacuation.

3. Alarm System Operating Costs

The main task of the control panel is signaling and efficient notification about alarm situations and, in the case of the reporting function, providing the monitoring station with real-time information about the protected facility status. Execution of these functions, based on the use of telephone line, entails some financial costs. Generally, the level of costs incurred by the alarm system owner depends on the amount of information the control panel must transfer to the monitoring station. A failure of the telephone links, as well as incorrect programming of the control panel, may substantially increase these costs. Such a situation usually results from an excessive number of connections made.

The installer can adjust functioning of the alarm system to the specific conditions and the type of protected premises, however it is the user who should decide if his or her priority will be to transfer information at any price, or, if some technical problems occur, the control panel will be allowed to skip some events, the reception of which has not been acknowledged by the monitoring station.

4. Glossary

Alarm – reaction of the alarm system to detection by the detectors of an intruder in the protected area, or to another event within the protected area (e.g. glass pane break, gas detection, etc.). The alarm can be signaled in keypads, proximity card arm/disarm device, or by sirens (during a defined time or until cleared). Additionally, information on the alarm can be sent to the monitoring station or the user.

Alarm zone – the zone whose violation can result in the alarm being triggered.

Armed mode – the status of alarm system in which zone violation will trigger the alarm.

Code – a sequence of digits that allows the user to operate the alarm system by using keypad.

Day armed mode – the status in which only some zones in the partition are armed, as selected by the installer. The installer should indicate the zones to be armed when a user stays in the protected area, but there is no risk of the zones being violated by the user during the daytime. If no such zones are indicated by the installer, the user will not be able to arm the partition in this mode.

Detector – the basic component of alarm system, which analyzes the environment and, if a situation recognized as a threat occurs, transmits appropriate information to the control panel (e.g. motion detectors on registering motion, magnetic contacts on opening the door/window, glass-break detectors on breaking glass pane, gas detectors on sensing gas, etc.).

Entry delay – time counted from the moment of entry into the protected area, which makes it possible to disarm the partition before the alarm is triggered.

Entry route – the route which the user must have to follow after entry into the protected area before being able to disarm the system. It is usually the same as the exit route.

Exit delay – time counted from the moment of starting the arming procedure in the partition, which makes it possible to leave the protected area before the alarm is triggered.

Exit route – the route which the user must have to take after arming before he leaves the protected area. It is usually the same as the entry route.

Fire alarm – alarm triggered by fire detectors, or from the keypad, in the event of fire.

Full armed mode – the status in which all zones belonging to the partition are armed.

Installer – the person who has installed and programmed the alarm system.

Medical (auxiliary) alarm – alarm triggered by means of a button, or from the keypad, if it is necessary to call the medical assistance.

Night armed mode – the status in which only some zones in the partition are armed, as selected by the installer. The installer should indicate the zones to be armed when a user stays in the protected area, but there is no risk of the zones being violated by the user at night. If no such zones are indicated by the installer, the user will not be able to arm the partition in this mode.

Panic alarm – alarm triggered by means of the panic button, or from the keypad, in case of a hold-up.

Partition – a part of the protected area, composed of a number of zones. The division into partitions makes it possible to limit the access to part of the premises to some selected users, and to arm/disarm the system only in part of the protected area.

Passive transponder – a wireless device which has no power supply of its own, but, under the action of magnetic field, it can emit a signal that enables the device to be identified. It can have the form of proximity card, proximity tag, etc.

Protected area – the area supervised by detectors being part of the alarm system.

Proximity card – a passive transponder that allows the user to operate the alarm system by means of a proximity card reader (INT-CR and INT-IT proximity card arm/disarm devices are provided with the reader).

Reporting – reporting events that occurred in the alarm system to the monitoring station. The information about occurrence of an event can be transmitted via telephone line, Ethernet network, etc. The companies offering the alarm system monitoring service undertake to intervene if specific events occur (e.g. alarms, troubles, etc.).

Service code – a code that allows access to the service mode, as well as some functions in the user menu.

Service technician – the person whose function is to control operability of the installed alarm system and its components, as well as to eliminate possible problems. These duties can be fulfilled by the installer or a person assigned by him.

Siren/beacon – a device providing information about alarms or other events in the alarm system by means of acoustic or optical signaling.

Tamper alarm – reaction of the alarm system to opening the housing of a device which is part of the alarm system, tearing off the device from the wall, cutting through the alarm system cables, etc. Actions taken by the alarm system may be similar as in the event of alarm, however, if the tamper alarm occurs, it is advisable to call in the installer so that he can make a checkup.

User – a person which can operate the alarm system, using a code, proximity card or remote control keyfob.

Warning alarm – in some situations, when the alarm criteria are met, the alarm system does not take up immediately all the actions provided for in the event of alarm. These actions are postponed, reaction of the system being limited to signaling warning alarm in keypads, proximity card arm/disarm devices or on indoor sirens/beacons. Thus the user who made a mistake when entering the protected area (failed to disarm the system before the entry delay expires), or moving around the area when the day or night armed mode is activated (violated the armed zone), has some extra time to disarm the system. Contact your installer to obtain detailed information on the situations when the alarm will be preceded by warning alarm.

Zone – **1.** a separated portion of the protected area that can supervised by a detector or detectors. **2.** the terminals on control panel/expander electronics board to which you can connect a detector or another device whose state is to be supervised (panic button, siren tamper contact, power supply output indicating loss of 230 V AC supply, etc.).

Zone bypassing (inhibiting / isolating) – procedure preventing the alarm from being triggered by the selected zone when it is in the armed mode. Violations of the zone will be ignored by the control panel.

Zone violation – a change of the zone status to another, different from that defined for the normal state (e.g. as a result of motion being sensed by the motion detector, gas being sensed by the gas detector, etc.).

5. Control Panel Compliance with EN 50131 Standard Requirements for Grade 2

If the installer has configured the control panel in compliance with the EN 50131 standard requirements for Grade 2:

1. The user codes should be composed of at least 5 characters.
2. The amount of information provided in the keypads by means of LEDs, display and sound signaling is limited.
3. Quick arming is not available.

4. Arming may be impossible, if one of the situations provided for in the standard occurs (zone violation, trouble).

Impact of the standard requirements on the control panel operation is described in detail below.

The consequence of the control panel being configured in accordance with requirements of the standard is lowering the comfort of the control panel operation and unavailability of some useful user functions, however the first and foremost intention of the standard is to impede burglary.

6. Operating the Alarm System with Keypad

The control panel can interact with:

VERSA-LCD – LCD keypad;

VERSA-LCDM – LCD keypad;

VERSA-LED – LED keypad.

The keypads are available in a variety of color options for the display and key backlight. The color variant is indicated by the additional designation in the keypad name (e.g. VERSA-LCD-GR – green display and keys backlight; VERSA-LCDM-WH – white display and keys backlight).

The LCD keypad provides information by means of LCD display and LEDs, while the LED keypad by means of LEDs only. With the LED keypad, both operating and programming of the system are subject to various limitations, since some information cannot be conveyed by LEDs. The scope of functions available to the user depends on his/her authority level.

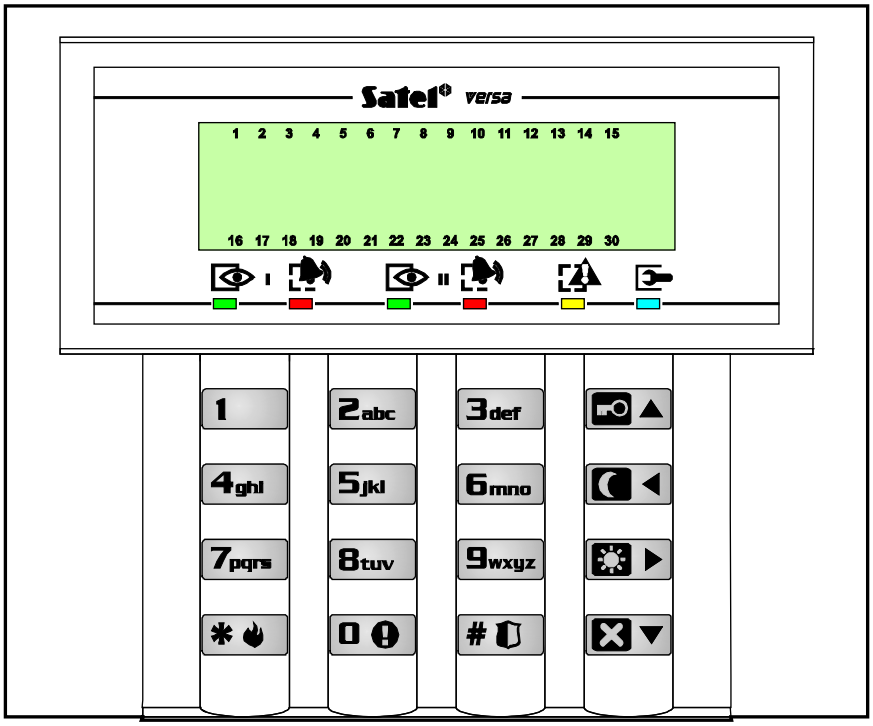


Fig. 1. VERSA-LCD keypad.

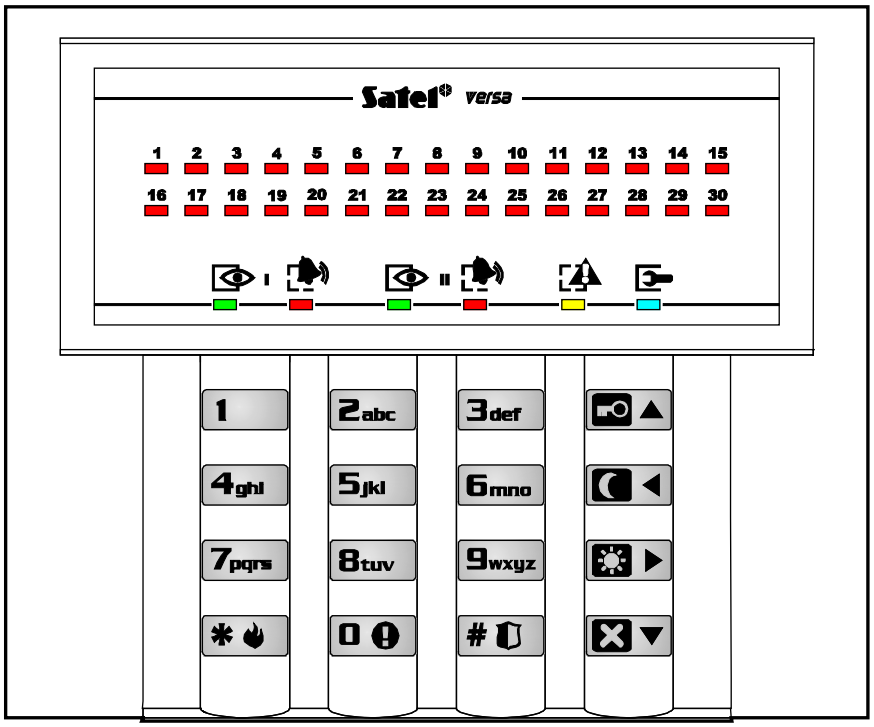


Fig. 2. VERSA-LED keypad.

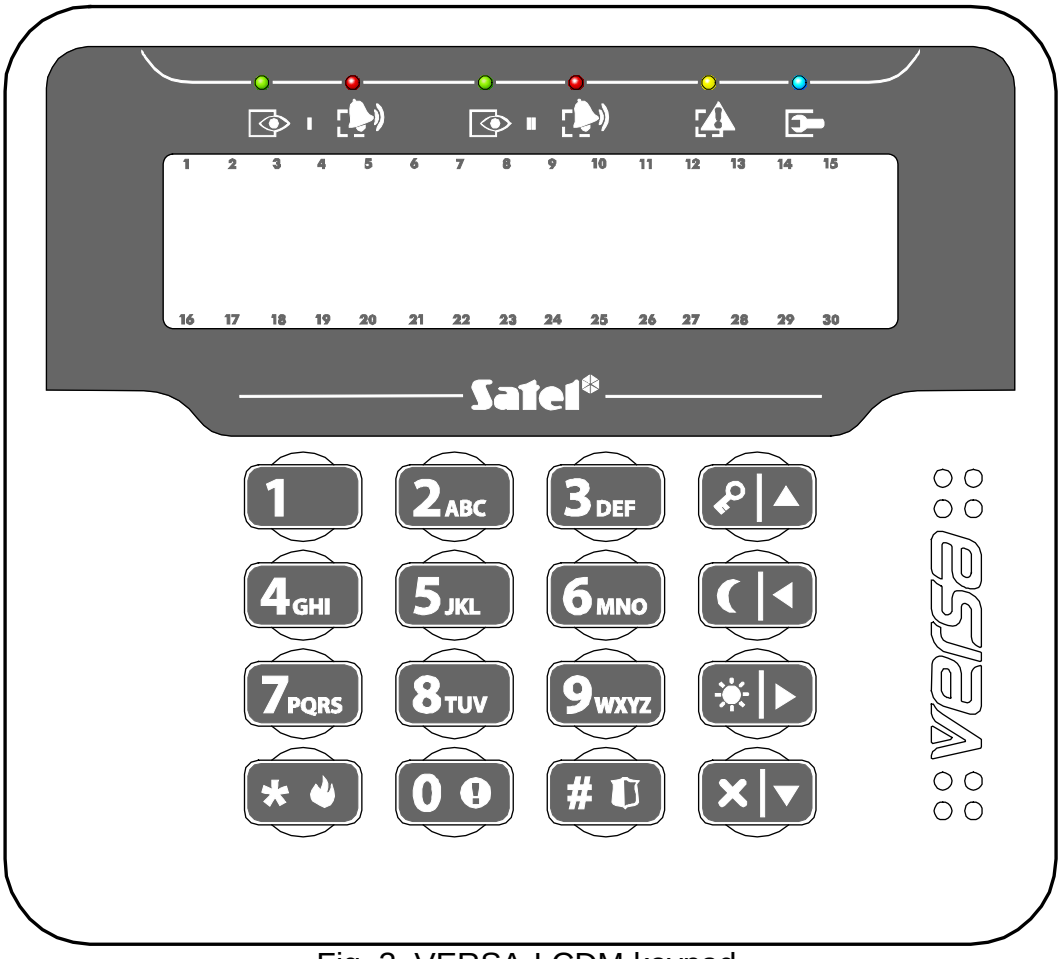


Fig. 3. VERSA-LCDM keypad.

6.1 Display [LCD keypads]

The liquid crystal (2x16 character) display in the LCD keypad facilitates communication between the user and the alarm system. It provides clear information about the system state and presents functions which are available to the user. If required, the display can be back-lighted.

The display can work in normal mode or in zone presentation mode (the modes being toggled by means of the 9wxyz key). When in the normal mode, the date and time (in installer defined format) or the keypad name are presented in the upper line of the display. In the zone presentation mode, symbols are displayed, showing the status of zones available in the system (where the control panel settings do not provide for detector presence at a zone, the status of the zone is not displayed). The numbers around the display correspond to the zone numbers. Described below are all symbols according to their priority (the higher position = the higher priority of the status presented by the given symbol):

b – zone inhibited (not displayed when armed),

b [blinking] – zone isolated (not displayed when armed),

L – long zone violation (not displayed when armed),

N – no zone violations (not displayed when armed),

! – zone that first triggered alarm,

■ – zone tampered (2EOL type zone),

■ – zone violated,

t – tamper memory (2EOL type zone),

a – alarm memory,

· – normal zone status.

Note: *If the global GRADE 2 option is enabled by the installer, switching the display over to the zone status presentation mode (9wxyz key) is impossible.*

Irrespective of the selected mode, the occurrence of specific events may result in the following information being displayed (the higher position = the higher priority of the status presented):

- countdown of auto-arming delay;
- countdown of entry delay;
- countdown of exit delay;
- alarm from zone – the message contains the name of zone which triggered the alarm and remains displayed until the alarm is cleared (in case of alarm from several zones, messages about successive alarms are displayed alternately every 2 seconds – use the ☼▶ or ☾◀ key to scroll them through);
- alarm in partition – the message contains the name of partition where the alarm occurred and remains displayed until the alarm is cleared (if there is alarm in both partitions, messages about the alarm are displayed alternately every 2 seconds in the first and second partition – use the ☼▶ or ☾◀ key to scroll them through);
- there was a tamper and the service must be called in – the message is displayed until trouble memory is cleared by a person using the service code (see: section CHECKING THE TROUBLES AND SYSTEM STATE).

Note: *If the GRADE 2 global option is enabled by the installer, the messages on alarms and tampers are not displayed.*

6.2 LEDs presenting zone status [LED keypads]

Note: *If the GRADE 2 global option is enabled by the installer, the LED keypad LEDs will only present the zone status after the code is entered and confirmed by using the* [*] *key.*

30 numbered LEDs in the LED keypad provide information about the status of system zones. When the user functions are used, the LEDs provide some additional information, depending on the selected function.

Presented graphically below is the way in which information about the zone status is provided by means of LEDs. Each LED lighting scheme covers approx. 2-second period (□ – LED is OFF; ■ – LED is ON). The higher position in the list means the higher priority of the presented status:

□□□□■■■■ – zone inhibited (not displayed when armed),

□□□□■□■■ – zone isolated (not displayed when armed),

■■■■■□□□ – long zone violation (not displayed when armed),

■■□■■□□□ – no zone violations (not displayed when armed),

■□■□■□■□ – zone that first triggered alarm,

□■■■■■■■ – zone tampered (2EOL type zone),

■■■■■■■■ – zone violated,

■□□□□□□□ – tamper memory (2EOL type zone),

■■□□■□□□ – alarm memory,

□□□□□□□□ – normal zone status.

Additionally, the LEDs show countdown of entry delay and exit delay in partitions (the first partition – LEDs 1-15; the second partition – LEDs 16-30). The LEDs which are ON (exit delay) or blinking (entry delay) show how much time has left to the end of countdown. A single LED means 2 seconds. If the countdown time exceeds 30 seconds, the LEDs will only start going off, when the time left is shorter than 30 seconds.

6.3 LEDs presenting partition and system state

Two **green LEDs** (one for each partition). When the LEDs are ON, the partition is armed. The LED is blinking during the exit delay countdown.

Note: *Information about armed mode can be set to disappear after the time defined by the installer has elapsed. To display the information about armed mode again, enter the code and confirm it using the* [*] *key.*

Both LEDs are used during the process of "step-by-step" programming to present the number of current step (see: "STEP BY STEP" PROGRAMMING METHOD).

Two **red LEDs** (one for each partition). When the LEDs are ON or blinking, it means alarm or alarm memory, respectively. Presented graphically below is the way in which the LEDs provide information on alarm/ alarm memory. Each LED lighting scheme covers approx. 2-second period (□ – LED is OFF; ■ – LED is ON). The higher position in the list means the higher priority of the presented status:

■■□■■□□ – fire alarm,

■■■■■■■ – burglary alarm,

■□■□■□■□ – warning alarm,

■■■■■□□□ – tamper alarm,

– fire alarm memory,

– burglary alarm memory,

– warning alarm memory,

– tamper alarm memory.

Both LEDs are used during the process of "step-by-step" programming to present the number of current step (see: "STEP BY STEP" PROGRAMMING METHOD).

Yellow LED. Slow blinking of the LED means trouble or trouble memory. To find out the cause of trouble, start the 7. SYSTEM STATE user function. The LED goes off when in the armed mode.

On entering the user menu and in the service mode, the LED provides the following additional information:

– LED blinking rapidly - navigation through the menu and submenus,

– LED ON - the function has been started.

Blue LED. The LED indicates that the service mode is active in the system. The LED is lit on the keypad in which the service mode is running and the service function menu is available. Blinking LED means that the service mode has been activated by means of another keypad.

Note: *If the GRADE 2 global option is enabled by installer:*

– *the LEDs provide information about alarms only after the code has been entered and confirmed with the * key;*

– *blinking of the LED means that there is a trouble in the system, some zones are bypassed, or that there was an alarm.*

6.4 Keys

12 keys are used for operating and programming the system. Basic uses of the keys when operating the system are described below (when the user functions are applied and during programming, the keys may be used to carry out other tasks).

0 ... 9wxyz - use the keys bearing numbers and letters to:

– enter the code;

– select the partition to be armed (see: ARMING);

– quickly control the outputs (see: QUICK CONTROL OF OUTPUTS).

0 - press and hold down the key for approx. 3 seconds to trigger the medical (auxiliary) alarm.

8tuv - press and hold down the key for approx. 3 seconds to enable/disable chime signal in the keypad (signaling violation of selected zones by 5 short beeps).

9wxyz - press and hold down the key for approx. 3 seconds in the LCD keypad to switch the display from normal mode to zone status presentation mode, and vice versa. The function is not available, if the installer has enabled the GRADE 2 option.

- use the key to:

– start the full arming procedure after entering the code (see: ARMING);

– disarm the system and clear alarm after entering the code (see: DISARMING AND ALARM CLEARING);
– activate output (see: QUICK CONTROL OF OUTPUTS);
– trigger the panic alarm (press and hold down key for approx. 3 seconds).

 - use the key to:
– enter the user menu (after the code is entered);
– cancel started operations;
– deactivate output (see: QUICK CONTROL OF OUTPUTS);
– trigger the fire alarm (press and hold down key for approx. 3 seconds).

 - use the key to start the full arming procedure (see: ARMING).

 - use the key to start the night arming procedure (see: ARMING).

 - use the key to start the day arming procedure (see: ARMING).

 - use the key to:
– disarm the system and clear alarm after entering the code (see: DISARMING AND ALARM CLEARING);
– defer auto-arming (press the key twice during the auto-arming delay countdown);
– quickly check the partition status (press and hold down key for approx. 3 seconds). The function is not available, if the GRADE 2 option has been enabled by the installer.

6.5 Buzzer

6.5.1 Beeps generated when operating

1 short beep – pressing any number key.

3 short beeps – confirmation of:
– starting the arming procedure (which is equivalent to arming if no exit delay has been programmed for the partition),
– disarming and/or alarm clearing;
– selecting the partition which is to be armed or disarmed, or where alarm is to be cleared – in such a case the keypad is waiting for the code to be entered;
– deactivating output (see: QUICK CONTROL OF OUTPUTS);
– disabling the chime signal in keypad with the 8tuv key;
– switching over the LCD keypad display from the normal mode to the zone status presentation mode, and vice versa, by means of the 9wxyz key.

4 short beeps and 1 long beep – confirmation of:
– activating output (see: QUICK CONTROL OF OUTPUTS);
– enabling the chime signal in keypad with the 8tuv key.

1 long beep – some zones are bypassed (LCD keypad only when arming) or denial of arming (some zones in the partition are violated or there is a trouble).

2 long beeps – pressing the  ,  ,  ,  or  key, if not preceded by entering code or selecting a partition, or an invalid code.

3 long beeps – refusal to carry out a command (the user does not have the required authority level or the function is not available).

6.5.2 Beeps generated during programming

1 short beep – pressing any number key.

2 short beeps – entering the user menu, submenu or a function, or going to a next programming step.

3 short beeps – exiting the service function on pressing the [#] key.

4 short beeps and 1 long beep – termination of the user function on pressing the [#] key, or quitting the service mode.

2 long beeps – exiting the function on pressing the [*] key, or an unavailable function.

6.5.3 Events signaled by sounds

5 short beeps – zone violation.

Long beep every 3 seconds, followed by a series of short beeps for 10 seconds and 1 long beep – countdown of exit delay (if the time is shorter than 10 seconds, only the final sequence of short beeps will be generated).

A sequence of 7 beeps of diminishing duration, repeated every few seconds – countdown of auto-arming delay.

2 short beeps every seconds – countdown of entry delay.

2 short beeps every 3 seconds – signaling a new trouble.

Short beep every 0.5 seconds – warning alarm.

Continuous beep – alarm.

Long beep every second – fire alarm.

Notes:

- *Only installer selected events are signaled.*
- *Alarms are signaled during the KEYPAD'S ALARM TIME (programmed by the installer).*
- *If the global GRADE 2 option is enabled by installer, the keypad will not signal by sounds any new troubles and alarms.*

6.6 Codes

The control panel can be operated from the keypad after entering a code (only a few functions can be run without the code). By default, the following codes are pre-programmed in the control panel:

user 30 code: 1111

service code: 12345

The default codes enable individual codes to be assigned to the people who are to use the alarm system (see section USERS p. 22). For security reasons, different people should not share the same code. The control panel supports codes of 4 to 8 characters, but the installer can determine what should be the minimum code length.

Note: *The default codes should be changed as soon as possible (see section CHANGE OWN CODE p. 22).*

6.7 Arming

The user must have the ARMING right.

It is possible to arm both partitions or each partition separately. It is also possible to toggle between the armed modes, i.e. the user does not have to disarm the partition to arm it in another mode. If an alarm is signaled, arming will result in clearing the alarm (but this does not apply to the quick arming feature).

Notes:

- *The day/night arming modes are available if the installer has defined which zones are to be active in this armed mode.*
- *If exit delay is programmed for a partition, you can leave the partition through the exit route without triggering alarm after the partition arming procedure has started. The exception is when the partition is armed without exit delay.*

6.7.1 Arming without partition selection

Enter the code, and then press the key, as required:

[#] or [▲] - to arm in full mode;

[▶] - to arm in day mode;

[◀] - to arm in night mode.

Based on the user data, the control panel will define the partitions which are to be armed. Start of the arming procedure should be signaled by 3 short beeps.

Note: *Depending on the current partition status, pressing the [#] key after the code has been entered may also result in disarming or alarm clearing, hence it is recommended to use the [▲] key for full arming.*

6.7.2 Arming the selected partition

1. Indicate the partition which is to be armed (press one of the keys: [1] - partition 1; [2abc] - partition 2).
2. Select the arming mode (press one of the keys: [▲] - full arming; [▶] - day arming; [◀] - night arming). Backlight of the keys will start blinking, which indicates that the code must be entered.
3. Enter the code.
4. Press the [#] key or press again the key corresponding to the selected arming mode. Start of the arming procedure should be signaled by 3 short beeps.

Note: *The above described method of arming can be used for keypads in which quick arming is not allowed for by the installer, and in some other situations, when the quick arming is not possible.*

6.7.3 Quick arming

If the installer has allowed for the quick arming by means of a selected keypad, the arming is possible without entering any code.

1. Indicate the partition(s) to be armed (press one of the keys: [1] - partition 1; [2abc] - partition 2; [3def] or [0] - both partitions).
2. Select the arming mode (press one of the keys: [▲] - full arming; [▶] - day arming; [◀] - night arming). Start of the arming procedure should be signaled by 3 short beeps.

Notes:

- *The quick arming allows for the armed mode toggling from the night mode to the full mode, and from the day mode to the full mode. In every other case, the procedure described in section ARMING THE SELECTED PARTITION will apply.*
- *The installer can configure the system so that the quick arming can be impossible, if there is a violated zone in the partition, or a trouble has occurred in the system.*

6.7.4 Arming without delay

The arming without delay means that the delayed zones will act as the instant ones (there will be no exit or entry delay). To arm without delay, the key corresponding to the selected arming mode ([▲], [▶] or [◀]) should be pressed and hold for approx. 3 seconds.

6.7.5 Arming under duress

In the event of acting under duress, you can arm the system by one of the aforementioned methods, but you must use a special duress code, instead of the normal user code. Using the DURESS code will trigger a silent alarm, which is signaled in no way whatsoever, but the alarm code will be sent to the monitoring station.

6.7.6 Information about bypassed zones before arming

The installer can program control panel so that in the event of arming by means of the LCD keypad the users having the INSPECTION right can get information about bypassed zones in the partition which is to be armed. The information on bypassed zones will not be displayed in case of the quick arming. The contents of displayed message depends on whether the user has the ZONE INHIBITION right:

"Bypassed zones 1=Arm 4=Bypasses" – the message is displayed when the user has the ZONE INHIBITION right. The user can:

- press the [*] key to cancel the arming;
- press the [1] key to proceed with the arming;
- press the [4 ghi] key to start the INHIBIT user function (see: ZONE INHIBITING).

"Bypassed zones 1=Arm" – the message is displayed when the user does not have the ZONE INHIBITION right. The user can:

- press the [*] key to cancel the arming;
- press the [1] key to proceed with the arming;

6.7.7 Denial of arming and forced arming

The installer can program the control panel so that the keypad can signal with one long beep the denial of arming when:

- in the partition to be armed, at least one zone that must not be violated during arming (the PRIORITY option has been enabled for the zone by the installer) is violated;
- in the partition to be armed, at least one alarm zone is violated beyond the exit route;
- there is trouble in the system.

The user who uses the LCD keypad and has the INSPECTION right will be informed about the cause of the denial of arming – the ⚠ LED will go on and a suitable message will be displayed (the order of message description corresponds to their priority):

"Zone [zone number] violat." – a zone that must not be violated during arming (zone with the PRIORITY option enabled) is violated. If several such zones are violated, the ↓ arrow is flashing on the right side, in the bottom line of the display. The list of violated zones can be scrolled through by means of the [▼] key (down) and the [▲] key (up). The user can:

- press the [*] key to cancel the arming;
- press the [4 ghi] key to inhibit the violated zone (he must have the ZONE INHIBITION right). A message will be displayed, prompting the user to confirm the command to inhibit the zone (pressing the [1] key will inhibit the zone; pressing the [*] key will cancel the zone inhibition).

Note: *If a zone with the PRIORITY option enabled is violated, you must either remove the cause of the zone violation, or to inhibit the zone for the arming to be possible.*

"Violated zones 1=Ok 2=Check" – a warning that an alarm zone is violated in the partition, beyond the exit route. The user can:

- press the [*] key to cancel the arming;
- press the [1] key to force the arming – the arming procedure can be initiated despite the violated zones;
- press the [2 abc] key to check which zone is violated. If, after information on the violated zone is displayed, the ↓ arrow is flashing in the lower line of the display, this means that several zones are violated. You can scroll through the list of violated zones by using the keys [▼] (down) and [▲] (up). If the user has the ZONE INHIBITION right, it is possible to inhibit the violated zone by pressing the [4 ghi] key. A message will be displayed prompting the user to confirm the command to inhibit the zone (press the [1] key to inhibit the zone; press the [*] key to go back to the list of violated zones without inhibiting the zone).

"Troubles 1=Ok 2=Check" – a warning that there is a trouble in the system. The user can:

- press the [*] key to cancel the arming;
- press the [1] key to force the arming – the arming procedure can be initiated despite the trouble;
- press the [2 abc] key to view the trouble log – the 7. SYSTEM STATE user function will start (see: CHECKING TROUBLES AND SYSTEM STATE).

Note: *Information on the forced arming is written into the event log.*

The users who do not have the INSPECTION right and the users using the LED keypad are not informed about the causes of the denial of arming.

6.7.8 Failure of arming procedure

The alarm system can be configured by the installer so that the arming procedure may fail even if it has been started (it does not apply to the quick arming procedure). The arming will fail, if at moment of completion of the exit delay countdown:

- a zone with enabled PRIORITY option or an alarm zone beyond the exit route is violated in the partition,
- there is a trouble in the system.

Note: *In the event of forced arming the control panel will ignore violations and troubles reported before the moment of starting the arming procedure.*

6.8 Disarming and/or alarm clearing

The user must have the DISARMING and ALARM CLEARING rights.

Disarming and alarm clearing are carried out in the same way, the procedures being interconnected. If the partition is armed and an alarm is triggered in it, then disarming will also mean alarm clearing.

Note: *In order to clear the alarm without disarming the partition, arm again the partition in the same mode (see: ARMING).*

6.8.1 Disarming and/or alarm clearing without partition selection

Enter the code and then press the [▼] or [#] key. Based on the user data, the control panel will define the partitions which are to be disarmed and/or where alarm is to be cleared. The disarming and/or alarm clearing should be confirmed by 3 short beeps.

Note: *If no partition is armed or reporting alarm, you can enter the code and press the # key to start the arming procedure. It is recommended to use the ✕▼ key for disarming/alarm clearing.*

6.8.2 Disarming and/or alarm clearing in selected partition

1. Indicate partition which is to be disarmed and/or where alarm is to be cleared (press one of the keys: 1 - partition 1; 2abc - partition 2).
2. Press the ✕▼ key. Backlight of the keys will start blinking, which indicates that the code must be entered.
3. Enter the code.
4. Press the ✕▼ or # key. Disarming and/or alarm clearing in the selected partition should be confirmed by 3 short beeps.

6.8.3 Disarming and/or alarm clearing under duress

In the event of acting under duress, you can disarm the system and/or clear the alarm by one of the aforementioned methods, but you must use a special duress code, instead of the normal user code. Using the DURESS code will trigger a silent alarm, which is signaled in now way whatsoever, but the alarm code will be sent to the monitoring station.

6.8.4 Viewing the zones which triggered alarm

Immediately after the alarm is cleared you can check which zones caused the alarm (this does not apply to the control panel TMP zone).

In the LCD keypad, enter the code first, and then press the * key. The "View cleared zones? 1=Yes" message will appear on the display. Press the 1 key to display a list of zones which triggered the alarm. After having viewed the list, press the * key to display the user menu. The message that prompts to view the list of zones which triggered the alarm will be displayed until viewing the list or arming.

In the LED keypad, you must first enter the code, and then press successively the * 5jkl # keys (the function is only available until viewing the list or arming). A blinking LED means that alarm was triggered by the zone with the number corresponding to the LED number.

6.9 Quick inspection of partition status

If such an option is allowed for by the installer, press and hold down the ✕▼ key for approx. 3 seconds to display information on the partition status (if and what armed mode is activated). When the information on partition status is displayed, the ⚠ LED is lit in the keypad.

The LCD keypad provides information on the partition status by means of the display. The message on the status of first partition is displayed in the upper line, and the message on the status of second partition – in the lower line.

In the LED keypad, information on the partition status is provided by means of LEDs 1-3 (partition 1 status) and LEDs 16-18 (partition 2 status):

- none of the LEDs is ON – partition is disarmed;
- LED 1 is ON – full armed mode in partition 1;
- LED 2 is ON – night armed mode in partition 1;
- LED 3 is ON – day armed mode in partition 1;
- LED 16 is ON – full armed mode in partition 2;
- LED 17 is ON – night armed mode in partition 2;
- LED 18 is ON – day armed mode in partition 2.

To terminate the function of partition status presentation, press the [*] key. The keypad will exit the function automatically after 2 minutes.

6.10 Triggering the alarm from keypad

The installer may permit the alarms being triggered by means of respective keypad keys.

6.10.1 Triggering fire alarm

Press and hold down the [*] key for approx. 3 seconds.

6.10.2 Triggering medical (auxiliary) alarm

Press and hold down the [0] key for approx. 3 seconds.

6.10.3 Triggering panic alarm

Press and hold down the [#] key for approx. 3 seconds.

6.11 Enabling/disabling the chime signal

The keypad may signal violation of selected zones by a sequence of five short beeps. The installer defines the zones whose violation will be signaled. The zone violation will not be signaled if it results in triggering alarm. The user can enable/disable chime signaling, if such an option is allowed for by the installer. To enable/disable the chime signaling, press and hold down the [8 tuv] key for approx. 3 seconds. 3 short beeps indicate that the signaling is disabled. 4 short beeps and 1 long beep indicate that the signaling is enabled.

6.12 User menu

To enter the user menu, enter the code and press the [*] key. Entering the menu will be confirmed by 2 short beeps and the LED will start blinking (the LED is blinking during navigation through the menu and submenus, and is steadily lit when any function is running). In the LCD keypad, the first of the available functions will be displayed. The list of available functions depends on the user rights and the system state. Press the [*] key to quit the user menu. The keypad will quit the user menu automatically, if 2 minutes have elapsed since the last key was pressed.

6.12.1 Access to functions by using arrow keys

This way of starting the function is only available in the LCD keypad.

1. Use the [▼] and [▲] keys to find the required submenu (the shape of submenu cursor is: ›) or function (the shape of function indicating cursor is: →).
2. Press the [▶] or [#] key to enter the submenu (use the [◀] key to return to the previous menu/submenus) or function. Entering a submenu or function is signaled by two short beeps.

6.12.2 Access to functions by using numerical shortcuts

Each keypad will allow you to navigate throughout the menu and run functions using this method. All submenus and functions are numbered. In order to enter a submenu, just press the key with number corresponding to the submenu number. In order to start a function, press the key with number corresponding to the function number, and then the [#] key. You can quickly start the selected function by entering at once a sequence of some digits (corresponding to the consecutive submenu numbers and the function number) and confirming them by pressing the [#] key. Entering a submenu or function is signaled by two short beeps.

For example, to start the zone inhibiting function, enter the user menu and press successively the [4ghi] [1] [# ◧] keys, where:

[4ghi] - enter submenu 4. BYPASSES;
[1] [# ◧] - start function 1. INHIBIT.

Notes:

- *When using the numerical shortcuts, remember that the sequence of digits which starts a function e.g. from the main menu level will not start the same function from the submenu level.*
- *In the LCD keypad, the shape of the submenu cursor is: ⮚, and that of the function indicating cursor is : ➔.*

6.12.3 "Step by step" programming method

In case of some functions (e.g. adding and editing users, configuring timer settings, etc.), the programming is effected by using the "step by step" method. After calling the function and selecting the item to be configured from the list, the first parameter available for programming will be displayed. Irrespective of whether or not it will be modified, pressing the [# ◧] key will take you automatically to programming the next parameter (the changes will be saved). After all available parameters have been configured, you will either return to the selection list or exit the user menu, depending on the function. The and LEDs of the first and second partition show the number of programming step in binary format (see: page 20, Table 1). Some programming steps may be sometimes not available.

6.12.4 User functions list

Shown in square brackets are key sequences that enable calling the given submenu or starting the given function from the main menu level. The functions that are only available after entering the service code have been specially highlighted (white text against black background). The access to other functions depends on the user rights. Highlighted with a frame are the functions which are available or change the operating mode, if the global GRADE 2 option has been enabled by the installer.

[1#]	1. Change code	*changing own code*
[2]	2. Users	
[21#]	1. New user	*adding new user*
[22#]	2. Edit user	*editing user*
[23#]	3. Remove user	*removing user*
[3#]	3. Abort v.msg.	*canceling telephone messaging*
[4]	4. Bypasses	
[41#]	1. Inhibit	*inhibiting zones*
[42#]	2. Isolate	*isolating zones*
[5#]	5. Event log	*viewing events*
[5#1#]	1. All	*viewing all events*
[5#2#]	2. Grade2 backup	*viewing events required for Grade 2*
[6]	6. Settings	
[61#]	1. A-arm defer.	*auto-arming deferment*
[62#]	2. RTC clock	*programming the clock*
[63#]	3. Timers	*programming the timers*
[64#]	4. Tel. numbers	*programming telephone numbers to be notified*
[65#]	5. Msg.clr.codes	*programming codes to acknowledge messaging*

[7#]	7. System state	*checking troubles / checking partition, alarm, trouble status*
[8#]	8. Control	*controlling the outputs*
[9]	9. Tests	
[91#]	1. Zone test	*starting zone test*
[92#]	2. Output test	*starting output test*
[93#]	3. Wireless sig.	*checking level of radio signal from wireless devices*
[94#]	4. Manual MS tst	*starting manual test transmission*
[95#]	5. MS1 test	*test of telephone reporting to station 1*
[96#]	6. MS2 test	*test of telephone reporting to station 2*
[97#]	7. VERSA version	*checking firmware version of control panel*
[98#]	8. Expander ver.	*checking firmware version of system modules*
[99#]	9. Supply volt.	*checking current supply voltage in modules*
[90#]	0. Outputs reset	*deactivating outputs / activating 21. DETECTORS RESETTING output*
[0]	0. Service	
[00#]	0. Service mode	*starting service mode*
[01#]	1. Start DwnlTEL	*starting remote programming via telephone*
[03#]	3. Start DwnlRS	*starting local programming*
[04#]	4. Finish DwnlRS	*finishing local programming*
[05#]	5. Serv. access	*defining service code access rules*
[06#]	6. Access time	*defining service code access time*
[07#]	7. ETHM-1→DloadX	*establishing communication with DLOADX program via Ethernet*

6.12.5 Entering digits

LED status	Digits and characters
☐ ☐ ☐ ☐	0
☐ ☐ ☐ ■	1
☐ ☐ ■ ☐	2
☐ ☐ ■ ■	3
☐ ■ ☐ ☐	4
☐ ■ ☐ ■	5
☐ ■ ■ ☐	6
☐ ■ ■ ■	7
■ ☐ ☐ ☐	8
■ ☐ ☐ ■	9
■ ☐ ■ ☐	A
■ ☐ ■ ■	B
■ ■ ☐ ☐	C
■ ■ ☐ ■	D
■ ■ ■ ☐	E
■ ■ ■ ■	F

☐ – LED OFF

■ – LED ON

Table 1. The binary mode of presenting digits and characters.

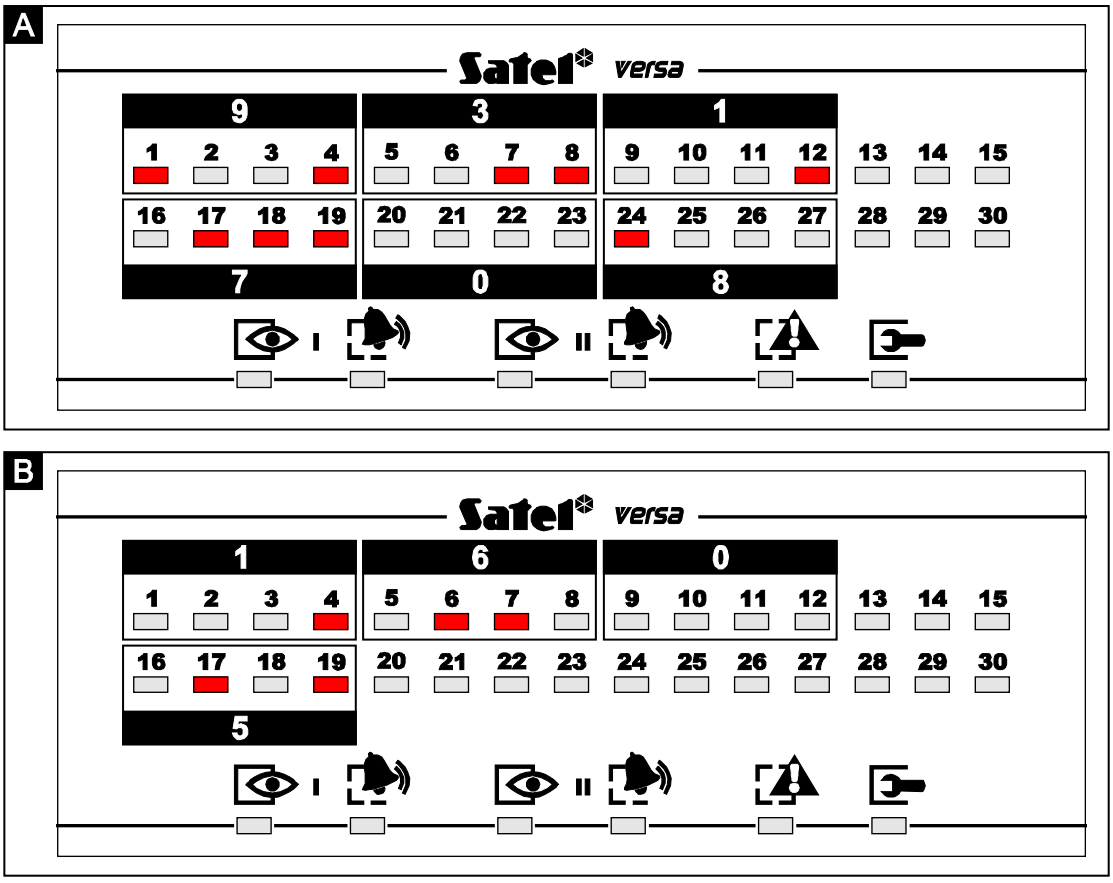


Fig. 4. Examples of presenting decimal values by means of LEDs in the LED keypad. Example A: value 931708 has been programmed; example B – value 1605.

Use the keys designated with numbers to enter digits. In the LCD keypad, the digits are presented on the display. In the LED keypad, the digits are presented in binary format by means of LEDs, however only up to 6 digits can be presented (the next ones are skipped). The LEDs 1-12 show the first 3 digits (the first digit – LEDs 1-4, the second – 5-8, the third – 9-12), while the LEDs 16-27 show the next 3 digits (the fourth digit – LEDs 16-19, the fifth – 20-23, the sixth – 24-27), as shown in Table 1.

6.12.6 Entering hexadecimal values

To enter digits from 0 to 9, use the keys bearing the numbers. Characters from A to F are available under the 2abc and 3def keys. Press these keys repeatedly, until the required character appears. In the LCD keypad, all characters are presented on the display. In the LED keypad, the characters are presented in binary format by means of LEDs, however only up to 6 characters can be presented (the next ones being skipped). The LEDs 1-12 show the first 3 characters (the first character – LEDs 1-4, the second – 5-8, the third – 9-12), while the LEDs 16-27 show the next 3 characters (the fourth character – LEDs 16-19, the fifth – 20-23, the sixth – 24-27), as shown in Table 1.

6.12.7 Entering names

Entering names is only possible in the LCD keypad. Keep pressing particular keys until the required character appears. Characters available in the keypad are presented in Table 2. Hold down the key to display the digit assigned to the key.

Shown on the right side in the upper line of the display is information about the letter case: [ABC] or [abc] (it will be displayed after pressing any key and will be visible for a few seconds after the last keystroke).

The [▶] key moves the cursor to the right, and the [◀] key – to the left. The [▲] key deletes the character on the left side of the cursor.

Key	Characters available after next keystroke																	
1	!	?	'	`	↵	"	{	}	$	%	&	@	\	^	|	←	#	1
2abc	a	b	c	2														
3def	d	e	f	3														
4ghi	g	h	i	4														
5jkl	j	k	l	5														
6mno	m	n	o	6														
7pqrs	p	q	r	s	7													
8tuv	t	u	v	·	●	▮	▯	↑	←	→	↓	8						
9wxyz	w	x	y	z	9													
0		.	,	:	;	+	-	*	/	=	_	<	>	(	)	[	]	0

Table 2. Characters available in the LCD keypad when entering names. The lower case letters are available under the same keys (to change the letter case, press [▼]).

6.13 Change own code

The user must have the CHANGE ACCESS CODE right.

1. Enter the user menu and press successively the [1] and [#] keys. 2 short beeps will confirm that the function has been entered, and the ⚠ LED will go on.
2. Enter the new code, pressing the suitable number keys (see: ENTERING DIGITS).
3. Confirm the new code with the [#] key. 4 short beeps and 1 long beep will confirm the code change.

6.14 Users

The functions which enable adding, editing and removing users are available to the users having the USERS EDITING right.

There can be up to 30 users in the system. A person using the service code (installer / service technician), who is an additional user, has a special status, but his/her access can be limited by means of suitable functions in the 0. SERVICE submenu (see: SERVICE CODE ACCESS RULES).

6.14.1 Adding a user

1. Enter the user menu and press in turn the [2abc] [1] [#] keys. 2 short beeps will confirm entering the function, and the ⚠ LED will go on. Adding the user is effected by the "step by step" method, hence the number of programming step is presented in binary format on the 👁 and 🔔 LEDs of the first and second partitions (see: page 20, Table 1).
2. **Step 2. Entering new user code.** In the LCD keypad, information on the number of the user to be added is presented in the display upper line. The same information in the LED keypad is provided by blinking of the LED whose number corresponds to that of the user to be added. Enter the new user's code by pressing the appropriate number keys (see: ENTERING DIGITS), and then press the [#] key.
3. **Step 3. Selecting user schedule.** Five installer defined schedules are available. The schedule determines the user's rights and the default operating mode of the remote control keyfobs assigned to the user (the keyfobs are added in subsequent steps). To select a schedule, press the key with number corresponding to the selected user

schedule (keys bearing numbers from 1 to 5). In the LCD keypad, the name of selected schedule will appear in the lower display line, and in the LED keypad, the LED corresponding to the selected schedule number will start blinking. In the LCD keypad, you can also select a schedule by pressing the ✕▼ and ▲ keys to scroll through the list displayed in the lower line. Having selected a schedule, press the # key.

	Schedule name and number				
	Usual	Simple	Arm only	DURESS	Administrator
Right	**1**	**2**	**3**	**4**	**5**
Arming	✓	✓	✓	✓	✓
Disarming	✓	✓		✓	✓
Alarm clearing	✓	✓		✓	✓
Telephone messaging clearing	✓				✓
Auto-arming defer	✓				✓
Zone inhibition	✓				✓
Zone isolation					✓
Change access code	✓	✓			✓
Users editing					✓
Control	✓	✓			✓
Programming					✓
DOWNLOAD/SERWIS					✓
Inspection	✓				✓
Tests					✓
DURESS				✓	
INT-VG access	✓				✓

Table 3. Default names of user schedules and rights assigned to them.

4. **Step 4. Selecting partitions accessible to the user.** You can select the partitions by pressing the corresponding number key: 1 - partition 1, 2abc - partition 2 or 3def - both partitions. In the LCD keypad, information on the selected partition(s) will appear in the lower display line, and in the LED keypad, the LED with number corresponding to your choice will start blinking. In the LCD keypad, you can also select the partition by using the ✕▼ and ▲ keys to scroll through the list displayed in the lower line. Having selected the partition, press the # key.
5. **Step 5. Adding 433 MHz keyfob.** If the INT-RX, INT-RX-S or VERSA-MCU module is connected to the control panel, the user may be assigned a 433 MHz keyfob. To add a keyfob, press in turn the 1 and # keys (if the keyfob is not to be added, press only the # key or any other key with a number from 2 to 9, and then press # key).
6. **Step 5a. Selecting 433 MHz keyfob addition method.** Press the # key at once, if the keyfob serial number is to be entered, or press successively the 1 and # keys, if the serial number is to be read by the module which supports the 433 MHz keyfobs during transmission.
7. **Step 5b. Adding 433 MHz keyfob.** Depending on the selected method:
   – enter the serial number by means of the corresponding number keys (see: ENTERING DIGITS) and press the # key;

– press any keyfob button – reception of the transmission by the module which supports the 433 MHz keyfobs will be acknowledged by two short beeps. Press the keyfob key again – two short beeps will confirm reception of the second transmission by the module which supports the 433 MHz keyfobs. In the LCD keypad, suitable messages will be displayed, suggesting the user what to do.

Note: *For numeration of buttons in the 433 MHz keyfobs please refer to section OPERATING THE ALARM SYSTEM BY MEANS OF KEYFOB (p. 45).*

8. **Step 5c. Assigning function to 433 MHz keyfob button 1.** You can accept the function provided for by the user schedule, or you can enter a number corresponding to one of the functions below (see: ENTERING DIGITS) and press the # key:

0. Not used
1. Zone 1 violation
2. Zone 2 violation
3. Zone 3 violation
4. Zone 4 violation
5. Zone 5 violation
6. Zone 6 violation
7. Zone 7 violation
8. Zone 8 violation
9. Zone 9 violation
10. Zone 10 violation
11. Zone 11 violation
12. Zone 12 violation
13. Zone 13 violation
14. Zone 14 violation
15. Zone 15 violation
16. Zone 16 violation
17. Zone 17 violation
18. Zone 18 violation
19. Zone 19 violation
20. Zone 20 violation
21. Zone 21 violation
22. Zone 22 violation
23. Zone 23 violation
24. Zone 24 violation
25. Zone 25 violation
26. Zone 26 violation
27. Zone 27 violation
28. Zone 28 violation
29. Zone 29 violation
30. Zone 30 violation
31. Arming partition 1 – full armed mode
32. Arming partition 1 – night armed mode
33. Arming partition 1 – day armed mode
34. Disarming / clearing alarm in partition 1
35. Arming partition 2 – full armed mode
36. Arming partition 2 – night armed mode
37. Arming partition 2 – day armed mode
38. Disarming / clearing alarm in partition 2

39. Arming partitions 1 and 2 – full armed mode
40. Arming partitions 1 and 2 – night armed mode
41. Arming partitions 1 and 2 – day armed mode
42. Disarming / clearing alarm in partitions 1 and 2
43. Loud panic alarm
44. Silent panic alarm
45. Fire alarm
46. Medical alarm

51. Output 1 activation
52. Output 2 activation
53. Output 3 activation
54. Output 4 activation
55. Output 5 activation
56. Output 6 activation
57. Output 7 activation
58. Output 8 activation
59. Output 9 activation
60. Output 10 activation
61. Output 11 activation
62. Output 12 activation

71. Output 1 deactivation
72. Output 2 deactivation
73. Output 3 deactivation
74. Output 4 deactivation
75. Output 5 deactivation
76. Output 6 deactivation
77. Output 7 deactivation
78. Output 8 deactivation
79. Output 9 deactivation
80. Output 10 deactivation
81. Output 11 deactivation
82. Output 12 deactivation

91. Output 1 switchover
92. Output 2 switchover
93. Output 3 switchover
94. Output 4 switchover
95. Output 5 switchover
96. Output 6 switchover
97. Output 7 switchover
98. Output 8 switchover
99. Output 9 switchover
100. Output 10 switchover
101. Output 11 switchover
102. Output 12 switchover

Note: *You can only enter values corresponding to the function numbers.*

9. **Step 5d. Assigning function to 433 MHz keyfob button 2.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.

10. **Step 5e. Assigning function to 433 MHz keyfob button 3.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.
11. **Step 5f. Assigning function to 433 MHz keyfob button 4.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.
12. **Step 5g. Assigning function to 433 MHz keyfob button 5** (two buttons are pressed simultaneously: 1 and 2). Proceed in the same way as in Step 5c, and then press the [# ◧] key.
13. **Step 5h. Assigning function to 433 MHz keyfob button 6** (if there is no button 6 in the keyfob, two buttons are pressed simultaneously: 1 and 3). Proceed in the same way as in Step 5c, and then press the [# ◧] key.

Note: *Pressing the [* 🔥] key between Step 5a and Step 5h will cancel the keyfob adding, but will not terminate the user adding procedure.*

14. **Step 6. Adding APT-100 keyfob.** If the ABAX wireless system controller (ACU-100 or ACU-250) is connected to the control panel, the bidirectional APT-100 keyfob can be assigned to the user. To add a keyfob, press in turn the [1] and [# ◧] keys (if the keyfob is not to be added, press the [# ◧] key only, or any key with a number from 2 to 9, and then press [# ◧] key).
15. **Step 6a. Selecting APT-100 keyfob addition method.** Press the [# ◧] key at once, if the keyfob serial number is to be entered, or press successively the [1] and [# ◧] keys, if the serial number is to be read by the ABAX wireless system controller during transmission.
16. **Step 6b. Adding APT-100 keyfob.** Depending on the selected method:
    – enter the serial number by means of the corresponding number keys (see: ENTERING DIGITS) and press the [# ◧] key;
    – press any keyfob button – reception of the transmission by the ABAX wireless system controller will be acknowledged by two short beeps. Press the keyfob key again – two short beeps will confirm reception of the second transmission by the ABAX wireless system controller. In the LCD keypad, suitable messages will be displayed to prompt the user.

Note: *For numeration of buttons and LEDs in the APT-100 keyfobs please refer to section OPERATING THE ALARM SYSTEM BY MEANS OF KEYFOB (p. 45).*

17. **Step 6c. Assigning function to APT-100 keyfob button 1.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.
18. **Step 6d. Assigning function to APT-100 keyfob button 2.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.
19. **Step 6e. Assigning function to APT-100 keyfob button 3.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.
20. **Step 6f. Assigning function to APT-100 keyfob button 4.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.
21. **Step 6g. Assigning function to APT-100 keyfob button 5.** Proceed in the same way as in Step 5c, and then press the [# ◧] key.
22. **Step 6h. Assigning function to APT-100 keyfob button 6** (two buttons are pressed simultaneously: 1 and 5). Proceed in the same way as in Step 5c, and then press the [# ◧] key.
23. **Step 6i. Selecting confirmation for LED 1 in APT-100 keyfob.** You can accept the manner of confirmation provided for by the user schedule, or you can enter a number

corresponding to one of the following confirmation manners (see: ENTERING DIGITS) and press [# ◧] key:

0. On	*LED is on, when the control panel has acknowledged receiving information on pressing a button*
1. Output 1 state	*LED is on, when the selected output is active*
2. Output 2 state	
3. Output 3 state	
4. Output 4 state	
5. Output 5 state	
6. Output 6 state	
7. Output 7 state	
8. Output 8 state	
9. Output 9 state	
10. Output 10 state	
11. Output 11 state	
12. Output 12 state	
13. Arming: Partition 1	*LED is ON when partition 1 is armed*
14. Arming: Partition 2	*LED is ON when partition 2 is armed*
15. Arming: Partition 1 or 2	*LED is ON when partition 1 or 2 is armed*
16. Arming: Partition 1 and 2	*LED is ON when partitions 1 and 2 are armed*
17. Partition 1 – Full arm	*LED is lit when partition 1 is armed in full mode*
18. Partition 1 – Night arm	*LED is lit when partition 1 is armed in night mode*
19. Partition 1 – Day arm	*LED is lit when partition 1 is armed in day mode*
20. Partition 2 – Full arm	*LED is lit when partition 2 is armed in full mode*
21. Partition 2 – Night arm	*LED is lit when partition 2 is armed in night mode*
22. Partition 2 – Day arm	*LED is lit when partition 2 is armed in day mode*
23. Partition 1 – Alarm	*LED is ON when there is alarm in partition 1*
24. Partition 2 – Alarm	*LED is ON when there is alarm in partition 2*
25. Partition 1 or 2 – Alarm	*LED is ON when there is alarm in partition 1 or 2*
26. Trouble	*LED is ON when there is trouble in the system*
255. NOT PRESENT	*LED will not be used for confirmation*

24. **Step 6j. Selecting confirmation for LED 2 in APT-100 keyfob.** Proceed in the same way as in Step 6i, and then press the [# ◧] key.
25. **Step 6k. Selecting confirmation for LED 3 in APT-100 keyfob.** Proceed in the same way as in Step 6i, and then press the [# ◧] key.

Note: *Pressing the [* 🔥] key between Step 6a and 6k will cancel the keyfob adding, but will not terminate the user adding procedure.*

26. **Step 7. Adding proximity card.** If a proximity card arm/disarm device is connected to the control panel, the user can be assigned a proximity card. To add a card, press in succession the [1] and [# ◧] keys (if the card is not to be added, just press the [# ◧] key, or any other key with number from 2 to 9, and then press [# ◧] key).
27. **Step 7a. Selecting card addition method.** Press the [# ◧] key at once, if the card code is to be entered, or select one of the proximity card arm/disarm device connected to the control panel, by means of which the card code will be read. In the LCD keypad, you can

use the ✕▼ and 🔑▲ keys to scroll through the list of available devices, displayed in the lower line. In the LED keypad, the LEDs corresponding to the addresses of devices connected to the control panel, while the ☾◄ and ☼► keys can be used to select one of the devices (the LED corresponding to the selected device will start blinking). Having selected the device, press the # key (all LEDs will start blinking steadily in the selected device).

28. **Step 7b. Adding proximity card.** Depending on the selected method:
   – enter the card code by means of suitable keys (see: ENTERING HEXADECIMAL VALUES) and press the # key;
   – bring the card close to selected device and take it away after a short while (the code will only be sent after the card is taken away) – 2 short beeps in the keypad will confirm that the card code has been read (3 long beeps indicate that adding the given card is not possible). Bring the card again to the device and take it away after a short while – 2 short beeps in the keypad will confirm that the card code has been re-read. In the LCD keypad, suitable messages will be displayed, suggesting the user what to do.

Note: *Pressing the * key in Step 7a or 7b means canceling the card addition. In case of the LED keypad, the user adding procedure will be terminated, and in the LCD keypad, you will be taken to Step 8.*

29. **Step 8. Giving name to user.** This step is only available in the LCD keypad (in the LED keypad, the user adding procedure will be terminated at an earlier step). Press the suitable keys to enter the user name (see: ENTERING NAMES) and press # key. 4 short beeps and 1 long beep will confirm that the procedure has been completed.

Note: *Pressing the * key terminates the user adding procedure. The user will be added, if the procedure is terminated at Step 5 or a next one (the code, user schedule and partitions will have already been assigned to the user).*

6.14.2 User editing

1. Enter the user menu and press in turn the 2abc 2abc # keys. 2 short beeps will confirm entering the function, and the ⚠ LED will go on. User editing will be effected by the "step by step" method, hence the programming step number is presented on the 👁 and 🔔 LEDs of the first and second partitions in binary format (see: page 20, Table 1).
2. **Step 1. Selecting user whose data are to be edited.** In the LCD keypad, you can make your choice by scrolling through the list of users by means of the ✕▼ and 🔑▲ keys. In the LED keypad, the system users are presented by lit LEDs with numbers corresponding to the user numbers, and the ☾◄ and ☼► keys allow you to select one of them (the LED corresponding to the selected user will start blinking). In both keypads you can select a user by using keys to enter his/her number. Having selected the user, press # key.
3. **Step 2. Changing user code**. Proceed in the same way as when adding a new user.
4. **Step 3. Selecting user schedule.** Proceed in the same way as when adding a new user.
5. **Step 4. Selecting partitions accessible to the user.** Proceed in the same way as when adding a new user.
6. **Step 5. Editing 433 MHz keyfob.** You can:
   – skip this step and go over to the next one – press at once the # key, or any other key with a number from 4 to 9, and then press # key;
   – add a keyfob – press in turn the 1 and # keys. The procedure runs in the same way as when adding 433 MHz keyfob to a new user (Steps from 5a to 5h),

however when assigning functions to the buttons the control panel does not suggest the functions provided for by the user schedule.

– edit functions assigned to the keyfob buttons, provided that the user has a 433 MHz keyfob – press in turn the [2 abc] and [# ◧] keys. The procedure runs in the same way as when assigning functions, after 433 MHz keyfob has been added to a new user (Steps from 5c to 5h).
– remove keyfob, if the user has one – press in turn the [3 def] and [# ◧] keys.

Note: *Removing a keyfob does not mean resetting the functions assigned to the keyfob. After adding new keyfob to the user, the same functions will be assigned to the buttons as in the removed keyfob.*

7. **Step 6. Editing APT-100 keyfob.** You can:
   – skip this step and go over to the next one – press at once the [# ◧] key, or any other key with a number from 5 to 9, and then press [# ◧] key;
   – add a keyfob – press in turn the [1] and [# ◧] keys. The procedure runs in the same way as when adding the APT-100 keyfob to a new user (Steps from 6a to 6k), however when assigning functions to the buttons and defining the confirmation rules for LEDs, the control panel does not suggest the settings provided for by the user schedule.
   – edit functions assigned to the APT-100 keyfob buttons, provided that the user has a APT-100 keyfob – press in turn the [2 abc] and [# ◧] keys. The procedure runs in the same way as when assigning functions, after the APT-100 keyfob has been added to a new user (Steps from 6c to 6h).
   – remove keyfob, if the user has one – press in turn the [3 def] and [# ◧] keys;

Note: *Removing a keyfob does not mean resetting the functions assigned to the keyfob and the confirmation rules. After adding new keyfob to the user, the same functions will be assigned to the buttons, and the same information will be displayed on LEDs as in the removed keyfob.*

   – edit the confirmation rules for LEDs, if the user has a APT-100 keyfob – press in turn the [4 ghi] and [# ◧] keys. The procedure runs in much the same way as when defining the confirmation rules, after the APT-100 keyfob has been added to a new user (Steps from 6i to 6k).
8. **Step 7. Editing proximity card.** You can:
   – skip this step and go over to the next one (LCD keypad) or complete the procedure (LED keypad) – press at once the [# ◧] key or any other bearing a number from 4 to 9, and then press [# ◧] key;
   – add a card – press in turn the [1] and [# ◧] keys. The procedure runs in the same way as when adding card to a new user (Steps 7a and 7b).
   – remove card, if the user has one – press in turn the [3 def] and [# ◧] keys.
9. **Step 8. Editing user name.** This step is only available in the LCD keypad. Proceed in the same way as when adding a new user.

Note: *Pressing the [* 🔥] key means termination of the user editing procedure, but the changes made in steps terminated by pressing the [# ◧] key will be saved.*

6.14.3 Removing a user

1. Enter the user menu and press successively the [2 abc] [3 def] [# ◧] keys. 2 short beeps will confirm entering the function, and the ⚠ LED will go on.

2. Select the user who is to be removed. In the LCD keypad, you can make your choice by scrolling through the list of users by using the [✕▼] and [🔑▲] keys. In the LED keypad, the system users are presented by lit LEDs with numbers corresponding to those of users, and the [◐◀] and [☼▶] keys enable selection of one of them (the LED corresponding to the selected user will start blinking). Each keypad allows you to select a user by entering his/her number by means of keys. Having selected the user, press [# ◧] key.

6.15 Canceling the telephone messaging

Telephone messaging can be cancelled by the user having the TELEPHONE MESSAGING CLEARING privilege. If allowed for by the installer, it can take place simultaneously with disarming or alarm clearing. Otherwise, to cancel the telephone messaging you should enter the user menu and press in turn the [3 def] [# ◧] keys.

Note: *If the INT-VG voice module is connected to the control panel, the telephone messaging will also be canceled after acknowledgement of the voice messaging (see section ACKNOWLEDGEMENT OF VOICE MESSAGING p. 48).*

6.16 Zone bypassing/unbypassing

The alarm zones in disarmed partitions can be inhibited or isolated by using the functions available in the 4. BYPASSES submenu. The control panel will ignore information on violation the bypassed zones. Zone bypasssing is useful in the event of damage or malfunctioning of a detector connected to the zone, which results in incorrect operation of the alarm system (e.g. in false alarms).

Notes:

- *Zone bypassing reduces the level of protection. Prior to arming, make sure that there are no accidentally bypassed zones in the partition, which might allow an intruder to get access to the protected area despite arming.*
- *If a zone is bypassed because of its malfunctioning, call in the service technician immediately to repair the defect.*
- *For security considerations, the installer may reduce the number of zones that the user will be allowed to bypass.*

6.16.1 Zone inhibiting

Zones can be inhibited by users having the ZONE INHIBITION right. The inhibited zone will remain bypassed until disarming the partition it belongs to, or until unbypassing the zone by the user.

Note: *If the zone belongs to two partitions and is only armed when both partitions are armed, it will be unbypassed after disarming one of the partitions.*

To start the function which enables zone inhibiting, enter the user menu and press in turn the [4 ghi] [1] [# ◧] keys. The same function enables the zones to be unbypassed (irrespective of whether they are inhibited or isolated). 2 short beeps will confirm entering the function, and the ⚠ LED will go on. The procedure differs, depending on the type of keypad.

LCD keypad

A message about zone bypassing is shown in the upper display line, and the zone name - in the lower line. You can scroll through the zone list using the [✕▼] and [🔑▲] keys. Shown in the top right corner of the display is an additional symbol:

- – zone is not bypassed;

– zone is inhibited;

– zone is isolated.

Pressing any number key will change the displayed symbol to one of the following ones:

– the zone is to be inhibited;

· – the zone is to be unbypassed.

Press the ☼▶ or ☾◀ key to switch the keypad over to **graphic mode**. The current status of all available zones that can be bypassed/unbypassed is presented on the display by means of the , and · symbols. The ☼▶ key will move the cursor to the right, and the ☾◀ key to the left. Bypassing/unbypassing a zone is effected in the same way as in the text mode. Press the ✕▼ or 🔑▲ key for the keypad to return to the text mode.

Termination of the function by pressing the # key will bypass/unbypass selected zones.

LED keypad

Lit LEDs indicate which zones are inhibited or isolated. A rapidly blinking LED shows where the cursor is at the moment. The ☼▶ key will move the cursor to the right, and the ☾◀ key to the left. The cursor may only be moved over the LEDs corresponding to the zones which can be bypassed or unbypassed. To bypass/unbypass a zone, press any number key – depending on the current status, the LED will go on (the zone is to be inhibited) or go off (the zone is to be unbypassed). Termination of the function by pressing the # key will bypass/unbypass selected zones.

6.16.2 Zone isolating

The zones can be isolated by users having the ZONE INHIBITION and ZONE ISOLATION rights (the user must have both authorizations). The isolated zone will remain bypassed until it is unbypassed by the user.

To start the function that enables the zones to be isolated, enter the user menu and press in turn the 4ghi 2abc # keys. Use the same function to unbypass the zones (irrespective of whether they are inhibited or isolated). 2 short beeps will confirm entering the function, and the ⚠ LED will go on. The procedure differs depending on the type of keypad.

LCD keypad

The manner of indicating the zone status and the procedure are identical to those used for zone inhibiting. Press a number key to change the currently displayed symbol to:

– the zone is to be isolated;

· – the zone is to be unbypassed.

Termination of the function by pressing the # key will bypass/unbypass selected zones.

LED keypad

The manner of indicating the zone status and the procedure are identical to those used for zone inhibiting.

6.17 Viewing the event log

The function of viewing the event log is only available in the LCD keypad to the user having the INSPECTION right. To start the function that enables event viewing, enter the user menu and press in turn the 5jkl # keys. 2 short beeps will confirm entering the function, and the ⚠ LED will go on.

Note: *If the installer has enabled the GRADE 2 option in the control panel, he can use two functions to view the event log:*

- *enter the user menu and press in turn the 5jkl # 1 # keys to display all events stored in the control panel memory;*
- *enter the user menu and press in turn the 5jkl # 2abc # keys to display all events required by the EN 50131 standard for Grade 2.*

You can scroll through the event log by using the ▲ and ▼ keys. Description of the event contains the time when it occurred, its name and additional information, e.g. the partition where the event occurred, the zone that generated the event, etc. The additional information is displayed automatically, some seconds after the event is shown. You can speed up presentation of the additional information by pressing the ◄ and ► keys.

6.18 Auto-arming deferment

If the partition is armed automatically by means of a timer, it is possible to defer the auto-arming. The time of auto-arming deferment is defined by the installer.

6.18.1 Simple auto-arming deferment

The installer can allow for the simple deferment. If this is the case, the arming will be deferred by pressing twice the ▼ key during auto-arming delay countdown. Depending on the control panel settings programmed by the installer, the simple auto-arming deferment may be used just once or many times.

6.18.2 Auto-arming deferment by means of function

This method is available to the users who have the AUTO-ARMING DEFER right. To defer the arming, enter the user menu and press in turn the 6mno 1 # keys.

6.19 Setting the system time and date

The user must have the PROGRAMMING right. To start the clock programming function, enter the user menu and press in turn the 6mno 2abc # keys. 2 short beeps will confirm entering the function, and the ⚠ LED will go on. The procedure differs depending on the type of keypad.

LCD keypad

After starting the function, the time will be displayed: hour, minutes and seconds. Press suitable number keys to enter a different time. The ► key will move the cursor to the right, and the ◄ or ▲ key – to the left. If you press the # key, the programmed time will be confirmed, and the date will be displayed. Programming is effected in the same way, as for time programming. After programming the date is completed, press the # key.

LED keypad

After starting the function, the time will be presented in binary format on the LEDs (see: page 20, Table 1):

hour – first digit on LEDs 1-4, second – on LEDs 5-8;

minutes – first digit on LEDs 9-12, second – on LEDs 16-19;

seconds – first digit on LEDs 20-23, second – on LEDs 24-27.

Press suitable number keys to enter in turn the hour, minutes and seconds. After pressing the [#] key, the following data will be presented in binary format on the LEDs:

year – only two last digits: first on LEDs 1-4, second – on LEDs 5-8;

month – first digit on LEDs 9-12, second – on LEDs 16-19;

day – first digit on LEDs 20-23, second – on LEDs 24-27.

Press suitable number keys to enter in turn the year, month and day, and then press [#] key.

6.20 Programming the timers

The VERSA control panels enable 4 timers to be programmed. Using the timers, you can control the partition armed mode and the 15. CONTROLLED outputs. The timer compares the time with the control panel clock and executes the selected function at a preset time. The user having the PROGRAMMING right can edit the timer settings, i.e. the time parameters and the armed mode activated by timer in the selected partition. The installer alone can define which outputs will be controlled by means of timers.

1. Enter the user menu and press in turn the [6mno] [3def] [#] keys. 2 short beeps will confirm entering the function, and the LED will go on. The programming is effected by using the "step by step" method, hence the programming step will be presented in the binary format on the and LEDs of the first and second partitions (see: page 20, Table 1).
2. **Step 1. Selecting timer to be programmed.** Press in turn the suitable keys to select a timer:
   [1] [#] - timer 1;
   [2abc] [#] - timer 2;
   [3def] [#] - timer 3;
   [4ghi] [#] - timer 4.
3. **Step 2. Selecting parameters to be programmed.** Press in turn the suitable keys to select a parameter :
   [1] [#] - weekly schedule;
   [2abc] [#] - exception 1;
   [3def] [#] - exception 2;
   [4ghi] [#] - exception 3;
   [5jkl] [#] - exception 4;
   [6mno] [#] - partition 1 arming mode;
   [7pqrs] [#] - partition 2 arming mode.

Note: *Irrespective of the selected parameter, pressing the [*] key in a subsequent step will take you back to Step 2.*

6.20.1 Programming the weekly schedule

1. **Step 3. Programming timer activation/deactivation time on Monday.** Hour and minutes of timer activation, and hour and minutes of timer deactivation should be programmed (if the timer is not to be used on that day of the week, you can proceed at once to the next step by pressing the [#] key). Press suitable number keys to enter the appropriate parameters. Programming both activation and deactivation times is not required – you can just program one of them. If the time of activation or deactivation is not to be programmed, you should enter here e.g. the 9999 sequence (even with one wrong

digit, the time will not be programmed). In the LCD keypad, the values being programmed are displayed, the [▶] key moves the cursor to the right, and the [◀] or [▲] key - to the left. In the LED keypad, the whole sequence of 8 digits is to be entered at once. As only the first 6 out of 8 digits can be presented on the LEDs, programming by means of the LED keypad is not recommended. Press the [#] key to confirm the entered data.

2. **Step 4. Programming timer activation/deactivation time on Tuesday.** Programming is effected in the same way as in Step 3.
3. **Step 5. Programming timer activation/deactivation time on Wednesday.** Programming is effected in the same way as in Step 3.
4. **Step 6. Programming timer activation/deactivation time on Thursday.** Programming is effected in the same way as in Step 3.
5. **Step 7. Programming timer activation/deactivation time on Friday.** Programming is effected in the same way as in Step 3.
6. **Step 8. Programming timer activation/deactivation time on Saturday.** Programming is effected in the same way as in Step 3.
7. **Step 9. Programming timer activation/deactivation time on Sunday.** Programming is effected in the same way as in Step 3.
8. **Step 10. Programming timer activation/deactivation time on every day of the week.** Programming is effected in the same way as in Step 3.
9. After pressing the [#] key in Step 10, you will be taken back to Step 2.

6.20.2 Programming an exception

The exception is a period when the timer will be activated/deactivated at a different time than provided for by the weekly schedule. The programming is carried out in the same way for each of the four exceptions.

1. **Step 3. Programming the date from which the exception will be valid.** You should program the year (the two last digits only), month and day. The digits are to be entered by using suitable keys (they are displayed in the LCD keypad, and presented in the binary mode on LEDs in the LED keypad – see: page 20, Table 1). Press the [#] key to confirm the entered data.
2. **Step 4. Programming the date to which the exception will be valid.** Programming is effected in the same way as in Step 3.
3. **Step 5. Programming the timer activation/deactivation time when the exception is valid.** The data should be entered in the same way as when programming the timer activation/deactivation time in the weekly schedule.
4. After pressing the [#] key in Step 5, you will be taken back to Step 2.

6.20.3 Selecting the arming mode

Selecting the arming mode is effected in the same way as for partitions 1 and 2. To select the arming mode, press in turn the following keys:

[1] [#] - full arming;
[2abc] [#] - night arming;
[3def] [#] - day arming;
[4ghi] [#] - timer does not arm the partition.

In the LCD keypad, the arming mode is displayed. In the LED keypad, it is presented on the LEDs: the blinking LED indicates which mode is currently selected (LED 1 – full arming; LED 2 – night arming; LED 3 – day arming; no LED is blinking – the timer does not arm).

After the armed mode is selected, you will be taken back to Step 2.

6.21 Programming the telephone numbers to be notified

This function can be started by the user who has the PROGRAMMING right.

1. Enter the user menu and press in turn the 6mno 4ghi # keys. 2 short beeps will confirm entering the function, and the LED will go on.
2. Press in turn the suitable keys to select the telephone number to be edited (the users can only program the telephone numbers to be notified by voice messaging, while the installer can program all telephone numbers):
   - 1 # - telephone 1;
   - 2abc # - telephone 2;
   - 3def # - telephone 3;
   - 4ghi # - telephone 4.
   - 5jkl # - telephone 5;
   - 6mno # - telephone 6;
   - 7pqrs # - telephone 7;
   - 8tuv # - telephone 8.
3. Enter the telephone number by pressing individual keys until the required character appears. The characters available in the keypad are presented in Table 4. Up to 16 characters can be programmed. Some of special characters (a, b, c, d, # and *) are coded so that the character can take up two positions, hence, if such characters are used, the maximum number of characters available for entering will be lower. In the LCD keypad, the telephone number is displayed in the lower line of the display. Shown on the right side in the upper line of the display is information about the letter case: [ABC] or [abc] (it will be displayed after pressing any key and will be visible for a few seconds after the last keypress). The ▶ key moves the cursor to the right, and the ◀ key – to the left. The ▲ key deletes the character on the left side of the cursor. In the LED keypad, only the first 6 characters are presented in binary format on the LEDs (see: page 20, Table 1 – not all characters used in a telephone number can be presented in this way). Therefore, programming telephone numbers by means of this keypad is not recommended.

Characters available after next keystroke									
key	mode [ABC]				key	mode [abc]			
1	1	#			1	1	#		
2abc	2	B	C		2abc	2	a	b	c
3def	3	D	E	F	3def	3	d		
4ghi	4				4ghi	4			
5jkl	5				5jkl	5			
6mno	6				6mno	6			
7pqrs	7				7pqrs	7			
8tuv	8				8tuv				
9wxyz	9				9wxyz	8			
0	0	*			0	0	*		

Table 4. Characters available in the keypad when entering telephone numbers (to change the letter case, press ✕▼ key).

Special character	Function description
B	switch-over to pulse dialing
C	switch-over to tone dialing (DTMF)
D	waiting for additional signal
E	3 second pause
F	10 second pause
✻	signal ✻ in DTMF mode
#	signal # in DTMF mode
a b c d	other signals generated in DTMF mode

Table 5. Special character functions.

4. Press the [# ⏻] key to confirm the entered number.

6.22 Programming codes to acknowledge messaging

The function can be run by a user having the PROGRAMMING authorization.

1. Enter the user menu and press in turn the [6mno] [5jkl] [# ⏻] keys. 2 short beeps will confirm entering the function, and the ⚠ LED will light up.
2. Press in turn the corresponding keys to select the telephone number for which the voice messaging acknowledgement code is to be defined (the users can only program the codes for telephone numbers to be notified by voice messaging, while the installer can program codes for all telephone numbers):
   [1] [# ⏻] - telephone 1;
   [2abc] [# ⏻] - telephone 2;
   [3def] [# ⏻] - telephone 3;
   [4ghi] [# ⏻] - telephone 4.
   [5jkl] [# ⏻] - telephone 5;
   [6mno] [# ⏻] - telephone 6;
   [7pqrs] [# ⏻] - telephone 7;
   [8tuv] [# ⏻] - telephone 8.
3. Press the corresponding numeric keys to enter a 4-digit code (see: ENTERING DIGITS).
4. Press the [# ⏻] key to confirm the entered code.

6.23 Checking the troubles and system state

If the ⚠ LED is blinking, the user who has the INSPECTION right can check the cause of such signaling, using for it the 7. SYSTEM STATE function. To start the function, enter the user menu and press in turn the [7pqrs] [# ⏻] keys. In the LED keypad, information on troubles will be presented by means of LEDs. The information presented in the LCD keypad depends on the control panel settings. If the global GRADE 2 option is enabled by the installer, the following information can be displayed (the higher position means the higher state priority):

- alarm in partition;
- alarm from zone;
- bypassed zone;
- trouble;

– partition status (disarmed/armed mode) – this information is always presented.

If the GRADE 2 option is not enabled, only information about troubles is displayed.

6.23.1 Trouble list

The display in LCD keypad provides information on troubles in the form of messages. The list can be scrolled through by using the and keys. In case of the LED keypad, information about troubles is provided by means of LEDs designated with numbers. The following troubles are indicated by respective LEDs going on:

LED 1 - loss of 230 V AC power;
LED 2 - no battery or low battery;
LED 3 - no voltage on telephone line;
LED 4 - no signal or intermittent signal on telephone line;
LED 5 - OUT1 output overloaded;
LED 6 - OUT2 output overloaded;
LED 7 - KPD supply output overloaded;
LED 8 - AUX supply output overloaded;
LED 9 - problem with (telephone or Ethernet) reporting to Station 1;
LED 10 - problem with (telephone or Ethernet) reporting to Station 2;
LED 11 - jamming ABAX system wireless devices; ETHM-1 module initialization error; Ethernet network not available; no communication with device selected for communication test (PING); radio receiver fails to receive more events from INT-TXM module;
LED 12 - short-circuit in communication bus;
LED 13 - control panel clock trouble;
LED 14 - control panel settings trouble;
LED 15 - violation of tamper zone (TMP zone on control panel main board or 6. 24H TAMPER type zone);
LED 16 - zone tamper;
LED 17 - too long zone violation;
LED 18 - no zone violation;
LED 19 - violation of 11. DETECTOR MASK or 19. TROUBLE type zones;
LED 20 - low battery in wireless device;
LED 21 - no communication with wireless device;
LED 22 - expander tamper;
LED 23 - no presence of expander;
LED 24 - loss of 230 V AC power in expander;
LED 25 - no battery or low battery in expander;
LED 26 - expander supply output overloaded;
LED 27 - low battery in user keyfob;
LED 28 - expander restart;
LED 29 - control panel restart;
LED 30 - trouble in control panel processor system (HSE).

6.23.2 Trouble handling procedure

Each trouble poses a danger to proper functioning of the alarm system and should be repaired as soon as possible. If the repair of trouble by the user is impossible, the service technician must be called in.

Note: *In the event of failure of the control panel processor system (HSE), when you have exited the 7. SYSTEM STATE function by using the [*] key, the "Make VERSA panel restart? 1=Yes" message will be displayed on the LCD keypad, and the ⚠ LED will start blinking rapidly in the LED keypad. Pressing the [1] key will restart the control panel and repair the trouble.*

6.23.3 Trouble memory and clearing the trouble memory

The installer defines whether the 7. SYSTEM STATE function will only provide information on the current troubles, or also about those that have already ended. The trouble memory is signaled in the LCD keypad by blinking "M" letter in the top right corner of the display. In the LED keypad, a LED designated with number is lit steadily instead of blinking.

When exiting the 7. SYSTEM STATE function (on pressing the [*] key) you can clear the trouble memory. In the LCD keypad, the "Clear trouble memory? 1=Yes" message will appear on the display. In the LED keypad, the ⚠ LED will start blinking rapidly. Press the [1] key to clear the trouble memory or press any other key to cancel clearing the trouble memory.

Note: *If the installer has enabled the SERVICE MESSAGE AFTER TAMPER ALARM global option in the control panel, clearing the tamper alarm memory will only be available to a person using the service code.*

6.24 Output control

The user can operate devices connected to the 15. CONTROLLED type of outputs by means of keypad. Thus he can e.g. to raise/lower the roller shutters, turn on/off the lighting or heating, etc. When configuring the system, the installer defines whether the given output will be activated for a specified time, or remain active until deactivated by user, timer, etc.

6.24.1 Quick control of outputs

The installer may permit the quick control of outputs by means of a selected keypad. In such a case, the user does not have to enter the code to control operation of the devices connected to the alarm system outputs.

Quick activation of output

1. Press the number key to which controllable output has been assigned by the installer.
2. Press the [#] key. 4 short beeps and 1 long beep should confirm activation of the output.

Quick deactivation of output

1. Press the number key to which controllable output has been assigned by the installer.
2. Press the [*] key. 3 short beeps should confirm deactivation of the output.

6.24.2 Controlling the outputs by means of function

This method of control is available to users having the CONTROL right. In order to start the function that enables the control of outputs, enter the user menu and press in turn the [8tuv] [#] keys. 2 short beeps will confirm entering the function, and the ⚠ LED will go on. Depending on the type of keypad, the output status is presented in different ways. To exit the function, press [*] key.

LCD keypad

After starting the function, information on the first of the 15. CONTROLLED type outputs will be displayed, the output number being shown in the upper line and the output name in the lower line of display. You can scroll through the list of outputs by using the ✕▼ and 🔑▲ keys. Shown in the top right corner of the display is an additional symbol:

■ – output is activated;

· – output is deactivated.

Press the # key to activate the output, or press the 0 key to deactivate it.

Press the ☼▶ or ☾◀ key to switch over the keypad into the **graphic mode**. The current status of all outputs available for control is presented in the upper line of display by means of the ■ and · symbols. The ☼▶ key moves the cursor to the right, and the ☾◀ key to the left. To change the status of a selected output, move the cursor over it and press the # or 0 key. Press the ✕▼ or 🔑▲ key for the keypad to return to the text mode.

LED keypad

The lit LEDs indicate which outputs are active. Rapidly blinking LED indicates the current place of cursor. The ☼▶ key moves the cursor to the right, and the ☾◀ key – to the left. You can only move your cursor over the LEDs which correspond to the outputs available for control. Press the # key to activate the output with the number corresponding to that of the LED, or press the 0 key to deactivate it.

6.25 Tests

The 9. TESTS submenu is available to the users who have the TESTS right. Part of the functions is only available in the LCD keypad.

6.25.1 Zone test

The function enables checking the system zones and detectors connected to them for proper functioning.

1. Enter the user menu and press in turn the 9wxyz 1 # keys. 2 short beeps will confirm entering the function, and the ⚠ LED will go on.
2. Define the test duration. The test can last from 1 to 15 minutes. Enter two digits (e.g. for the 5-minute duration, press in turn the 0 and 5jkl keys) and confirm using the # key.
3. In the LCD keypad, the system zones will be presented by means of the · symbol, in much the same way as when switching the keypad over into the mode of zone status presentation (see: DISPLAY [LCD keypads]). In the LED keypad, the system zones will be presented by blinking of corresponding LEDs.
4. Violate the selected zone (e.g. walking through the area supervised by the motion detector or opening the window supervised by the magnetic contact). The zone violation will be displayed on the LCD keypad by means of the ■ symbol, and in the LED keypad, it will be shown by lighting of the LED corresponding to the number of violated zone. Information on the violation will be presented until the zone test is terminated.

Note: *Zone violation during the test will not trigger the control panel reaction, as preprogrammed for the zone.*

5. The test will be terminated automatically after the defined time has elapsed. You can terminate it earlier by pressing the * key.

6.25.2 Output test

Using the function, you can check the system outputs and devices connected to them for proper functioning. In order to start the output test, enter the user menu and press in turn the 9wxyz 2abc # keys. 2 short beeps will confirm entering the function, and the LED will go on. In the LCD keypad, the current status of system outputs will be shown in the upper line of the display (– output inactive; – output active), and the name of output at which the cursor is currently placed will be shown in the lower line of the display. In the LED keypad, the LED which is ON indicates that the output is active, and the LED which is OFF indicates that the output is inactive. The LED at which the cursor is placed at the moment, is blinking rapidly. Irrespective of the type of keypad, the key moves the cursor to the right, and the key moves it to the left. Move the cursor over the selected output and press the # key to activate the output, or press the 0 key to deactivate in. To terminate the function, press * key.

Note: *Irrespective of the actual number of outputs in the system, the function always enables 12 outputs to be tested.*

6.25.3 Checking radio signal from wireless devices

Using the keypad, you can check:

– if the VERSA-MCU controller is connected to the control panel – the quality of radio signal received by the controller from 433 MHz wireless detectors;

– if the ACU-100 or ACU-250 controller is connected to the control panel – the level of radio signal received by the controller from ABAX wireless devices.

To do so, enter the user menu and press in turn the 9wxyz 3def # keys. 2 short beeps will confirm entering the function, and the LED will go on. The way of presentation of the radio signal level differs, depending on the type of keypad.

Presentation of the signal quality / level in LCD keypad

Shown in the display upper line is the name of zone to which the wireless device is assigned. Displayed in the lower line in the percentage format is information on the quality / level of signal received from that device. If there is a greater number of wireless devices, you can scroll through the list by using the arrow keys.

Presentation of the signal quality / level in LED keypad

Blinking of one of the LEDs designated with numbers indicates the zone and the wireless device assigned to it, to which the presented information refers. Using the arrow keys, you can change position of the cursor and move it over other zones. Information on the signal quality / level is displayed on the LEDs 16-30 for wireless zones from 1 to 15, and on the LEDs 1-15 for zones from 16 to 30. The more LEDs are lit, the better signal quality / level is. Blinking of all LEDs means 100%.

6.25.4 Starting the manual test transmission

Enter the user menu and press in turn the 9wxyz 4ghi # keys. The "Manual reporting test" will be written into control panel memory, and the event code will be sent to the monitoring station.

6.25.5 Telephone reporting test

Using the LCD keypad, the user can carry out a telephone reporting test and find out the cause of troubles, if any. To do so, enter the user menu and press in turn the following keys:

9wxyz 5jkl # - starting the test of telephone reporting to Station 1;

9wxyz 6mno # - starting the test of telephone reporting to Station 2.

Messages with information on the currently realized operations will appear on the display.

6.25.6 Checking the firmware version of control panel

Note: *The function is only available in the LCD keypad.*

Enter the user menu and press in turn the 9wxyz 7pqrs # keys. Information on the firmware version and build date will be displayed.

6.25.7 Checking the firmware version of modules connected to control panel

Note: *The function is only available in the LCD keypad.*

Enter the user menu and press in turn the 9wxyz 8tuv # keys. Name of the module with lowest address will be shown in the upper line of the display, and information on the firmware version and build date will appear in the lower line of the display. Using the ▲ and ▼ keys, you can scroll through the list of modules. In the ETHM-1 module, information on the module IP address and its MAC number will be additionally displayed after pressing the ◄ or ► key.

6.25.8 Checking the current supply voltage in modules

Enter the user menu and press in turn 9wxyz 9wxyz # keys. How the information is presented depends on the type of keypad.

Note: *Not all modules provide information on the current voltage.*

Presentation of voltage in LCD keypad

Module name is shown in the upper line of the display, and information about voltage – in the lower line. The list of modules can be scrolled through by using the arrow keys.

Presentation of voltage in LED keypad

Blinking of one of the LEDs designated with numbers indicates the module to which the presented voltage level refers (the number corresponds to the module address). Use the arrow keys to change the cursor position and move the cursor over other modules. Voltage level is displayed on the LEDs 16-30 for modules from 1 to 15, and on the LEDs 1-15 for modules from 16 to 30. To determine the voltage, sum up the number of LEDs which are lit (a single LED corresponds to the voltage of 1 V).

6.25.9 Outputs reset

Use the function to:

- deactivate 5. "DURESS" ALARM, 14. CHIME or 15. CONTROLLED function outputs (if the cut-off time preprogrammed by the installer for such an output is 0, the duration of the output activity is infinite);
- deactivate for 16 seconds the 11. FIRE DETECTORS POWER SUPPLY function output (to clear the alarm memory of fire detectors);
- activate the 21. DETECTORS RESETTING function output.

To run the function, enter the user menu and press in turn the 9wxyz 0 # keys.

6.26 Service

Functions in the 0. SERVICE submenu are available after entering the service code or the code of user who has the DOWNLOAD/SERVICE right. The functions related to control panel programming (starting the service mode or communication between the control panel and the DLOADX program) are described in the PROGRAMMING manual.

6.26.1 Service code access rules

With the SERVICE ACCESS function, the user can define the rules of access to the alarm system by persons using the service code.

Permanent access – the service code has unlimited access to the alarm system.

Edit users – the persons using the service code can add, edit and remove users.

Arming/Disarming/Clearing/Bypassing – the service code can arm and disarm the system, clear alarms, and bypass zones (inhibit or isolate).

Access time – the function is available when the PERMANENT ACCESS option is disabled. It defines the period of time during which the service code has access to the alarm system. The time is programmed in hours. If value 0 is programmed, the service code has no access to the system. The time countdown runs from the moment of exiting the ACCESS TIME function.

Note: *If the alarm system is to meet requirements of the EN 50131 standard for Grade 2, the service code access should be time limited.*

Programming the service code access rules in LCD keypad

Enter the user menu and press in turn the 0 5jkl # keys for the function name to appear in the upper line of the display, and the list of available options in the lower line. Use the ✕▼ and 🔑▲ keys to scroll through the list of options. Shown in the top right corner of the display is an additional symbol:

4 – option is enabled;

· – option is disabled.

Press any number key to enable/disable the option. Press the ☼▶ or ☾◀ key to switch over the keypad to **graphic mode**. The current status of all options is on the display by means of the **4** and · symbols. Use the ☼▶ key to move the cursor to the right, and the ☾◀ key to move the cursor the left. To enable/disable the option, move the cursor over the selected option and press any number key. After the ✕▼ or 🔑▲ key is pressed, the keypad returns to the text mode. To save the changes made, press the # key.

If the PERMANENT ACCESS option has been disabled by the user, it is possible to define the service code access time. To do so, enter the user menu again, and then press in turn the 0 6mno # keys. The number of hours during which the service code will still have access to the alarm system will be displayed. Using the number keys, enter a number from the 0 to 255 range and press # key.

Programming the service code access rules in LED keypad

Enter the user menu and press in turn the 0 5jkl # keys. The lit LEDs indicate which options are enabled. The blinking LED shows where the cursor is at the moment. The ☼▶ key moves the cursor to the right, and the ☾◀ key – to the left. To enable/disable the option, move the cursor over the selected option and press any number key.

If the PERMANENT ACCESS option has been disabled by the user, it is possible to define the service code access time. To do so, enter the user menu again, and then press in turn the 0 6mno # keys. The number of hours during which the service code will still have access to the alarm system will be presented in binary format on the LEDs (see: page 20, Table 1). Using the number keys, enter a number from the 0 to 255 range and press # key.

7. Operating the Alarm System by means of Proximity Cards

The alarm system can be operated by means of proximity card, if a proximity card arm/disarm device is connected to the control panel. Using the proximity card you can:

- arm the system in full mode;
- arm the system in mode A or B (the system behavior in case of arming in mode A or B is defined by the installer).
- disarm the system;
- clear alarm in the system.

The installer determines the partitions to be controlled by the device. The user can only control the partitions which he is authorized to access.

7.1 Signaling by means of LEDs

7.1.1 Signaling when the user holds up the card to the device

Red LED lit – after removal of the card, the procedure full arming in the partitions indicated by the installer will begin.

Green LED lit – after removal of the card the procedure of mode A arming will begin (the installer defines which partitions and in what mode will be armed – see PROGRAMMING manual).

Yellow LED lit – after removal of the card r the procedure of mode B arming will begin (the installer defines which partitions and in what mode will be armed – see PROGRAMMING manual).

After the user takes the card away from the device, the LEDs may blink for a few seconds, which provides the following information:

Rapidly blinking red LED – in the partition which is to be armed, the zone for which the installer has enabled the PRIORITY option, is violated.

Rapidly blinking green LED – in the partition which is to be armed, an alarm zone beyond the exit route is violated.

Rapidly blinking yellow LED – there is trouble in the system.

If none of the aforementioned situations occurs, the LEDs will start indicating the system state as soon as the user takes the card away from the device face.

7.1.2 Information about system state

All LEDs extinguished – none of the partitions controlled by the device is armed or in alarm condition.

Red LED lit, the other LEDs extinguished – all the partitions which are to be armed after removal of the card when the red LED is lit are full armed.

Green LED lit, and the red one lit or slowly blinking – partitions controlled by the device are armed in A mode (slow blinking of the red LED indicates alarm or alarm memory).

Yellow LED lit, and the red one lit or slowly blinking – partitions controlled by the device are armed in B mode (slow blinking of the red LED indicates alarm or alarm memory).

Red LED lit, dimming momentarily, the other LEDs extinguished – at least one of the partitions controlled by the device is armed.

Red LED lights up every 2 seconds, the other LEDs extinguished – alarm or alarm memory, when none of the partitions is armed.

Red LED blinking slowly – alarm or alarm memory, when at least one of the partitions controlled by the device is armed.

All LEDs blinking steadily – no communication with control panel.

7.2 Buzzer

7.2.1 Beeps generated when operating

If the SIGNALING CARD (HARDWARE) option is enabled, the device will generate a single short beep after the card has been read and – if the card is held up – after each successive LED comes on.

After taking the card away, the device can generate the following beeps:

3 short beeps – confirmation of starting the arming procedure (which is equivalent to arming, if no exit delay has been programmed for the partitions), disarming or alarm clearing;

1 long beep – denial of arming (the zone for which the installer has enabled the PRIORITY option is violated);

2 long beeps – unknown card;

3 long beeps – denial of arming / disarming, alarm clearing (the user does not have required rights, or execution of the operation is impossible for other reasons, e.g. there no partitions which can be disarmed or where alarm can be cleared).

7.2.2 Events signaled by sounds

Long beep every 3 seconds, followed by a series of short beeps for 10 seconds and 1 long beep – countdown of exit delay (if the time is shorter than 10 seconds, only the final sequence of short beeps will be generated).

A sequence of 7 beeps of diminishing duration, repeated every few seconds – countdown of auto-arming delay.

2 short beeps every second – entry delay countdown.

Continuous beep – alarm (also warning alarm).

Long beeps separated by short pauses – alarm memory.

Long beep every second – fire alarm.

Short beep every 2 seconds – fire alarm memory.

Notes:

- *Only installer selected events are signaled.*
- *Alarms are signaled during the KEYPAD'S ALARM TIME (programmed by the installer).*

7.3 Arming

7.3.1 Full arming

1. Present the card to the device and hold up until the red LED comes on.
2. Remove the card from the device. Start of the arming procedure should be signaled by 3 short beeps.

7.3.2 Arming in mode A

1. Present the card to the device and hold up until the green LED comes on.
2. Remove the card from the device. Start of the arming procedure should be signaled by 3 short beeps.

7.3.3 Arming in mode B

1. Present the card to the device and hold up until the yellow LED comes on.

2. Remove the card from the device. Start of the arming procedure should be signaled by 3 short beeps.

7.4 Disarming and alarm clearing

Present the card to the device and remove it after a while (approx. 0.5 second). The disarming and/or alarm clearing should be confirmed by 3 short beeps.

8. Operating the Alarm System by means of Keyfob

If the INT-RX, INT-RX-S, VERSA-MCU, ACU-100 or ACU-250 module is connected to the control panel, the user can remotely control the system by means of a keyfob. Pressing a button or combination of buttons in the keyfob may result in:

- arming;
- disarming;
- alarm clearing;
- triggering panic, fire or medical alarm;
- changing output status (activating/deactivating);
- zone violation.

A single keyfob enables execution of up to 6 functions. The user can have no more than 2 keyfobs:

- 433 MHz keyfob – supported by the INT-RX, INT-RX-S or VERSA-MCU module;
- APT-100 bidirectional keyfob – supported by the ABAX wireless system ACU-100 or ACU-250 controller.

The system reaction to pressing a button/combination of buttons, and in case of the bidirectional APT-100 keyfobs, also the rules of confirmation by the system of receiving the keyfob signal, are defined individually for each keyfob. Pressing a button in the APT-100 keyfob is accompanied by three quick blinks of LEDs. Information on the keypress is sent to the control panel. In reply, the control panel sends to the keyfob a command regarding the way of LED lighting. Depending on the settings preprogrammed for the keyfob and the system state, the LED can be lit for 3 seconds or remain extinguished. The lighting LED can have the following meanings:

- acknowledgement of keyfob transmission;
- armed mode in selected partition;
- alarm in selected partition;
- trouble in system.

Note: *The installer can configure the alarm system so that the sirens connected to the system outputs can inform the user about the following events:*

1 pulse *– starting the arming procedure (which is equivalent to arming, if the exit delay has not been programmed);*

2 pulses *– disarming;*

4 pulses *– alarm clearing;*

7 pulses *– arming is not possible, or the arming procedure has failed.*

Pulse duration is approx. 0.3 seconds.

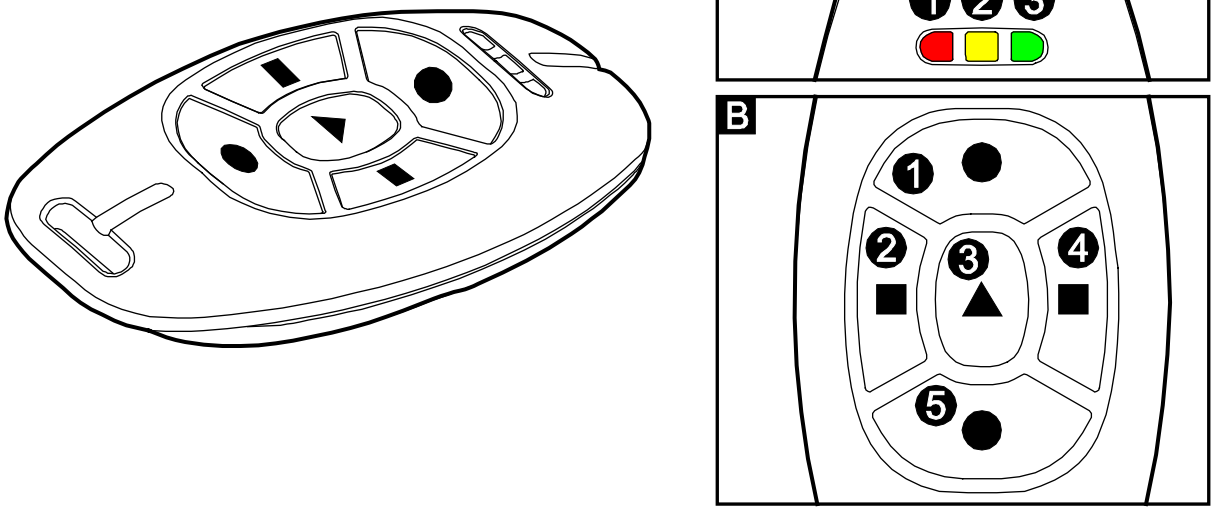


Fig. 5. APT-100 keyfob. A – numeration of LEDs. B – numeration of keyfob buttons.

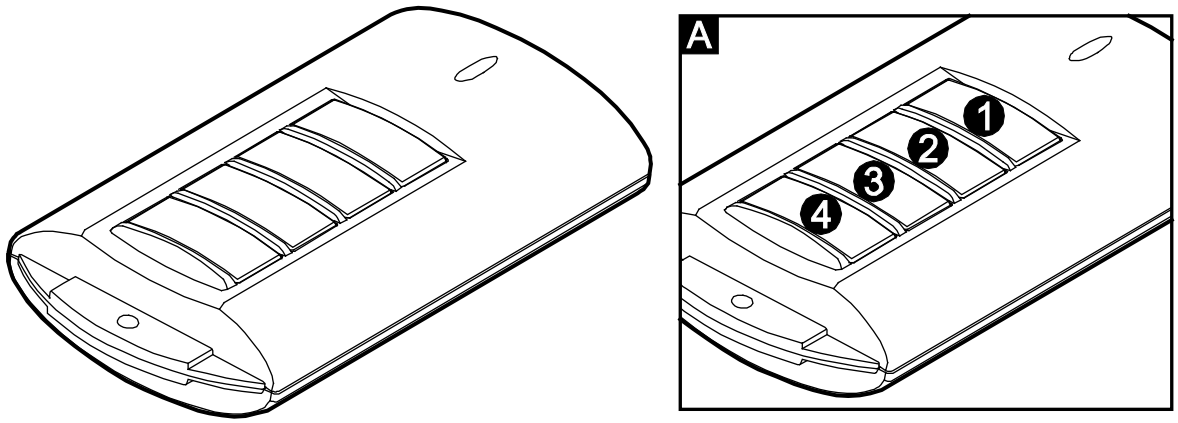


Fig. 6. T-4 keyfob (433 MHz keyfob). A – numeration of keyfob buttons.

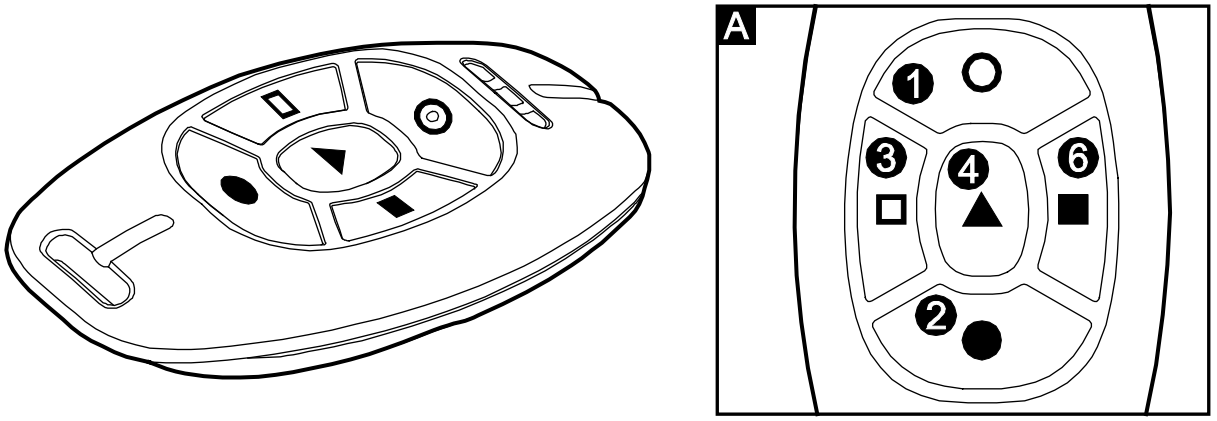


Fig. 7. MPT-300 keyfob (433 MHz keyfob). A – numeration of keyfob buttons.

8.1 Denial of arming and forced arming by means of keyfob

Note: *The information given below is not applicable, if the keyfob button controls arming zone.*

The installer can program the control panel so that arming by means of keyfob is not possible when:

– in the partition to be armed, at least one zone that must not be violated during arming (the PRIORITY option has been enabled for the zone by the installer) is violated;
– in the partition to be armed, at least one alarm zone is violated beyond the exit route;
– there is trouble in the system;
– there is low battery in the keyfob.

In such a situation, to arm the system, you must either eliminate the cause that prevents arming, or force the arming. The forced arming by means of keyfob is possible, if the user has access to the LCD keypad. After denial of arming by the control panel, you should come up to the LCD keypad, enter the code and confirm with the [* 🔥] key. A message will appear on the display indicating why the arming has been denied. If the message includes the "1=Ok" phrase, you can press the [1] key to force the arming. Press again the keyfob button to which the arming function is assigned to start the forced arming procedure.

8.2 Failure of the arming procedure initiated from keyfob

Note: *The information given below is not applicable, if the keyfob button controls arming zone.*

The alarm system can be configured by the installer so that the arming procedure may fail even if it has been started. The arming will fail, if at moment of completion of the exit delay countdown:

– a zone with enabled PRIORITY option or an alarm zone beyond the exit route is violated in the partition,
– there is a trouble in the system.

Note: *In the event of forced arming the control panel will ignore violations and troubles reported before the moment of starting the arming procedure.*

9. Operating the Alarm System by Telephone

If the INT-VG voice module is connected to the control panel, a user with the INT-VG ACCESS right can remotely operate the alarm system by telephone. The installer can also make the system operating option dependent on the partition status (the operation will be possible only when the selected partitions are armed). Using the phone, you can:

- get information on alarms, troubles, as well as status of partitions, zones and outputs;
- run a macro (i.e. a sequence of actions to be done by the control panel, as defined by the installer);
- arm/disarm;
- clear alarm;
- clear trouble memory;
- bypass/unbypass zone;
- enable/disable a 15. CONTROLLED function output.

9.1 Starting the operating by telephone

1. Dial the control panel phone number. The control panel will answer after a preset number of rings or after the second call (depending on the preprogrammed settings). Establishing connection will be signaled by three short beeps.
2. Enter the code from the telephone keypad and confirm by pressing #. 4 short beeps followed by 1 long beep will confirm you have got access to the interactive voice menu. If your code does not authorize you to get access, you will hear three long beeps in the headset. If the code is invalid, the control panel will signal it by two long beeps.

Note: *Entering a wrong code three times will trigger tamper alarm and block the call answer function for 90 seconds.*

3. Messages of the interactive voice menu will be played back. They will inform you which telephone keys you should use to be able to operate the control panel.

9.2 Stopping the operating by telephone

1. Press * key.
2. Press in turn the 0# keys. The control panel will go on-hook.

10. Acknowledgement of Voice Messaging

If the INT-VG voice module is connected to the control panel, acknowledgement of voice messaging is possible. A special 4-digit code is used to acknowledge messaging (see: PROGRAMMING CODES TO ACKNOWLEDGE MESSAGING p. 36). Having received voice messaging, enter the code from the telephone keypad. The messaging acknowledgement will cancel telephone notification of the event. The installer can configure the control panel so that the user, after acknowledgement of voice messaging, should automatically get access to the interactive voice menu (see section OPERATING THE ALARM SYSTEM BY TELEPHONE).

11. History of Changes to the Manual Content

DATE	FIRMWARE VERSION	INTRODUCED CHANGES
2011-06	1.02	• Section "Codes" has been added (p. 13). • List of user functions has been supplemented (p. 19). • Table presenting default user schedules has been supplemented by the new "INT-VG access" right (p. 23). • Note on canceling telephone messaging simultaneously with acknowledgement of voice messaging has been added (p. 30). • Information on authorization required for zone inhibiting has been modified (p. 30). • Information on authorization required for zone isolating has been modified (p. 31). • Section "Programming codes to acknowledge messaging" has been added (p. 36). • Description of "Outputs reset" function has been modified (p. 41). • Section "Operating the Alarm System by Telephone" has been added (p. 47). • Section "Acknowledgement of Voice Messaging" has been added (p. 48). • Section "History of Changes to the Manual Content" has been added (p. 49).
2012-06	1.02	• In connection with new keypads being put on the market, the information on keypads contained in manual has been modified.
2012-10	1.03	• List of user functions has been supplemented (p. 19). • Information on adding and editing keyfobs, contained in section "Users", has been modified (p. 22). • Information on presenting troubles in the LED keypad has been modified – section "Trouble list" (p. 37). • Title of section "Checking the radio signal level in wireless devices" has been changed to "Checking radio signal from wireless devices" and the section content has been modified (p. 40). • Content of section "Operating the Alarm System by means of Keyfob" has been modified (p. 45).

12. Brief Description of Operating the System with a Keypad

lit – partition armed
blinking – partition exit delay countdown

blinking – system requires user's attention – use the 7. SYSTEM STATE user function to find out the cause of LED blinking

information on service mode:
lit – service menu in this keypad
blinking – service menu in another keypad

LCD keypad

LCD display showing the date and hour or zone status (press and hold down the 9wxyz key for approx. 3 sec. to change displayed information):

b – zone inhibited,
b [blinking] – zone isolated,
L – long zone violation,
N – no zone violation,
! – zone that first triggered alarm,
■ – zone tampered (2EOL type zone),
■ – zone violated,
t – tamper memory (2EOL type zone),
a – alarm memory,
· – normal zone status.

Some symbols are not displayed in armed mode.

LED keypad

LEDs presenting the zone status acc. to repeating scheme of 2-second duration:

□□□□■■■■ – zone inhibited,
□□□□■□■■ – zone isolated,
■■■■□□□ – long zone violation,
■□■□□□□ – no zone violations,
■□■□■□■□ – zone that first triggered alarm,
□■■■■■■■ – tamper memory (2EOL type zone),
■■■■■■■■ – zone violated,
■□□□□□□□ – tamper memory (2EOL type zone),
■■□■□□□□ – alarm memory,
□□□□□□□□ – normal zone status.

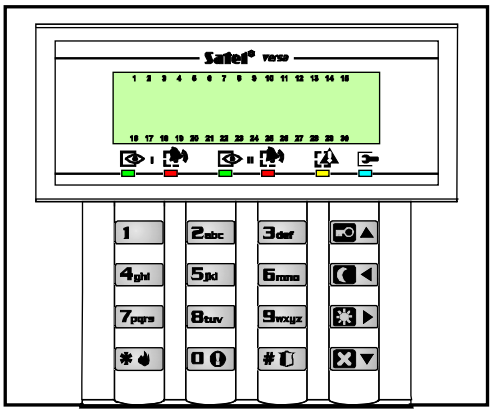
(□ – LED OFF; ■ – LED ON)

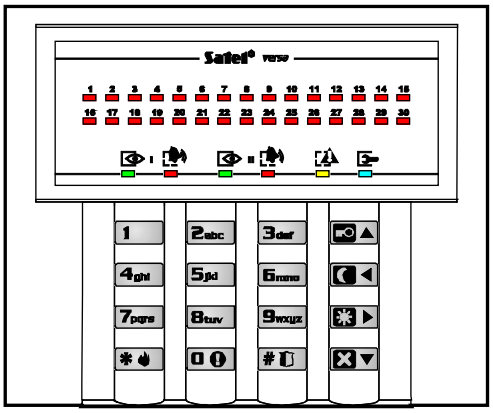
Some information is not presented in armed mode.

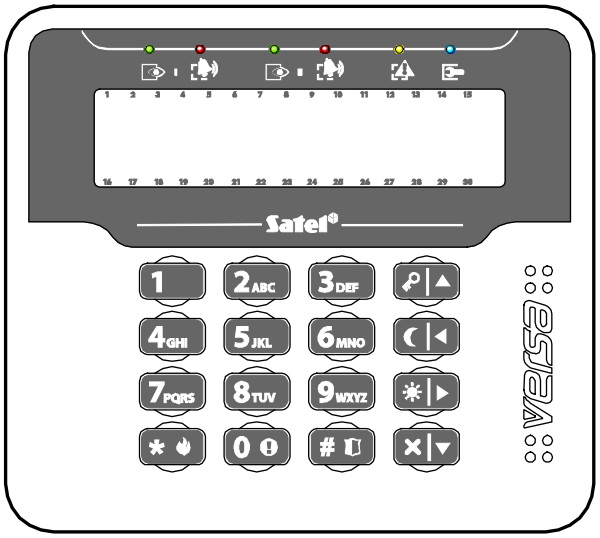
information on alarm or alarm memory acc. to repeating scheme of 2-second duration:

■■□■□□□□ – fire alarm,
■■■■■■■■ – burglary alarm,
■□■□■□■□ – warning alarm,
■■■■■□□□ – tamper alarm,
■□□□□□□□ – fire alarm memory,
■■■■■■■□ – burglary alarm memory,
■□■□□□□□ – warning alarm memory,
■■■■□□□□ – tamper alarm memory.

(□ – LED OFF; ■ – LED ON)







Arming without partition selection

[CODE] [▲] - full arming
[CODE] [◄] - night arming
[CODE] [►] - day arming

Arming Partition 1

[1] [▲] [CODE] [▲] - full arming
[1] [◄] [CODE] [◄] - night arming
[1] [►] [CODE] [►] - day arming

Arming Partition 2

[2abc] [▲] [CODE] [▲] - full arming
[2abc] [◄] [CODE] [◄] - night arming
[2abc] [►] [CODE] [►] - day arming

User menu

[CODE] [*] - entering the user menu, in which the following submenus and functions are available:

[1#] Change code
[2] Users
[21#] New user
[22#] Edit user
[23#] Remove user
[3#] Abort voice messaging
[4] Bypasses
[41#] Inhibit
[42#] Isolate
[5#] Event log [LCD keypad only]
[6] Settings
[61#] Auto-arming deferment
[62#] RTC clock
[63#] Timers
[64#] Telephone numbers
[65#] Messaging clearing codes
[7#] System state
[8#] Control
[9] Tests
[91#] Zone test
[92#] Output test
[93#] Signal from wireless devices
[94#] Manual Monitoring Station test
[95#] Monitoring Station 1 test
[96#] Monitoring Station 2 test
[97#] VERSA firmware version
[98#] Expander firmware version
[99#] Supply voltage
[90#] Outputs reset
[0] Service
[00#] Service mode
[01#] Start telephone connection
[03#] Start connection through RS-232
[04#] Finish connection through RS-232
[05#] Service access
[06#] Access time
[07#] ETHM-1→DloadX

Disarming and/or alarm clearing

[CODE] [▼] - in both partitions
[1] [▼] [CODE] [▼] - in partition 1
[2abc] [▼] [CODE] [▼] - in partition 2

Quick arming

[1] [▲] - partition 1 full arming
[1] [◄] - partition 1 night arming
[1] [►] - partition 1 day arming
[2abc] [▲] - partition 2 full arming
[2abc] [◄] - partition 2 night arming
[2abc] [►] - partition 2 day arming
[0] [▲] or [3def] [▲] - both partitions full arming
[0] [◄] or [3def] [▲] - both partitions night arming
[0] [►] or [3def] [▲] - both partitions day arming

Quick inspection of partition status

press and hold down the [▼] key for approx. 3 sec.

Triggering the alarm from keypad

fire alarm - press and hold down the [*] key for approx. 3 sec.
panic alarm - press and hold down the [#] key for approx. 3 sec.
medical alarm - press and hold down the [0] key for approx. 3 sec.

Quick control of outputs

[number key] [#] - activating output
[number key] [*] - deactivating output

Enabling/disabling the chime signal

press and hold down the [8tuv] key for approx. 3 sec.

Simple auto-arming deferment

press twice the [▼] key

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