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LCD Programming Manual

Software Version 5

DD243 COMPLIANT

RINS916-7

EN50131-1
Security Grade 2
Environmental Class 2

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1. ENGINEER MENU SYSTEM

1.1 Entering Engineers Mode

- Enter Engineer mode by pressing [↵][↵][X][X][X][X] ([X][X]) (default engineer code - 9999).
- Press [↵]. 'Engineers Mode' will be displayed.

Note: Engineer mode can only be entered if all partitions are disarmed.

1.2 Exiting Engineers Mode

- Press [↵] then [0]. If any tampers are active, then these will be displayed on the keypad.
- Press [↵] then [0] to exit engineers mode.

1.3 Entering Engineer Menu

NOTE: The Engineer Menu is currently only available on UK LCD keypads.

- In Engineers Mode, Press the [📖] key.

1.4 Exiting Engineer Menu

- Press the [📖] key. Note: You must not be in an active function.

1.5 Testing Partitions

A test facility for all partitions is available in Engineers Mode. To enter this function, once in Engineers Mode, enter the Engineers Code again. The partition test facility will be displayed.

MAKE SURE ALL PARTITIONS ARE DISARMED BEFORE EXITING ENGINEERS MODE.

1.6 Navigating the Menu

- The menu structure is shown below. Use the [▲] and [▼] keys to navigate through the menu.

1.6.1 Menu Sections

All menu entries starting with a ▶ symbol sub-menu headings. To enter a sub-menu press the [↵] key. Functions within the sub-menus are indicated by a › symbol. Press the [↵] key to run the function. When a menu function has been completed you will be returned to the engineer menu.

1.7 Initial Power up

On initial power up the LCD keypad will display the address. This will be shown as 'Matrix Keypad ID [1]', the number in the brackets indicate the address of the keypad, to change this you must select the correct address from the dip switches – as shown in the installation manual.

1.8 Menu Structure

Menu Section	Sub-Section	Equivalent Function
▶SYSTEM OPTIONS	>SYSTEM OPTIONS 1	[↵][B2][0][0]
	>SYSTEM OPTIONS 2	[↵][B2][0][A1]
	>SYSTEM OPTIONS 3	[↵][B2][0][B2]
▶ZONES	>CONNECTIONS	[↵][B2][5][0]
	>ZONE TYPE	[↵][B2][5][B2]
	>ZONE TYPE - A	[↵][B2][6][A1]
	>ZONE TYPE - B	[↵][B2][6][B2]
	>ZONE TYPE - C	[↵][B2][6][C3]
	>ZONE TYPE - D	[↵][B2][6][D4]

Menu Section	Sub-Section	Equivalent Function
	>ZONE ATTRIB - A	↵ B2 7 A1
	>ZONE ATTRIB - B	↵ B2 7 B2
	>ZONE ATTRIB - C	↵ B2 7 C3
	>ZONE ATTRIB - D	↵ B2 7 D4
	>ZONE PARTITION	↵ B2 8 0
	>COPY A, TO B,C&D	↵ B2 9 0
▶USERS	>CODE ALLOCATION	↵ C3 0 0
	>CODE ATTRIBUTES	↵ C3 0 A1
	>CODE LIMITS	↵ C3 0 B2
▶KEYPADS/PROX	>ICON ALLOCATION	↵ C3 5 0
	>ICON PUB/PRIV	↵ C3 5 A1
	>LCD ALLOCATION	↵ C3 5 B2
	>LCD PUB/PRIV	↵ C3 5 C3
	>DISPLAY TEXT	↵ C3 5 D4
	>DISARM TEXT	↵ C3 5 5
	>ARM TEXT	↵ C3 5 6
	>RKP CONTRAST	↵ C3 5 7
	>PROX ALLOCATION	↵ C3 5 8
	>PROX PUB/PRIV	↵ C3 5 9
	>LCD LANGUAGE	↵ C3 6 0
▶FAULTS	>SYSTEM FAULTS	↵ C3 8 0
	>TAMPER ALARMS	↵ C3 8 A1
▶PARTITION OPTS	>PARTITION OPT 1	↵ D4 0 0
	>PARTITION OPT 2	↵ D4 0 A1
▶ARM OPTIONS	>EXIT MODES A	↵ D4 5 0
	>EXIT MODES B	↵ D4 5 A1
	>EXIT MODES C	↵ D4 5 B2
	>EXIT MODES D	↵ D4 5 C3
	>HOME & AWAY OPT	↵ D4 5 D4
	>ARM DEPENDANCY	↵ D4 5 5
	>KEYSWITCH MODE	↵ D4 5 6
	>NO. OF REARMS	↵ D4 5 7
▶SYSTEM TIMERS	>BELL TIME	↵ 5 0 0
	>BELL DELAY TIME	↵ 5 0 A1
	>ENTRY TIME	↵ 5 0 B2
	>EXIT TIME	↵ 5 0 C3

Menu Section	Sub-Section	Equivalent Function
	>SETTLE TIME	↵ 5 0 4
	>AUTO ARM	↵ 5 0 5
	>INACT AUTO ARM	↵ 5 0 6
	>AC FAIL DELAY	↵ 5 0 7
	>LINE FAIL DELAY	↵ 5 0 8
	>TIME LOST/GAIN	↵ 5 0 9
▶OUTPUTS	>FOLLOW ZONE	↵ 5 5 A 1
	>PGM TYPE	↵ 5 5 5
	>PGM OPTIONS	↵ 5 5 6
▶COMMUNICATION	>ACCOUNT CODE	↵ 6 0 0
	>UDL CODE	↵ 6 0 A 1
	>DIGIT COMM OPT 1	↵ 6 0 B 2
	>DIGIT COMM OPT 2	↵ 6 A 1 0
	>TEST DIAL TIME	↵ 6 0 C 3
	>TST DIAL PERIOD	↵ 6 0 D 4
	>DIAL SEQUENCE 1	↵ 6 0 5
	>DIAL SEQUENCE 2	↵ 6 0 6
	>DIAL SEQUENCE 3	↵ 6 0 7
	>TEST DIAL ORDER	↵ 6 0 8
	>ANTICODE PREFIX	↵ 6 0 9
▶REPORTING	>TEL No. ONLY	↵ 6 5 A 1
	>TEL FORMAT ONLY	↵ 6 5 B 2
	>DIGIT CHAN'L MAP	↵ 6 5 5
▶SEND OPTIONS	>DISARM SIGNALS	↵ 7 0 0
	>ARM A SIGNALS	↵ 7 0 A 1
	>ARM B SIGNALS	↵ 7 0 B 2
	>ARM C SIGNALS	↵ 7 0 C 3
	>ARM D SIGNALS	↵ 7 0 D 4
	>DIGI RESTORALS	↵ 7 0 5
	>EVENT PHONE No.	↵ 7 0 6
	>VOICE MODULE	↵ 7 0 7
	>VOICE DIALS	↵ 7 0 9
▶MAINTENANCE	>VIEW EVENT LOG	↵ A 1 A 1 C 3
	>NVM RESET	↵ 7 5 A 1
	>PGM TEST	↵ 7 5 B 2
	>ZONE WALK TEST	↵ 7 5 C 3

Menu Section	Sub-Section	Equivalent Function
	>DEVICE SCAN	↵ 7 5 4
	>RS232 UDL	↵ 7 5 5
	>BATT CHARGE TEST	↵ 7 5 6
	>PANEL VERSION	↵ 7 5 7
	>CHANGE ENG CODE	↵ A 1 B 2 5
▶DD243	>DD243 OPT 1	↵ 8 0 0
	>DD243 ZONE MAP	↵ 8 0 A 1
	>CONFIRM TIME	↵ 8 0 D 4
▶RADIO EXPANDER	>PROGRAM KEYFOB	↵ 9 0 0
	>SUPERVISION TIME	↵ 9 0 A 1

2. ACCESSING USER FUNCTIONS

Whilst in Engineer Mode all master user options, apart from changing user codes, are accessible by prefixing the user option number by [1]:

Function Number	Master User Options
[↵][A 1][A 1][B 2]	– Arm with omits (bypass)
[↵][A 1][A 1][C 3]	– View event log
[↵][A 1][A 1][D 4]	– Change keypad sounder volume*
[↵][A 1][A 1][5]	– Change keypad brightness*
[↵][A 1][A 1][6]	– View date and time
[↵][A 1][A 1][7]	– Change reader sounder volume*
[↵][A 1][B 2][A 1]	– Change system time
[↵][A 1][B 2][B 2]	– Change system date
[↵][A 1][B 2][7]	– Pulse PGM
[↵][A 1][B 2][8]	– Open 1hr download window
[↵][A 1][C 3][0]	– Proximity card allocating
[↵][A 1][C 3][5]	– Add Key fobs

NOTE: These functions terminate by exiting Engineer mode.

Engineer Mode allows you to arm and disarm the panel if the first three digits of the engineer code do not coincide with the numbers of programming functions and engineer commands, and also if the first digit is not equal to 0. For instance, if the engineer code is 9999, by entering in Engineer Mode you can access the arm/disarm commands and reset the alarm panel in the same way as with a Master User Code allocated in all partitions.

3. CHANGE ENGINEER CODE (FUNCTION 125)

Press [↵] [A 1] [B 2] [5].	*This starts the function*	ENTER NEW CODE _____
Enter a 4, 5 or 6-digit engineer code.	*Example shows a 4-digit engineer code*	ENTER NEW CODE ****__
Press [↵] to accept the code. ***NOTE: If a 6-digit code is used, the code will be accepted automatically.***		REPEAT NEW CODE _____
Re-enter the 4, 5 or 6-digit engineer code.	*Example shows a 4-digit engineer code*	REPEAT NEW CODE ****__
Press [↵] to accept the code. NOTE: If a 6-digit code is used, the code will be accepted automatically.		

4. SYSTEM OPTIONS

4.1 System Options 1 (Function 200)

Press [↵] [B 2 ABC] [0] [0].	*This starts the function*	SYSTEM OPTIONS 1 OPTION 1 OFF
The current system options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A 1 DEF] – [8 WXYZ] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 8 options*	SYSTEM OPTIONS 1 OPTION 1 OFF OPTION 2 ON OPTION 3 OFF OPTION 4 OFF OPTION 5 OFF OPTION 6 OFF OPTION 7 OFF OPTION 8 OFF

№	OPTION OFF	OPTION ON
1	AC Fail Warning Enabled	AC Fail Warning Disabled
2	Battery Monitoring Disabled	Battery Monitoring Enabled
3	Link Only NVM Reset	Engineer Code and Link NVM Reset
4	No Limit Log & Event Reporting	Limit Log & Event Reporting (16 Events)
5	Telephone Line Fail Fault Indication Only	Telephone Line Fail Alarm & Fault Indication
6	Global Tamper 0V Removed	Global Tamper 0V Applied
7	50Hz AC Frequency	60Hz AC Frequency
8	AC Derived Real Time Clock	Quartz Derived Real Time Clock

Shaded = Default

4.2 System Options 2 (Function 201)

Press [↵] [B 2] [0] [A 1].	*This starts the function*	SYSTEM OPTIONS 2 OPTION 1 ON
The current system options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A 1] – [8] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 8 options*	SYSTEM OPTIONS 2 OPTION 1 ON OPTION 2 ON OPTION 3 ON OPTION 4 OFF OPTION 5 OFF OPTION 6 OFF OPTION 7 OFF OPTION 8 OFF

№	OPTION OFF	OPTION ON
1	Fault Warning on Device Missing	Tamper Alarm on Device Missing
2	Do not put zone restorals in the log	Put zone restorals in the log
3	Spare	Spare
4	Disallow arm when H,P,I,F,M zones are open	Allow arm when H,P,I,F,M zones are open
5	Immediate zones open on exit does not cause an alarm	Immediate zones open on exit causes an alarm
6#	Do not suspend exit timer on open zone	Suspend exit timer on open zone
7	Do not enable Bell/GT EOL	Allow Bell/GT EOL
8	Allow users with proximity cards AND user codes to use codes all the time	Allow users with proximity cards AND user codes to use codes to disarm whilst armed, after alarm only

Shaded = Default

#NOTE: Italy – This option MUST be set to OFF to conform to CEI79.
Belgium - This option MUST be set to OFF to conform to T014.

Important Notes About The Wireless System

Please note that when the Matrix system recognises that a Wireless Expander has been installed, the following options will be automatically changed as shown in the table below. Please see the following page for the original defaults.

[↵] [B 2] [0] [A 1] - System Options 2,

№	OPTION System Options 2	OFF	ON
4	Allow Arm If H, I, P, F, M, T Zones Open*	No	[Yes]
5	Immediate Zones Open On Exit	[Does Not Cause Alarm]	Cause Alarm
6	Suspend Exit Timer On Open Zone*†★	No	[Yes]

Systems Options 2, Option 6: Suspend Exit Timer On Open Zone

This function will be set to YES and disabled from the system completely.

4.3 System Options 3 (Function 202)

Press [↵] [B2] [0] [B2].	*This starts the function*	SYSTEM OPTIONS 3 OPTION 1 OFF
The current system options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A1] – [6] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 6 options*	SYSTEM OPTIONS 3 OPTION 1 OFF OPTION 2 OFF OPTION 3 ON OPTION 4 OFF OPTION 5 OFF OPTION 6 ON

№	OPTION OFF	OPTION ON
1	Do not hide the display	Hide display after 20 seconds of keypad inactivity
2	Restore battery faults as they occur	Restore battery faults when exit engineer mode
3	Display ALARM in FTA mode	Display ALARM as alarms occur
4*	Allow arming during mains fail	Disallow arm during mains fail
5*	Allow arm with battery fault	Disallow arm with battery fault
6#	Tamper on user omitted zones does not cause alarm	Tamper on user omitted zones does cause alarm
7	Wireless jamming fault When armed does not cause tamper	Wireless jamming fault when armed causes tamper
8	Allow Wireless keyfob disarm during entry period only	Allow Wireless keyfob disarm always

Shaded = Default

NOTE: Belgium - This option MUST be set to** ON **to comply with T014.

#NOTE: Belgium - This option MUST be set to** Causes Alarm **to comply with T014.

5. ZONES

5.1 Zone Connections (Function 250)

Press [↵] [B 2] [5] [0].	*This starts the function*	ZONE CONNECTIONS OPTION 1 OFF
The current system options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A 1] – [D 4] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 4 options*	ZONE CONNECTIONS OPTION 1 OFF OPTION 2 OFF OPTION 3 OFF OPTION 4 OFF

№	OPTION OFF	OPTION ON
1*	With End of Line Resistors	Without End of Line Resistors
2	Zone Doubling Disabled	Zone Doubling Enabled
3	350ms All Zones	100ms All Zones (fast zones)
4#	Zone 1: 30ms Zone - Disabled	Zone 1: 30ms Zone - Enabled
5	Single End of Line Zones (Alarm zones - no tamper) - Disabled	Single End of Line Zones (Alarm zones – no tamper) - Enabled

Shaded = Default.

NOTE: Using Zone Doubling it is possible to wire up to 64 zones (see installation manual)

***NOTE: Italy – To comply with CEI79 Level 2, zones MUST be DEOL.**

#NOTE: Italy – To comply with CEI79, this option must only be enabled if Zone 1 is connected to an inertia detector.

5.2 Zone Names on LCD Keypad (Function 252)

Press [↵] [B 2] [5] [B 2].	*The current zone name is displayed for Zone 1.*	SELECT ZONE 01 >ZONE 1
Use the following keys to select a zone name to edit: [▲] = Increment by 1 [◄] = Decrement by 1 [▼]= Increment by 10 [►] = Decrement by 10 Press [↵] to select the zone.	*For example Zone 6*	SELECT ZONE 06 >ZONE 6 EDIT TEXT 06 >ZONE 6
A flashing cursor is placed over the first character of the zone name. Use the [◄] and [►] keys to move the cursor to the desired position. Use the [0] – [9] keys to change the character displayed at the current cursor position (see table below). Repeat for all characters as required. Press [↵] to accept the changes. The flashing cursor is removed. You may now select another zone to change.	*Example shows changing* ZONE 6 *to* ZONE SIX	EDIT TEXT 06 >ZONE 6 EDIT TEXT 06 >ZONE 8 EDIT TEXT 06 >ZONE 8 EDIT TEXT 06 >ZONE SI8
To exit the function press the [📖] key.		

The following tables show how to obtain certain characters when programming user names, zone names, etc. Each time you press the same numerical key, the next character is chosen. There are three tables shown. Use only the table that corresponds to the LCD keypad language setting as some keys will vary.

RUSSIAN / BULGARIAN

Key	Number of key presses																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы	Ă
2	D	E	F	2	È	É	Ê	Ë	Ф	Ω	З	Ę						
3	G	H	I	3	Ì	Í	Î	Ï	Ë	Д								
4	J	K	L	4	Ж	З	И	Й	Л	Ь								
5	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö	Ш							

Key	Number of key presses										
	1	2	3	4	5	6	7	8	9	10	11
6	P	Q	R	6	ß	Σ	π	Я	Ø		
7	S	T	U	7	Ù	Ú	Û	Ü	Ь	ś	
8	V	W	X	8	П	У	Ф	Ц	Ч		
9	Y	Z	9	*	Д	♠	Ш	Щ	Ю	ż	ź
0		0	#	!							

CZECH

Key	Number of key presses																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы	
2	D	E	F	2	È	É	Ê	Ë	Ф	Ω	З							
3	G	H	I	3	Ì	Í	Î	Ï	Ë									
4	J	K	L	4	Ж	З	И	Й	Л	ś								
5	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö								

Key	Number of key presses										
	1	2	3	4	5	6	7	8	9	10	11
6	P	Q	R	6	ß	Σ	π	Я	Ø		
7	S	T	U	7	Ù	Ú	Û	Ü	Ь		
8	V	W	X	8	П	У	Ф	Ц	Ч		
9	Y	Z	9	*	Д	♠	Ш	Щ	Ю		
0		0	#	!							

GREEK

Key	Number of key presses																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы	Ă
2	D	E	F	2	È	É	Ê	Ë	Ф	Ω	З	Ψ						
3	G	H	I	3	Ì	Í	Î	Ï	Ë	Ξ								
4	J	K	L	4	Ж	З	И	Й	Π	Ш								
5	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö	Ω							

Key	Number of key presses										
	1	2	3	4	5	6	7	8	9	10	11
6	P	Q	R	6	ß	Σ	π	Я	Ø		
7	S	T	U	7	Ù	Ú	Û	Ü	Ь	Θ	
8	V	W	X	8	П	У	Ф	Ц	Ч		
9	Y	Z	9	*	Д	♠	Ш	Щ	Ю	ă	ź
0		0	#	!							

ALL OTHER LANGUAGES

Key	Number of key presses																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы	Ă
2	D	E	F	2	È	É	Ê	Ë	Ф	Ω	З	Ę						
3	G	H	I	3	Ì	Í	Î	Ï	Ë	Ć								
4	J	K	L	4	Ж	З	И	Й	Л	Ł								
5	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö	Ń							

Key	Number of key presses										
	1	2	3	4	5	6	7	8	9	10	11
6	P	Q	R	6	ß	Σ	π	Я	Ø		
7	S	T	U	7	Ù	Ú	Û	Ü	Ь	ś	
8	V	W	X	8	П	У	Ф	Ц	Ч		
9	Y	Z	9	*	Д	♠	Ш	Щ	Ю	ż	ź
0		0	#	!							

5.3 Zone Type – Arm Mode A (Function 261)

5.4 Zone Type – Arm Mode B (Function 262)

5.5 Zone Type – Arm Mode C (Function 263)

5.6 Zone Type – Arm Mode D (Function 264)

Programming for Arm Mode A is shown.

Press [↵] [B 2] [6] [A 1].		ENTER ZONE No. __
Enter the zone number to configure as a 2-digit number (01 – 32). *If zone doubling is selected it is possible to program up to 64 zones	*Example shows Zone 01. This display is quickly followed by the next.*	ENTER ZONE No. 01
The current zone type is displayed. Use the [▲] and [▼] keys to scroll through the zone types, or type a 2-digit zone code to select the zone type. Press [↵] to accept the zone type.	00 = ENTRY / EXIT 01 = ACCESS 02 = IMMEDIATE 03 = OMIT 04 = FIRE ALARM 05 = PERSONAL ATTACK 06 = 24 HOUR 07 = KEY BOX 08 = SHUNT KEYPAD 09 = TAMPER 10 = LATCHED KEY 11 = MOMENTARY KEY 12 = UNUSED 13 = MEDICAL 14 = ARM	ARM MODE A ENTRY/EXIT

DEFAULT ZONE TYPES

Zone	Type	Zone	Type	Zone	Type	Zone	Type
1	Entry/Exit	**9**	Immediate	**17**	Immediate	**25**	Immediate
2	Access	**10**	Immediate	**18**	Immediate	**26**	Immediate
3	Immediate	**11**	Immediate	**19**	Immediate	**27**	Immediate
4	Immediate	**12**	Immediate	**20**	Immediate	**28**	Immediate
5	Immediate	**13**	Immediate	**21**	Immediate	**29**	Immediate
6	Immediate	**14**	Immediate	**22**	Immediate	**30**	Immediate
7	Immediate	**15**	Immediate	**23**	Immediate	**31**	Immediate
8	Immediate	**16**	Immediate	**24**	Immediate	**32**	Immediate
33	Immediate	**41**	Immediate	**49**	Immediate	**57**	Immediate
34	Immediate	**42**	Immediate	**50**	Immediate	**58**	Immediate
35	Immediate	**43**	Immediate	**51**	Immediate	**59**	Immediate
36	Immediate	**44**	Immediate	**52**	Immediate	**60**	Immediate
37	Immediate	**45**	Immediate	**53**	Immediate	**61**	Immediate
38	Immediate	**46**	Immediate	**54**	Immediate	**62**	Immediate
39	Immediate	**47**	Immediate	**55**	Immediate	**63**	Immediate
40	Immediate	**48**	Immediate	**56**	Immediate	**64**	Immediate

(In grey – zones that can only be used if Zone doubling is selected (See Function 250)

5.7 Zone Attributes – Arm Mode A (Function 271)

5.8 Zone Attributes – Arm Mode B (Function 272)

5.9 Zone Attributes – Arm Mode C (Function 273)

5.10 Zone Attributes – Arm Mode D (Function 274)

Programming for Arm Mode A is shown.

Press [↵] [B 2] [7] [A 1].		ENTER ZONE No. __
Enter the zone number to configure as a 2-digit number (01 – 32). *If zone doubling is selected it is possible to program up to 64 zones	*Example shows Zone 01.* *This display is quickly followed by the next.*	ENTER ZONE No. 01
The current zone attributes are displayed. Select any attribute by using the [▲] and [▼] keys, or use the [A 1] – [5] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.		ARM MODE A OPTION 1 OFF

№	OPTION OFF	OPTION ON
1	Chime Disabled	Chime Enabled
2	Test Disabled	Test Enabled
3	Mask Disabled	Mask Enabled
4	Double Knock Disabled	Double Knock Enabled
5	Normally Closed	Normally Open
6	Reserved for Future Use. Do Not Alter.	
7		
8		

Shaded = Default

5.11 Zone Partition (Function 280)

Press [↵] [B 2] [8] [0].		ENTER ZONE No. __
Enter the zone number to configure as a 2-digit number (01 – 32). *If zone doubling is selected it is possible to program up to 64 zones	*Example shows Zone 01.* *This display is quickly followed by the next.*	ENTER ZONE No. 01
The current partition is displayed. Enter a partition [A 1] – [D 4]. Press [↵] to assign the zone to the partition.		ENTER PARTITION 1

NOTE: By default all zones are assigned to Partition 1.

5.12 Copy Arm A to B,C & D (Function 290)

Press [↵] [B 2] [9] [0].		COPY A TO B,C&D SYSTEM BUSY
When complete you will be returned to Engineer Mode.		

6. USERS

6.1 User Code Partition (Function 300)

Press [↵] [C 3] [0] [0].		ENTER USER No. __
Enter the 2-digit user number (01 – 32).	*Example shows User 01. This display is quickly followed by the next.*	ENTER USER No. 01
The current user partitions are displayed. Select any option (partition) by using the [▲] and [▼] keys, or use the [A 1] – [D 4] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 4 options*	CODE ALLOCATION OPTION 1 ON OPTION 2 OFF OPTION 3 OFF OPTION 4 OFF

№	OPTION OFF	OPTION ON
1	User Code Not Assigned to Partition 1	User Code Assigned to Partition 1
2	User Code Not Assigned to Partition 2	User Code Assigned to Partition 2
3	User Code Not Assigned to Partition 3	User Code Assigned to Partition 3
4	User Code Not Assigned to Partition 4	User Code Assigned to Partition 4
5	Reserved for Future Use. Do Not Alter.	
6		
7		
8		

Shaded = Default

6.2 User Code Attributes (Function 301)

Press [↵] [C 3 DEF] [0] [A 1 ABC].		ENTER USER No. __
Enter the 2-digit user number (01 – 32).	*Example shows User 01. This display is quickly followed by the next.*	ENTER USER No. 01
The current user attributes are displayed. Select any attribute by using the [▲] and [▼] keys, or use the [A 1 ABC] – [8 TUV] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 6 options*	CODE ALLOCATION OPTION 1 ON OPTION 2 OFF OPTION 3 OFF OPTION 4 OFF

№	OPTION OFF	OPTION ON
1	Disallow Omit (Bypass) Zones	Allow Omit (Bypass) Zones
2	Normal User Code	Duress Code Only
3	Duress Code Disabled	Duress Code Enabled
4	Disallow Arm	Allow Arm
5	Disallow Disarm	Allow Disarm
6	Disallow Forced Re-arm	Allow Forced Re-arm
7	Reserved For Future Use.	
8	Limited User Code (default for Users 02 – 32)	Master User Code (default for User 01)

Shaded = Default

6.3 Temporary Code (Function 302)

Press [↵] [C 3 DEF] [0] [B 2 GHI].		ENTER USER No. __
Enter the 2-digit user number (01 – 32).	*Example shows User 01. This display is quickly followed by the next.*	ENTER USER No. 01
The maximum uses for this code is displayed.	*Example shows 10 uses.*	CODE LIMITS 10
Enter the new maximum use value as a 2-digit number (00 – 99). Press [↵] to accept the changes.	*Example shows 4 uses*	CODE LIMITS 04

VALUE	DESCRIPTION
00	Unlimited uses of this code
01	After 1 use the code is deleted
02-99	Number of times this code can be used between any use of an unlimited code

7. KEYPADS/PROXIMITY READERS

7.1 ICON Partition Allocation (Function 350)

Press [↵] [C 3 DEF] [5 JKL] [0].		ENTER KEYPAD ID _
Enter the keypad ID number (1 – 4).	*Example shows keypad ID 1* *This display is quickly followed by the next.*	ENTER KEYPAD ID _1
The current partition is displayed.	*Example shows Partition 1 only*	ENTER PARTITIONS _ 1
Press the [A 1 ABC] – [D 4 GHI] buttons to assign the keypad to any of the partitions as required.	*Example shows partitions 1 & 3 selected*	ENTER PARTITIONS _ 13
Press [↵] to accept the changes.		

NOTE: By default all ICON keypads are assigned to Partition 1.

7.2 ICON Public/Private (Function 351)

Press [↵] [C 3 DEF] [5 JKL] [A 1 ABC].		ENTER KEYPAD ID _
Enter the keypad ID number (1 – 4).	*Example shows keypad ID 1* *This display is quickly followed by the next.*	ENTER KEYPAD ID _1
The current options are displayed. Select any attribute by using the [▲] and [▼] keys, or use the [A 1 ABC] key to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There is 1 option*	ICON PUB/PRIV OPTION 1 OFF

№	OPTION OFF	OPTION ON
1	Public Keypad	Private Keypad
2	Reserved for Future Use. Do Not Alter.	
3		
4		
5		
6		
7		
8		

Shaded = Default

7.3 LCD Partition Allocation (Function 352)

Press [↵] [C 3] [5] [B 2].		ENTER KEYPAD ID _
Enter the keypad ID number (1 – 4).	*Example shows keypad ID 1* *This display is quickly followed by the next.*	ENTER KEYPAD ID _1
The current partition is displayed.	*Example shows Partition 1 only*	ENTER PARTITIONS _ 1
Press the [A 1] – [D 4] buttons to assign the keypad to any of the partitions as required.	*Example shows partitions 1 & 3 selected*	ENTER PARTITIONS _ 13
Press [↵] to accept the changes.		

NOTE: By default all LCD keypads are assigned to Partition 1.

7.4 LCD Public/Private (Function 353)

Press [↵] [C 3] [5] [C 3].		ENTER KEYPAD ID _
Enter the keypad ID number (1 – 4).	*Example shows keypad ID 1* *This display is quickly followed by the next.*	ENTER KEYPAD ID _1
The current options are displayed. Select any attribute by using the [▲] and [▼] keys, or use the [A 1] key to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There is 1 option*	LCD PUB/PRIV OPTION 1 OFF

№	OPTION OFF	OPTION ON
1	Public Keypad	Private Keypad
2	Reserved for Future Use. Do Not Alter.	
3		
4		
5		
6		
7		
8		

Shaded = Default

7.5 Change Label Messages (Function 354)

Press [↵] [3] [5] [4].		SELECT LABEL 01 >DISARMED
Select any message by using the [▲] and [▼] keys.	*Example shows message 6.*	SELECT LABEL 06 >ARMED
Press [↵] to select the message for editing. A flashing cursor is placed over the first character of the message Use the [◄] and [►] keys to move the cursor to the desired character position. Use the [0] – [9] keys to change the character displayed at the current cursor position (see the table on page 14). Repeat for all characters as required.	*Example shows message 6 being changed from ARMED to PANEL ARMED*	EDIT TEXT 06 >RMED EDIT TEXT 06 >RMED EDIT TEXT 06 >PANEL ARME
Press [↵] to accept the changes.		EDIT TEXT 06 >PANEL ARMED

DEFAULT MESSAGE TYPE	KEYPAD ID	MESSAGE NUMBER
Disarmed Mode Message	1-4	1-4
Armed Mode Message	1-4	5-8
Pulse PGM User Menu Message	1-4	27-30
Welcome Engineer Message	All Keypads	31 (top) – 32 (bottom)

7.6 Assign Disarmed Labels (Function 355)

Press [↵] [C 3 DEF] [5 JKL] [5 JKL].		ENTER KEYPAD ID _< [1-4]
Enter the keypad ID number (1 – 4).	*Example shows keypad 1* *This display is quickly followed by the next*	ENTER KEYPAD ID 1< [1-4]
The first message is displayed.		DAY LABEL 01 >DISARMED
Use the [▲] and [▼] keys to select the desired message.	*Example shows message 9*	DAY LABEL 09 >LABEL 9
Press [↵] to accept the changes.		

7.7 Assign Armed Labels (Function 356)

Press [↵] [C 3 DEF] [5 JKL] [6 MNO].		ENTER KEYPAD ID _< [1-4]
Enter the keypad ID number (1 – 4).	*Example shows keypad 1* *This display is quickly followed by the next*	ENTER KEYPAD ID 1< [1-4]
The first message is displayed.		ARMED LABEL 01 >DISARMED
Use the [▲] and [▼] keys to select the desired message.	*Example shows message 12*	ARMED LABEL 12 >LABEL 12
Press [↵] to accept the changes.		

7.8 LCD Contrast (Function 357)

Press [↵] [C 3 DEF] [5 JKL] [7 TUV].		ADJUST CONTRAST USE UP-DOWN KEYS
Use the [▲] and [▼] keys to increase or decrease the contrast of the display.		ADJUST CONTRAST USE UP-DOWN KEYS
Press [↵] to accept the changes.		

7.9 Proximity Reader Partition Allocation (Function 358)

Press [↵] [C 3 DEF] [5 JKL] [8 WXY].		ENTER PROX ID _
Enter the proximity reader ID number (1 – 4).	*Example shows reader ID 1* *This display is quickly followed by the next.*	ENTER PROX ID _ 1
The current partition is displayed.	*Example shows Partition 1 only*	ENTER PARTITIONS _ 1
Press the [A 1 ABC] – [D 4 GHI] buttons to assign the reader to any of the partitions as required.	*Example shows partitions 1 & 3 selected*	ENTER PARTITIONS _ 13
Press [↵] to accept the changes.		

NOTE: By default all Proximity Readers are assigned to Partition 1.

7.10 Proximity Reader Public/Private (Function 359)

Press [↵] [C 3] [5] [9].		ENTER PROX ID _
Enter the proximity reader ID number (1 – 4).	*Example shows reader ID 1* *This display is quickly followed by the next.*	ENTER PROX ID _ 1
The current options are displayed. Select any attribute by using the [▲] and [▼] keys, or use the [A 1] key to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There is 1 option*	PROX PUB/PRIV OPTION 1 OFF

№	OPTION OFF	OPTION ON
1	Public Proximity Reader	Private Proximity Reader
2	Reserved for Future Use. Do Not Alter.	
3		
4		
5		
6		
7		
8		

Shaded = Default

7.11 LCD Keypad Language (Function 360)

Press [↵] [C 3] [6] [0].		ENTER KEYPAD ID _< [1-4]
Enter the LCD keypad ID number (1 – 4).	*The first language is displayed*	SELECT LANGUAGE >ENGLISH
Use the [▲] and [▼] keys to scroll through the list of available languages. ***NOTE: UK English keypads only have the UK English language installed.***	*There are several different keypads available, all with different languages installed.*	SELECT LANGUAGE >ENGLISH >SPANISH >ITALIANO >Les Francais >PORTUGUESE
Press [↵] to accept the changes.		

NOTE: The language change will only take effect after exiting Engineer Mode.

8. FAULTS

8.1 System Fault Partition (Function 380)

Press [↵] [C 3 DEF] [8 TUV] [0].	*This display is quickly followed by the next*	ENTER PARTITIONS _
The current partition warning allocation is displayed.	*Example shows partition 1 only*	ENTER PARTITIONS _ 1000
Select all partitions that you want system faults to display in. Entering 0 as the first entry will allocate system fault displays to all partitions.	*Example shows partitions 1 & 3*	ENTER PARTITIONS 13
Press [↵] to accept the changes. ***NOTE: If 4 digits are entered they are automatically accepted.***		

NOTE: By default all system faults are displayed in Partition 1 only.

8.2 Bell/Tamper Fault Partition (Function 381)

Press [↵] [C 3 DEF] [8 TUV] [A 1 ABC].	*This display is quickly followed by the next*	ENTER PARTITIONS _
The current bell/tamper fault partition allocation is displayed.	*Example shows partition 1 only*	ENTER PARTITIONS _ 1000
Select all partitions that you want bell and tamper faults to display in. Entering 0 as the first entry will allocate bell and tamper fault displays to all partitions.	*Example shows partitions 1 & 3*	ENTER PARTITIONS 13
Press [↵] to accept the changes. ***NOTE: If 4 digits are entered they are automatically accepted.***		

NOTE: By default all bell / tamper faults are displayed in Partition 1 only.

9. PARTITION OPTIONS

9.1 Partition Options 1 (Function 400)

Press [↵] [D 4 GHI] [0] [0].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current partition options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A 1 ABC] – [8 TUV] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 8 options*	PARTITION OPT 1 OPTION 1 ON OPTION 2 OFF OPTION 3 OFF OPTION 4 ON OPTION 5 ON OPTION 6 OFF OPTION 7 OFF OPTION 8 ON

№	OPTION OFF	OPTION ON
1	Audible PA Alarm	Silent PA Alarm
2	Reserved for Future Use. Do Not Alter.	
3	Internal Sirens Only on Tamper Alarm	Internal & External Sirens on Tamper Alarm
4	Do Not Display Open Zones when Disarmed	Display Open Zones when Disarmed
5	Do Not Omit (Bypass) Open Zones on Rearm	Omit (Bypass) Open Zones on Rearm
6	Bell Squawk Off	Bell Squawk On
7	Kiss-Off Confirmation Tone Off	Kiss-Off Confirmation Tone On
8	Do Not Display Open Zones in Alarm	Display Open Zones in Alarm

Shaded = Default

9.2 Partition Options 2 (Function 401)

Press [↵] [D 4 GHI] [0] [A 1 ABC].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current partition options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A 1 ABC] – [6 MNO] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 6 options*	PARTITION OPT 2 OPTION 1 OFF OPTION 2 OFF OPTION 3 OFF OPTION 4 OFF OPTION 5 OFF OPTION 6 ON

№	OPTION OFF	OPTION ON
1	Bell Time in Minutes	Bell Time in Seconds
2	Anti-Code Reset disabled	Anti-Code Reset Enabled
***3**	Engineer Reset Disabled	Engineer Reset Enabled
***4**	Reset required After Confirmed Alarms	Reset Required After **All** Alarms
5	Normal Sounder Operation	French Sounder Operation
6	Do Not Allow Zone Restorals After Reset	Allow Zone Restorals After Reset
7	Reserved for Future Use. Do Not Alter.	
8		

Shaded = Default

<u>*IMPORTANT NOTE ON ENGINEER RESET</u>

Please note that if the below options are both turned ON; an Engineer Reset is only needed for any TAMPER ALARMS.

A user code will be able to reset ALL OTHER ALARMS.

OPTION NUMBER 3 = ENGINEER RESET ENABLED

OPTION NUMBER 4 = RESET REQUIRED AFTER ALL ALARMS

10. ARM OPTIONS

10.1 Exit Terminator – Arm Mode A (Function 450)

10.2 Exit Terminator – Arm Mode B (Function 451)

10.3 Exit Terminator – Arm Mode C (Function 452)

10.4 Exit Terminator – Arm Mode D (Function 453)

Programming for Arm Mode A is shown.

Press [↵] [4] [5] [0].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current exit terminator type is shown.	*Example shows Final Exit (type 01)*	EXIT MODES A 01
Enter 1 digit for the required exit terminator type (1 – 4). ***NOTE: A leading zero is always shown.***	*Example shows Silent Arm (type 02)*	EXIT MODES A 02
Press [↵] to accept the changes.		

№	EXIT TERMINATOR TYPE
00	Timed Exit
01	Final Exit
02	Silent Arm
03	Push to Arm
04	Forced Arm

Shaded = Default

Note: If the wireless function 'quick arm' is used then the exit timer is suspended. If the user doesn't want the exit timer to be suspended on an open zone in silent set then the key fob must not use the quick arm option. The normal timed arm option should be used with a long exit timer.

10.5 Home & Away Allocation (Function 454)

Press [↵] [D4] [5] [D4].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The home & away options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A1] – [D4] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 4 options*	HOME & AWAY OPT OPTION 1 ON OPTION 2 OFF OPTION 3 OFF OPTION 4 OFF

№	OPTION OFF	OPTION ON
1 – Arm Mode A	Home	Away
2 – Arm Mode B	Home	Away
3 – Arm Mode C	Home	Away
4 – Arm Mode D	Home	Away
5	Reserved for Future Use. Do Not Alter.	
6		
7		
8		

Shaded = Default

10.6 Partition Dependency (Function 455)

Press [↵] [D 4 ghi] [5 jkl] [5 jkl].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current partition options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A 1 abc] – [D 4 ghi] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 4 options*	ARM DEPENDANCY OPTION 1 OFF OPTION 2 OFF OPTION 3 OFF OPTION 4 OFF

№	OPTION OFF	OPTION ON
1	Partition Will Not Arm with Partition 1	Partition Will Arm with Partition 1
2	Partition Will Not Arm with Partition 2	Partition Will Arm with Partition 2
3	Partition Will Not Arm with Partition 3	Partition Will Arm with Partition 3
4	Partition Will Not Arm with Partition 4	Partition Will Arm with Partition 4
5	Reserved for Future Use. Do Not Alter.	
6		
7		
8		

Shaded = Default

10.7 Keyswitch Arm Mode Allocation (Function 456)

Press [↵] [4] [5] [6].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current setting is displayed. Enter 1 digit for the new arm mode (1 – 4). ***NOTE: A leading zero is always shown.***	*Example shows Arm Mode A*	ENTER ARM MODE 01
Press [↵] to accept the changes.		

№	ARM MODE ALLOCATION
01	Arm Mode A
02	Arm Mode B
03	Arm Mode C
04	Arm Mode D

Shaded = Default

10.8 Number of Rearms (Function 457)

Press [↵] [4] [5] [7].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current setting is displayed.	*Example shows Continuous Rearms (type 00)*	NUMBER OF REARMS 00
Enter 1 digit for the new value (1 – 9). ***NOTE: A leading zero is always shown.***	*Example shows 3 rearms*	NUMBER OF REARMS 03
Press [↵] to accept the changes.		

№	NUMBER OF REARMS
00	Continuous Rearms
01 - 09	Auto Arm 1 – 9 Times

Shaded = Default

11. SYSTEM TIMERS

11.1 Bell Time (Function 500)

Press [↵] [5] [0] [0].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current bell time is displayed.	*Example shows 04 (minutes or seconds)*	ENTER BELL TIME 04
Enter 2 digits for the new time (00 – 99).	*Example shows 30 (minutes or seconds)*	ENTER BELL TIME 30
Press [↵] to accept the changes.		

NOTE: Default is 4 minutes.

11.2 Bell Time Delay (Function 501)

Press [↵] [5] [0] [A 1].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current bell time delay is displayed.	*Example shows 00 minutes*	ENTER BELL DELAY 00
Enter 2 digits for the new delay (00 – 99).	*Example shows 02 minutes*	ENTER BELL DELAY 02
Press [↵] to accept the changes.		

NOTE: Default is 0 minutes.

NOTE – Italy: Bell Delay MUST be set to 0 to comply with CEI79.

11.3 Entry Time (Function 502)

Press [↵] [5] [0] [B 2].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current entry time is displayed.	*Example shows 20 seconds*	ENTER ENTRY TIME 20
Enter 2 digits for the new time (00 – 99).	*Example shows 30 seconds*	ENTER ENTRY TIME 30
Press [↵] to accept the changes.		

NOTE: Default is 20 seconds.

11.4 Exit Time (Function 503)

Press [↵] [5] [0] [3].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current exit time is displayed.	*Example shows 20 seconds*	ENTER EXIT TIME 20
Enter 2 digits for the new delay (00 – 99).	*Example shows 10 seconds*	ENTER EXIT TIME 10
Press [↵] to accept the changes.		

NOTE: Default is 20 seconds.

11.5 Final Exit Delay (Function 504)

Press [↵] [5] [0] [4].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current exit delay time is displayed.	*Example shows 07 seconds*	SETTLE TIME ? 07
Enter 2 digits for the new time (00 – 99).	*Example shows 05 seconds*	SETTLE TIME ? 05
Press [↵] to accept the changes.		

NOTE: Default is 7 seconds.

11.6 Auto Arm Commence Time (Function 505)

Press [↵] [5] [0] [5].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current time is displayed.	*Example shows Auto Arm disabled (0000)*	ENTER START TIME _0000
Enter 4 digits for the new commence time (0000 – 2359, 24-hour format). ***NOTE: The time is automatically accepted after entering the 4th digit.***	*Example shows 12:26 PM*	ENTER START TIME 1226

NOTE: Default is 0000 (Auto Arm disabled).

NOTE: Italy – If Auto Arm is to be used, "Allow Arm If H,I,P,F,M,T Zone Open" must be set to "Yes", and "Immediate Zone Open On Exit" must be set to "Causes Alarm" (System Options 2, page 11) in order to comply with CEI79.

11.7 Inactivity Auto Arm (Function 506)

Press [↵] [5] [0] [6].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current time is displayed.	*Example shows Inactivity Auto Arm disabled (0000)*	ENTER INACT TIME 00
Enter 2 digits for the new inactivity time (00 – 99). The number entered x 10 = time in minutes. ***NOTE: The time is automatically accepted after entering the 2nd digit.***	*Example shows 2 hours (12 x 10 = 120 minutes)*	ENTER INACT TIME 12

NOTE: Default is 00 (Inactivity Auto Arm disabled).

11.8 AC Fail Warning Delay (Function 507)

Press [↵] [5] [0] [7].	*The current delay time is displayed*	ENTER DELAY TIME 10
Enter 2 digits for the new delay time (00 – 99).	*Example shows 20 minutes*	ENTER DELAY TIME 20
Press [↵] to accept the changes.		

NOTE: Default is 10 minutes.

11.9 Telephone Line Fail Warning Delay (Function 508)

Press [↵] [5] [0] [8].	*The current delay time is displayed*	ENTER DELAY TIME 10
Enter 2 digits for the new delay time (00 – 99).	*Example shows 20 minutes*	ENTER DELAY TIME 20
Press [↵] to accept the changes.		

NOTE: Default is 1 minute.

11.10 Seconds in Last Minute of Day (Function 509)

Press [↵] [5] [0] [9].	*The current number of seconds is displayed*	ENTER SECONDS 60
Enter 2 digits for the new delay time (00 – 99).	*Example shows 65 seconds*	ENTER SECONDS 65
Press [↵] to accept the changes.		

NOTE: Default is 60 seconds.

12. OUTPUTS

12.1 Zone to Follow in Partition (Function 551)

Press [↵] [5] [5] [A 1].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current zone allocated is displayed.	*Example shows none (00)*	ENTER ZONE No. 00
Enter 2 digits for the new zone number (00 – 32, 00 = none).	*Example shows zone 12*	ENTER ZONE No. 12
Press [↵] to accept the changes.		

NOTE: Default is 00 (none).

12.2 PGM Type (Function 555)

Press [↵] [5] [5] [5].		ENTER PGM No. __
Enter 2 digits for the PGM (01 – 12).	*Example shows PGM 1* *This display is quickly followed by the next*	ENTER PGM No. 01
The current PGM type is displayed.	*Example shows External Bell (type 14)*	ENTER ZONE No. 00
Enter 2 digits for the new PGM type (00 – 30). Press [↵] to accept the change.	*Example shows Follow Zone (type 05)*	ENTER PGM TYPE 14
The current PGM partition allocation is displayed.	*Example shows all partitions*	ENTER PARTITIONS _ 1234
Enter up to 4 digits for the partition allocation. 0 = All Partitions 1-4 = Partitions 1-4	*Example shows Partition 1 only*	ENTER PARTITIONS 1
Press [↵] to accept the changes. ***NOTE: If 4 digits are entered they are automatically accepted.***		

Defaults:

PGM	TYPE	PARTITION	PGM	TYPE	PARTITION
1	External Bell	1	**7**	Not Used	–
2	Follow Strobe	1	**8**	Not Used	–
3	Follow Arm/Disarm	1	**9**	Not Used	–
4	Follow PA Alarm	1	**10**	Not Used	–
5	Not Used	–	**11**	Not Used	–
6	Not Used	–	**12**	Not Used	–

12.2.1 PGM Types

№	Output Type	№	Output Type
0 0	Not Used	2 4	Follow Digital Output Confirmed Alarm
0 1	E- (LED Enable)	2 5	Follow Digital Output Omits (Bypass)
0 2	C+ (Latch)	2 6	Follow Hidden Display
0 3	RKP Controlled	2 7	Follow Mains Fail
0 4	Follow Arm/Disarm	2 8	Follow Battery Low
0 5	Follow Zone	2 9	Follow Battery Missing
0 6	Follow Tel Line Fail	3 0	Internal Sounder
0 7	Follow Kiss Off Signal	3 1	Follow Medical Alarm
0 8	Shock/Fire Sensor Reset	3 2	Follow Battery Faults
0 9	Follow Strobe	3 3	Follow Duress
1 0	Follow Fire Alarm	3 4	Follow Disarmed
1 1	Follow PA Alarm	3 5	Follow System Faults
1 2	Follow Confirmed Alarm	3 6	Follow Momentary Burglary
1 3	Follow Tamper Alarm	3 7	Follow Momentary 24HR
1 4	External Bell	3 8	Follow Momentary FIRE
1 5	GND Fire Detector (PGM4 only)	3 9	Follow Momentary MEDICAL
1 6	Twin Alert (PGM 3 only)	4 0	Follow Momentary PA
1 7	Follow Entry/Exit	4 1	Follow Momentary TAMPER
1 8	Follow Digital Output Fire Alarm	4 2	Follow Momentary DURESS
1 9	Follow Digital Output PA Alarm	4 3	Follow Momentary COMFAIL
2 0	Follow Digital Output Intruder Alarm	4 4	Follow Momentary RKPFAIL
2 1	Follow Digital Output Open/Close	4 5	Follow Momentary TESTCALL
2 2	Follow Digital Output Abort	4 6	Status LED Output
2 3	Follow Digital Output Medical Alarm	4 7	Keyfob controlled
		4 8	Follow Supervision Output

12.3 PGM Options (Function 556)

Press [↵] [5] [5] [6].	*This starts the function*	ENTER PGM No. __
Enter 2 digits for the PGM (01 – 12).	*Example shows PGM 1 This display is quickly followed by the next*	ENTER PGM No. 01
The current PGM options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A 1] – [B 2] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 2 options* **Option 1: Polarity** On = Active High (+12V) Off = Active Low (0V) **Option 2: User Testable** On = Yes Off = No	PGM OPTIONS OPTION 1 OFF OPTION 2 ON

Defaults:

PGM	POLARITY	USER TESTABLE	PGM	POLARITY	USER TESTABLE
1	Off (Active Low)	On (Yes)	**7**	Off (Active Low)	Off (No)
2	Off (Active Low)	On (Yes)	**8**	Off (Active Low)	Off (No)
3	Off (Active Low)	Off (No)	**9**	Off (Active Low)	Off (No)
4	Off (Active Low)	Off (No)	**10**	Off (Active Low)	Off (No)
5	Off (Active Low)	Off (No)	**11**	Off (Active Low)	Off (No)
6	Off (Active Low)	Off (No)	**12**	Off (Active Low)	Off (No)

13. COMMUNICATIONS

13.1 Account Codes & Partitions Allocation (Function 600)

Press [↵] [6] [0] [0].		ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current account code is displayed.	*Example shows account code 1234*	ENTER ACCNT CODE _1234
To delete the current account code, press [▲]. You will be returned to Engineer Mode		
Enter the new account code.	*Example shows 65C3*	ENTER ACCNT CODE _65C3
Press [↵] to accept the changes.		

DIGIT	KEYPRESS
0 – 9	0 – 9 keys
B	[🔒] followed by 2
C	[🔒] followed by 3
D	[🔒] followed by 4
E	[🔒] followed by 5
F	[🔒] followed by 6

13.2 Up/Downloading Access Code (Function 601)

Press [↵] [6] [0] [A 1].		
The current code is displayed.	*Example shows code 3456*	ENTER UDL CODE _3456
Enter the 4 digits for the new code (0 – 9).	*Example shows 7891*	ENTER UDL CODE _7891
Press [↵] to accept the changes.		

NOTE: Default is 1234.

13.3 Digital Communicator Options 1 (Function 602)

Press [↵] [6] [0] [2].	*This starts the function*	DIGI COMM OPT 1 OPTION 1 OFF
The current partition options are displayed. Select any option by using the [▲] and [▼] keys, or use the [1] – [6] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 6 options*	DIGI COMM OPT 1 OPTION 1 OFF OPTION 2 OFF OPTION 3 OFF OPTION 4 ON OPTION 5 OFF OPTION 6 ON

№	OPTION OFF	OPTION ON
1	Disable Telephone Line Monitoring	Enable Telephone Line Monitoring
2	Standard Handshake Filter	Wide Handshake Filter
3	Tone Dial	Pulse Dial
4	Disable AMC	Enable AMC
5	Reporting Events are Low Priority	Reporting Events are High Priority
6	Disable Send Open After Alarm	Enable Send Open After Alarm
7	Reserved for Future Use. Do Not Alter.	
8		

Shaded = Default

13.4 Test Dial Time (Function 603)

Press [↵] [6] [0] [3].		
The current test dial time is displayed.	*Example shows 12:43 PM*	ENTER TIME _1234
Enter 4 digits for the new test dial time (0000 – 2359, 24-hour format, 0000 =- disabled). ***NOTE: The time is automatically accepted after entering the 4th digit.***	*Example shows 16:00 (4PM)*	ENTER TIME 1600

NOTE: Default is 0000 (disabled).

13.5 Test Dial Interval (Function 604)

Press [↵] [6] [0] [4].		
The current interval is displayed.	*Example shows 00 (use the time set in Function 603 as an interval)*	ENTER INTERVAL 00
Enter 2 digits for the new interval setting (00 – 99).	*Example shows 12 (every 12 days at time programmed in Function 603)*	ENTER INTERVAL 12
Press [↵] to accept the changes.		

NOTE: When 00 is entered as the interval, the interval between test dials is the time set in Function 603 (page 39). Therefore, if the time set in Function 603 is 00:30, there will be a test dial every 30 minutes, every day. When a number between 01 and 99 is entered as the interval, test dials will occur at the time set in Function 603, every XX days, where XX is the interval programmed here.

13.6 Telephone Number 1 Allocation (Function 605)

Press [↵] [6] [0] [5].	*00 indicates no telephone number allocated*	ENTER TEL ALLOC 00
Enter 1 digit for the telephone number (1 – 9, 0 deletes current allocation). ***NOTE: A leading zero is always shown.***	*Example shows telephone number 3 allocated as the 1st telephone number*	ENTER TEL ALLOC 03
Press [↵] to accept the changes.		

NOTE: Default is 0 (no number allocated).

13.7 Telephone Number 2 Allocation (Function 606)

Press [↵] [6] [0] [6].	*00 indicates no telephone number allocated*	ENTER TEL ALLOC 00
Enter 1 digit for the telephone number (1 – 9, 0 deletes current allocation). ***NOTE: A leading zero is always shown.***	*Example shows telephone number 4 allocated as the 2nd telephone number*	ENTER TEL ALLOC 04
Press [↵] to accept the changes.		

NOTE: Default is 0 (no number allocated).

13.8 Telephone Number 3 Allocation (Function 607)

Press [↵] [6] [0] [7].	*00 indicates no telephone number allocated*	ENTER TEL ALLOC 00
Enter 1 digit for the telephone number (1 – 9, 0 deletes current allocation). ***NOTE: A leading zero is always shown.*** Press [↵] to accept the changes.	*Example shows telephone number 1 allocated as the 3rd telephone number*	ENTER TEL ALLOC 01

NOTE: Default is 0 (no number allocated).

13.9 Test Dial Sequence (Function 608)

Press [↵] [6] [0] [8].	*The current sequence is displayed*	ENTER DIAL ORDER 01
Enter 1 digit to select the sequence required. ***NOTE: A leading zero is always shown.***	*Example shows sequence 2*	ENTER DIAL ORDER 02
Press [↵] to accept the changes.		

SEQUENCE	DESCRIPTION
1	Test dial sent to telephone number 1 only
2	Test dial sent to telephone 1 and 2
3	Test dial sent to telephone 1, and if no transmission, the to telephone 2

Shaded = Default

13.10 Anti-Code Algorithm (Function 609)

Press [↵] [6] [0] [9].	*The current algorithm is displayed*	ENTER ALGORITHM 00
Enter 1 digit to select the algorithm required. ***NOTE: A leading zero is always shown.***	*Example shows algorithm 3*	ENTER ALGORITHM 03
Press [↵] to accept the changes.		

NOTE: Pyronix Anti-Code generating software will only generate codes for algorithm 0, an therefore it is highly recommended that this setting is not altered.

13.11 Digital Communicator Options 2 (Function 610)

Press [↵] [6] [A1] [0].	*This starts the function*	DIGI COMM OPT 2 OPTION 1 OFF
The current partition options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A1] – [B2] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 2 options*	DIGI COMM OPT 2 OPTION 1 OFF OPTION 2 OFF

№	OPTION OFF	OPTION ON
1	Do Not Delete Pending Events on Opening After Alarm	Delete Pending Event on Opening After Alarm
2	Normal Event Dial	Fast Event Dial
3	Event ReDials = 4	Event Redials = 8
4	Send All MX485 Reporting	Follow Send Options for MX485 Reporting
5	Event Duplication = No	Event Duplication = Yes
6	Reserved for future use.	
7		
8		

Shaded = Default

14. REPORTING

14.1 Telephone Number Only (Function 651)

Press [↵] [6] [5] [A 1].	*This starts the function*	CHOOSE TEL No. _
Enter 1 digit to select the telephone number to be changed.	*Example shows telephone number 1 This display is quickly followed by the next*	CHOOSE TEL No. _1
The current telephone number is displayed.	*Example shows no telephone number entered.*	
To delete the current telephone number, press [▲]. You will be returned to Engineer Mode.		
Enter up to 32 digits for the new telephone number.	*Example shows 555D2352634 where D = 3 second pause*	555B2352634_
Press [↵] to accept the changes.		

KEY(S)	DISPLAY	MEANING
0 – 9	0 – 9	0 – 9
[▼]	D	3 second pause
[🔒] [B 2]	B	*
[🔒] [C 3]	C	#

14.2 Telephone Format Only (Function 652)

Press ↵ 6 5 2.	*This starts the function*	CHOOSE TEL No. _
Enter 1 digit to select the telephone number to be changed.	*Example shows telephone number 1 This display is quickly followed by the next*	CHOOSE TEL No. _1
The current report format setting is displayed.	*Example shows 0 (Contact ID)*	ENTER FORMAT No. 00
Enter 1 digit for the reporting format (1 – 4). ***NOTE: A leading zero is always shown.***	*Example shows 1 (BSIA Fast Format)*	ENTER FORMAT No. 01
Press ↵ to accept the changes.		

№	TYPE
0	Contact ID Format
1	BSIA Fast Format
2	Pyronix Format
3	Pager Format
4	Voice Format

Shaded = Default

14.3 BSIA Format Channel Map (Function 655)

Press ↵ 6 5 5.	*The current map is displayed*	ENTER MAP INFO _ 12345678
Enter 8 digits (1 – 8). ***NOTE: All 8 digits MUST be different.*** ***NOTE: The map is automatically accepted after entering the 8th digit.***	*Example shows 1 (BSIA Fast Format)*	ENTER MAP INFO 87654321

DIGITS ENTERED	MEANING
1	Fire
2	PA
3	Intruder
4	Open/Close
5	Abort
6	Medical
7	Confirmed
8	Omit

15. SEND OPTIONS

15.1 Disarmed Mode Events Send Options (Function 700)

Press [↵] [7] [0] [0].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current options are displayed. Select any option by using the [▲] and [▼] keys, or use the [1] – [8] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 8 options*	DISARMED SIGNALS OPTION 1 ON OPTION 2 ON OPTION 3 ON OPTION 4 ON OPTION 5 ON OPTION 6 ON OPTION 7 ON OPTION 8 ON

№	OPTION OFF	OPTION ON
1	Alarms are Not Sent	Alarms are Sent
2	PA Alarms are Not Sent	PA Alarms are Sent
3	Fire Alarms are Not Sent	Fire Alarms are Sent
4	Maintenance Events are Not Sent	Maintenance Events are Sent
5	Open/Close Events are Not Sent	Open/Close Events are Sent
6	Medical Alarms are Not Sent	Medical Alarms are Sent
7	Confirmed Alarms are Not Sent	Confirmed Alarms are Sent
8*	Omit (Bypass) Events are Not Sent	Omits (Bypass) Events are Sent

Shaded = Default

NOTE:** **Italy – Omit (Bypass) Events MUST be reported for all Arm Modes to comply with CEI79.
Belgium – Omit (Bypass) Events MUST be reported for all Arm Modes to comply with T014.

15.2 Arm Mode A Events Send Options (Function 701)

15.3 Arm Mode B Events Send Options (Function 702)

15.4 Arm Mode C Events Send Options (Function 703)

15.5 Arm Mode D Events Send Options (Function 704)

Programming for Arm Mode A is shown.

Press [↵] [7] [0] [A1].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current options are displayed. Select any option by using the [▲] and [▼] keys, or use the [A1] – [8] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 8 options*	ARM A SIGNALS OPTION 1 ON OPTION 2 ON OPTION 3 ON OPTION 4 ON OPTION 5 ON OPTION 6 ON OPTION 7 ON OPTION 8 ON

№	OPTION OFF	OPTION ON
1	Alarms are Not Sent	Alarms are Sent
2	PA Alarms are Not Sent	PA Alarms are Sent
3	Fire Alarms are Not Sent	Fire Alarms are Sent
4	Maintenance Events are Not Sent	Maintenance Events are Sent
5	Open/Close Events are Not Sent	Open/Close Events are Sent
6	Medical Alarms are Not Sent	Medical Alarms are Sent
7	Confirmed Alarms are Not Sent	Confirmed Alarms are Sent
8*	Omit (Bypass) Events are Not Sent	Omits (Bypass) Events are Sent

Shaded = Default

NOTE:** **Italy – Omit (Bypass) Events MUST be reported for all Arm Modes to comply with CEI79.
Belgium – Omit (Bypass) Events MUST be reported for all Arm Modes to comply with T014.

15.6 Restoral Events Send Options (Function 705)

Press [↵] [7] [0] [5].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current options are displayed. Select any option by using the [▲] and [▼] keys, or use the [1] – [8] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 8 options*	DIGI RESTORALS OPTION 1 ON OPTION 2 ON OPTION 3 ON OPTION 4 ON OPTION 5 ON OPTION 6 ON OPTION 7 ON OPTION 8 ON

№	OPTION OFF	OPTION ON
1	Alarms are Not Sent	Alarms are Sent
2	PA Alarms are Not Sent	PA Alarms are Sent
3	Fire Alarms are Not Sent	Fire Alarms are Sent
4	Maintenance Events are Not Sent	Maintenance Events are Sent
5	Open/Close Events are Not Sent	Open/Close Events are Sent
6	Medical Alarms are Not Sent	Medical Alarms are Sent
7	Confirmed Alarms are Not Sent	Confirmed Alarms are Sent
8*	Omit (Bypass) Events are Not Sent	Omits (Bypass) Events are Sent

Shaded = Default

NOTE:** **Italy – Omit (Bypass) Events MUST be reported for all Arm Modes to comply with CEI79.
Belgium – Omit (Bypass) Events MUST be reported for all Arm Modes to comply with T014.

15.7 Allocating Telephone Numbers to Alarm Types (Function 706)

Press [↵] [7] [0] [6].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
Enter the alarm type (1 – 8)	*Valid alarm types are:* *1 = Alarm* *2 = PA* *3 = Fire* *4 = Maintenance* *5 = Open/Close* *6 = Medical Alarm* *7 = Confirmed* *8 = Omit* *This display is quickly followed by the next*	ENTER ALARM TYPE _ ENTER ALARM TYPE _6
Enter 1 digit to select the telephone number to be used for Tel 1 (1 – 9). ***NOTE: A leading zero is always shown.*** Press [↵] to accept.	*Example shows telephone number 1*	ENTER TEL ALLOC 01
Enter 1 digit to select the telephone number to be used for Tel 2 (1 – 9). ***NOTE: A leading zero is always shown.*** Press [↵] to accept.	*Example shows telephone number 2*	ENTER TEL ALLOC 02
Enter 1 digit to select the telephone number to be used for Tel 3 (1 – 9). ***NOTE: A leading zero is always shown.*** Press [↵] to accept.	*Example shows telephone number 3*	ENTER TEL ALLOC 03
Enter 1 digit to select Tel 1 & Tel 2 reporting sequence (1 – 3).	*Valid sequences are:* *1 = Only send to Tel 1* *2 = Send to Tel 1 & Tel 2* *3 = Tel 2 only if Tel 1 busy*	ENTER SEQUENCE 02
Press [↵] to accept the changes.		

NOTE: Default is Telephone Number 1 for telephone 1, Telephone Number 2 for telephone 2, and 0 for telephone 3, for all alarm types.

15.8 MX-VOICE Module Support (Function 707)

Press [↵] [7] [0] [7].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
Enter the alarm type (1 – 8)	*Valid alarm types are:* *1 = Alarm* *2 = PA* *3 = Fire* *4 = Maintenance* *5 = Open/Close* *6 = Medical Alarm* *7 = Confirmed* *8 = Omit* *This display is quickly followed by the next*	ENTER ALARM TYPE _ ENTER ALARM TYPE _6
The current voice message number is displayed.	*Example shows voice message 2*	ASSIGN VOICE MSG 02
Enter 1 digit to assign the voice message (1 – 8).	*Example shows voice message 1*	ASSIGN VOICE MSG 01
Press [↵] to accept the changes.		

NOTE: By default all alarm types activate voice message 1, except Close events, which activate voice message 2.

15.9 Number of Voice Dials (Function 709)

Press [↵] [7] [0] [9].	*This starts the function*	ENTER VOICE QTY 01
Enter 1 digit to assign the new number of voice dials (1 – 8). ***NOTE: A leading zero is always shown.***	*Example shows 3 voice dials*	ENTER VOICE QTY 03
Press [↵] to accept the changes.		

NOTE: Default is 1.

16. MAINTENANCE

16.1 Viewing Event Log Memory (Function 113)

Press [↵] [A 1] [A 1] [C 3].	*The second to last event is displayed. This is because the last event is usually entering Engineer Mode, and this is not really relevant to most diagnostic exercises*	00:12 SUN 01 JAN >DISARMED
Press the [▲] key to view more recent events.		00:13 SUN 01 JAN >ENGINEER START
Press the [▼] key to view older events.	*Example shows a user code was entered after an alarm*	00:11 SUN 01 JAN >UC POST ALARM
To view more information about an event, press the [►] key. ***NOTE: Some events do not have additional information, and you will see a blank screen as a result.***	*Example shows that Sandra (user 01) entered the user code* *Example shows an event with no additional information*	SANDRA >01 >
To return to the event press the [◄] key.		00:11 SUN 01 JAN >UC POST ALARM
Press [↵] to exit the log.		

16.1.1 Event Log Interpretation Table

DESCRIPTION	▲ / ▼ MAIN ENTRY	▶ ADDITIONAL DATA
Beginning of the log	DISPLAY LOG ▼	
End of the log	DISPLAY LOG ▲	
ALARMS & TAMPERS		
Entry time expired. The number refers to the zone	TIME & DATE ▶ENTRY / EXIT	ZONE NAME ▶01-32
Burglary on zone, number signifies zone	TIME AND DATE ▶ALARM	ZONE NAME ▶01-32
Tamper on zone, number signifies zone	TIME AND DATE ▶ZONE TAMPER	ZONE NAME ▶01-32
PA zone activated, number signifies zone	TIME AND DATE ▶PERSONAL ATK	 ▶01-32
Fire zone activated, number signifies zone	TIME AND DATE ▶FIRE ALARM	 ▶01-32
2-wire Fire detector input activated (PGM4)	TIME AND DATE ▶FIRE ALARM	 ▶99
Medical zone activated, number signifies zone	TIME AND DATE ▶MEDICAL ALARM	 ▶01-32
PA alarm activated from a keypad	TIME AND DATE ▶PERSONAL ATTACK	 ▶00
Fire alarm activated from a keypad	TIME AND DATE ▶FIRE ALARM	 ▶00
Medical alarm activated from a keypad	TIME AND DATE ▶MEDICAL ALARM	 ▶00
Telephone line fail alarm	TIME AND DATE ▶TEL LINE ALARM	 ▶
Global tamper loop broken	TIME AND DATE ▶TAMPER	 ▶01
Bell tamper loop broken	TIME AND DATE ▶TAMPER	 ▶02
Plug on zone expander board not present	TIME AND DATE ▶TAMPER	 ▶03
2-wire Fire detector input tamper (PGM4)	TIME AND DATE ▶TAMPER	 ▶05
Remote device missing caused tamper	TIME AND DATE ▶TAMPER	 ▶06
Keypress tamper – 16 wrong keypress in armed mode	TIME AND DATE ▶TAMPER	 ▶08
Remote device case tamper	TIME AND DATE ▶TAMPER	 ▶09
Remote device front tamper activation, 01 – 82 = Type/ID	TIME AND DATE ▶DEVICE TAMPER	DEVICE 01-82 ▶01-82 01

DESCRIPTION	▲ / ▼ MAIN ENTRY	► ADDITIONAL DATA
RESTORALS		
Zone restore, number signifies zone	TIME AND DATE ▶ALARM RESTORE	ZONE NAME ▶01-32
Tamper restore, number signifies zone	TIME AND DATE ▶ZONE RESTORE	ZONE NAME ▶01-32
PA zone restore, number signifies zone	TIME AND DATE ▶PA RESTORE	 ▶01-32
Fire zone restore, number signifies zone	TIME AND DATE ▶FIRE RESTORE	 ▶01-32
Medical zone restore, number signifies zone	TIME AND DATE ▶MEDICAL RESTORE	 ▶01-32
Remote device front tamper restore, 01 – 84 = Type/ID	TIME AND DATE ▶DEVICE RESTORE	 ▶01-82 01
User code after alarm, number signifies user (enter FTA mode)	TIME AND DATE ▶UC POST ALARM	USER NAME ▶01-32
Bell time expired	TIME AND DATE ▶BELL TIME END	 ▶
Panel powered up	00:00 MON 01 JAN ▶POWER ON	 ▶
OPEN / CLOSE (DISARM / ARM)		
Armed in mode A by user, number signifies code used	TIME AND DATE ▶ARMED	USER NAME ▶01-32 A
Armed in mode B by user, number signifies code used	TIME AND DATE ▶ARMED	USER NAME ▶01-32 B
Armed in mode C by user, number signifies code used	TIME AND DATE ▶ARMED	USER NAME ▶01-32 C
Armed in mode D by user, number signifies code used	TIME AND DATE ▶ARMED	USER NAME ▶01-32 D
Armed in mode A-D by keyswitch zone	TIME AND DATE ▶ARMED	KEY ▶00 A-D
Armed in mode A-D by engineer (from Engineer Mode or from a PC)	TIME AND DATE ▶ARMED	ENGINEER ▶99 A-D
Armed due inactivity / auto arm timer	TIME AND DATE ▶TIMED ARM	 ▶
Disarmed (or reset alarm) by user, number signifies code used	TIME AND DATE ▶DISARMED	USER NAME ▶01-32
Disarmed (or reset alarm) by keyswitch zone	TIME AND DATE ▶DISARMED	KEY ▶00
Disarmed by engineer (from Engineer Mode or from a PC)	TIME AND DATE ▶DISARMED	ENGINEER ▶99
Disarmed due to dependency on other partitions	TIME AND DATE ▶DISARM DEPEND	 ▶
Zone omitted, number signifies zone	TIME AND DATE ▶OMIT ZONE	ZONE NAME ▶01-32

DESCRIPTION	▲ / ▼ MAIN ENTRY	► ADDITIONAL DATA
SYSTEM FAULTS		
Bell fuse fail	TIME AND DATE ▶BELL FUSE FAIL	▶
Auxiliary fuse fail	TIME AND DATE ▶AUX FUSE FAIL	▶
Battery missing / Battery fuse fail (DC voltage missing on terminals "+BAT-")	TIME AND DATE ▶BATTERY MISSING	▶
Battery low voltage (DC voltage on terminals +BAT- is less than 10,7V)	TIME AND DATE ▶BATTERY LOW	▶
Mains fail (AC voltage missing on terminals "17V~")	TIME AND DATE ▶MAINS FAIL	▶
Telephone line fail	TIME AND DATE ▶TELEPHONE FAIL	▶
Battery fault on Wireless detector(s)	TIME AND DATE ▶ZONE BAT FAULT	ZONE NAME ▶01-32
Battery fault on keyfob(s)	TIME AND DATE ▶KEY FOB BAT FLT	USER NAME ▶01-32
Jamming fault detected on wireless expander	TIME AND DATE ▶JAMMING FAULT	EXPANDER ▶01-02
Detector signal low	TIME AND DATE ▶LOW SIGNAL	ZONE NAME ▶01-32
Detector signal has gone missing	TIME AND DATE ▶SIGNAL LOST	ZONE NAME ▶01-32
Remote device has gone missing on bus	TIME AND DATE ▶DEVICE FAIL	▶
Failed to report to central station	TIME AND DATE ▶FAIL TO REPORT	▶
Bell fuse fail restore	TIME AND DATE ▶RESTORE	▶BELL FUSE FAIL
Auxiliary fuse fail restore	TIME AND DATE ▶RESTORE	▶AUX FUSE FAIL
Battery missing / Battery fuse fail restore	TIME AND DATE ▶RESTORE	▶BATTERY MISSING
Battery low voltage restore	TIME AND DATE ▶RESTORE	▶BATTERY LOW
Mains fail restore	TIME AND DATE ▶RESTORE	▶MAINS FAIL
Telephone line fail restore	TIME AND DATE ▶RESTORE	▶TELEPHONE FAIL
Battery fault on wireless detector(s) restore	TIME AND DATE ▶ZONE BAT OK	ZONE NAME ▶01-32
Battery fault on keyfob(s) restore	TIME AND DATE ▶KEY FOB BAT OK	USER NAME ▶01-32

DESCRIPTION	▲ / ▼ MAIN ENTRY	▶ ADDITIONAL DATA
Jamming fault restore	TIME AND DATE ▶JAMMING CLEAR	EXPANDER ▶01-02
Detector signal restore	TIME AND DATE ▶SIGNAL OK	ZONE NAME ▶01-32
Detector signal restore	TIME AND DATE ▶SIGNAL FOUND	ZONE NAME ▶01-32
Remote device has been found on bus (restore)	TIME AND DATE ▶RESTORE	▶DEVICE FAIL
Successful transmission to central station (restore)	TIME AND DATE ▶RESTORE	▶FAIL TO REPORT
SYSTEM EVENTS		
Engineer mode exited	TIME AND DATE ▶ENGINEER END	▶
Engineer mode entered	TIME AND DATE ▶ENGINEER START	▶
Walk test mode entered	TIME AND DATE ▶WALK TEST ENTER	▶
Walk test mode exited	TIME AND DATE ▶WALK TEST EXIT	▶
NVM reset to factory defaults	TIME AND DATE ▶NVM RESET	▶
Time and date changed by user, number signifies code used	TIME AND DATE ▶TIME+DATE	USER NAME ▶01-32
Time and date changed by engineer	TIME AND DATE ▶TIME+DATE	USER NAME ▶01-32
Remote device lost on bus, number refers to type/ID	TIME AND DATE ▶DEVICE LOST	▶01-82
Remote device found on bus, number refers to type/ID	TIME AND DATE ▶DEVICE FOUND	▶01-82
UP/DOWNLOADING EVENTS		
Panel answered the telephone	TIME AND DATE ▶PANEL ANS TEL.	▶
Panel hung up the telephone line	TIME AND DATE ▶PANEL HUNG TEL.	▶
Full data upload to panel	TIME AND DATE ▶FULL UPLOAD	▶
Full data download from panel	TIME AND DATE ▶FULL DOWNLOAD	▶
Partial data upload to panel	TIME AND DATE ▶PARTIAL UPLOAD	▶
Upload data to panel complete	TIME AND DATE ▶UPLOAD OMPLETE	▶
Download data from panel complete	TIME AND DATE ▶DOWNLD OMPLETE	▶

DESCRIPTION	[▲] / [▼] MAIN ENTRY	[►] ADDITIONAL DATA
UDL session denied (up/download code incorrect)	TIME AND DATE ▶BAD UDL CODE	▶
UDL session start-up (up/download code accepted)	TIME AND DATE ▶UDL CODE OK	▶
Time and date changed by PC	TIME AND DATE ▶TIME+DATE	▶
Enter command to initiate local UDL session (local connection expected)	TIME AND DATE ▶LC EXPECTED	▶
Arm/Disarm command received form a PC	TIME AND DATE ▶PC ARM/DISARM	▶

16.2 Engineer Code NVM Reset (Function 751)

Press ↵ 7 5 A 1.	*This starts the function*	NVM RESET SYSTEM BUSY

An acceptance or low error tone indicates whether the function succeeded or failed. This usually takes a number of seconds to complete.

On completion of the function (pass or failure) you will be returned to Engineer Mode.

16.3 Programmable Outputs Test (Function 752)

Press ↵ 7 5 B 2.	*This starts the function*	PGM TO TEST ? __
Enter the PGM output you want to test as a 2-digit number (01 – 12)	*Example shows PGM 1*	PGM TO TEST ? 01
Press 🔒 to toggle the PGM output.		
Repeat for further outputs as needed.		
Press ↵ to exit the function.	*The original state of the outputs will be restored*	

16.4 Walk Test (Function 753)

Press ↵ 7 5 C 3.	*This starts the function*	PRESS A,B,C OR D
Enter 1 digit for the Arm Mode (1 = A ... 4 = D)	*Example shows Arm Mode A selected*	WALK TEST ARM MODE A
Open / close the zones you wish to test.	*Example shows Zone 1*	WALK TEST ZONE 1
Repeat for other zones as needed.		
Press ↵ to exit the function.		

16.5 Scan for Devices on the Bus (Function 754)

Press ↵ 7 5 D 4.	*This starts the function*	SCAN FOR DEVICES 01
A progress counter appears. It counts up in tens (1-8) and units (1-4 & 1-2) until 82 is reached. At the end of the scan all devices are reset. ***NOTE: When this function is run from the Engineer Menu, some of the messages may be difference from those shown here.***	*Example shows Arm Mode A selected*	ENGINEER MODE 01 ENGINEERS MODE 82

You are automatically returned to Engineer Mode.

16.6 Local Up/Downloading – RS232 (Function 755)

Press ↵ 7 5 5.	*This starts the function*	RS232 UDL ENABLE SYSTEM BUSY

The display will remain until either completed your UDL session or no connection was made within 30 seconds.

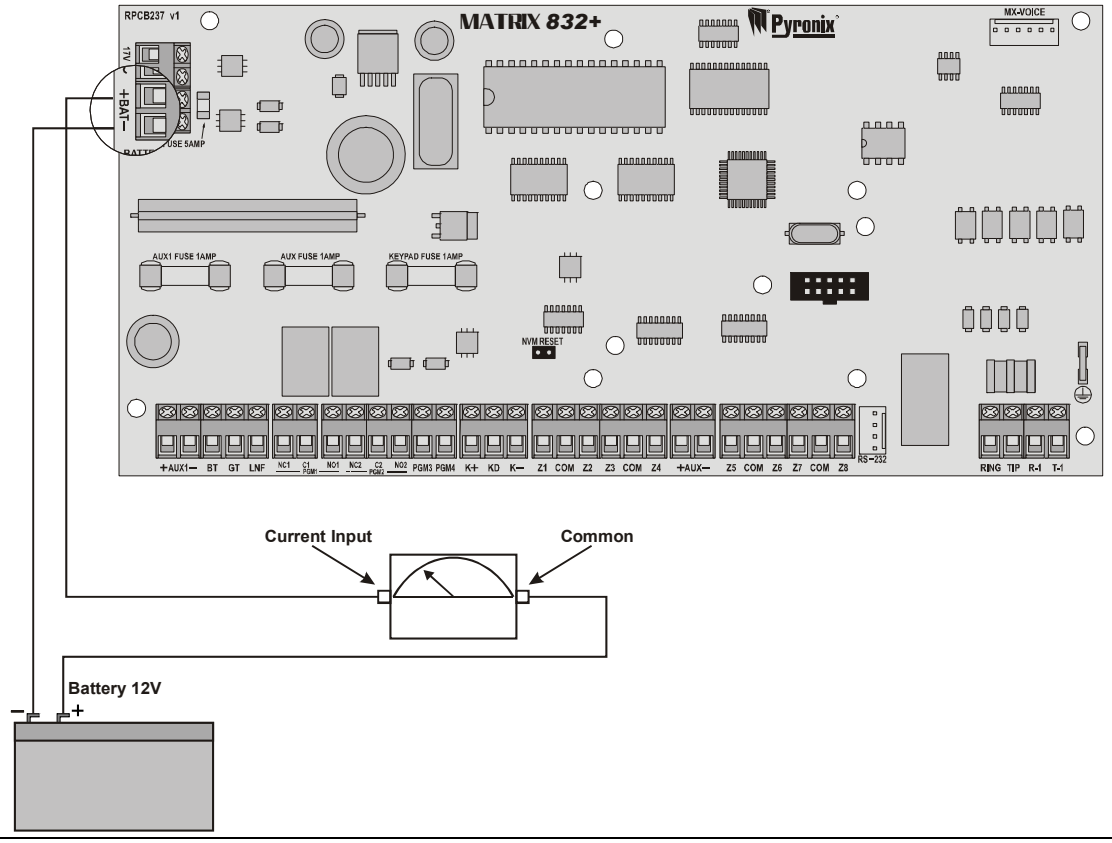
16.7 Battery Charger Test (Function 756)

Press [↵] [7] [5] [6].	*This starts the function*	BATT CHARGE TEST
The test starts after approximately 2 seconds. A battery MUST be connected.		
The charger circuit is switched **OFF** for approximately 20 seconds.	*A progress bar is displayed*	BATT CHARGE TEST >
The charger circuit is switched **ON** for a minimum of approximately 10 seconds.	*A progress bar is displayed*	BATT CHARGE TEST >>>>>>>>>>
When testing is complete a test result is displayed.		BATT CHARGE TEST PASS BATT CHARGE TEST FAIL
Press [↵] to exit the function.		

NOTE: A PASS message always indicates a test pass. A FAIL result however may be displayed under certain conditions even though the battery charging circuit is working correctly. This is due partly because of the length of the test. A much longer test would always correctly diagnose a passed battery charging circuit, although the test would take far too long for practical purposes.

If you receive a FAIL message then use the following steps to confirm it:

- Configure a multimeter for current measurement (>600mA scale)
- Attach the multimeter in-line with the BAT+ terminal (see diagram below)
- Re-run this function
- Check that the current starts at 0A and turns ON after approximately 20 seconds, for a minimum of 5 seconds. This indicates a test **pass**. If the current measurement remains at 0A all of the time, then this indicates a test failure.



16.8 Panel Software Version Number (Function 757)

The following procedure shows who to identify the software version number of the panel.

Press [↵] [7] [5] [7]	This starts the function	VERSION V4.00
➢ This display will display the version number of the panel.		
Press [↵] **to exit the function**		

17. DD243

17.1 DD243 Options 1 (Function 800)

Press [↵] [8] [0] [0].	*This starts the function*	DD243 OPT 1 OPTION 1 OFF
The current options are displayed. Select any option by using the [▲] and [▼] keys, or use the [1] – [8] keys to select that option directly. Press [🔒] to toggle the option ON or OFF. Press [↵] to accept the options.	*There are 7 options*	DD243 OPT 1 OPTION 1 OFF OPTION 2 OFF OPTION 3 ON OPTION 4 ON OPTION 5 ON OPTION 6 ON OPTION 7 OFF

№	OPTION OFF	OPTION ON
1	Disable DD243 Options 2 – 8	Enable DD243 Options 2 – 8
2	Open Set Zone Does Not Stop Confirmation	Open Set Zone Stops Confirmation
3	Open Entry Zone Does Not Stop Confirmation	Open Entry Zone Stops Confirmation
4	Auto Omit Open Zones at End of Bell Time	Auto Omit Open Zones at End of Confirmation Time
5	Lost Zone Expander Does Not Cause Confirmed Alarm	Lost Zone Expander Causes Confirmed Alarm
6	Fire, PA & Medical Keys are Enabled	Fire, PA & Medical Keys are Disabled
7	Entry Timer End Re-enables Confirmation	Entry Timer End Does Not Re-enable Confirmation
8	Reserved for Future Use. Do Not Alter.	

Shaded = Default

17.2 DD243 Zone Map (Function 802)

Press [↵] [8] [0] [2].	*This starts the function*	ENTER ZONE No. __
Enter a 2-digit zone number (01 – 32).	*Example shows zone 1* *This display is quickly followed by the next*	ENTER ZONE No. 01
The current zone map number is displayed.	*Example shows zone map 01*	DD243 ZONE MAP 01
Enter a new 2-digit zone map number (01 – 99).	*Example shows zone map 03*	DD243 ZONE MAP 03
Press [↵] to accept the changes.		

17.3 DD243 Partition Confirmation Times (Function 804)

Press [↵] [8] [0] [4].	*This starts the function*	ENTER PARTITION _
Enter 1 digit for the partition (1 – 4).	*Example shows Partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
The current confirmation time is displayed.	*Example shows 30 minutes*	CONFIRM TIME ? 30
Enter the new confirmation time as a 2-digit number (00 – 99).	*Example shows 20 minutes*	CONFIRM TIME ? 20
Press [↵] to accept the changes.		

NOTE: Default is 30 minutes for all partitions.

18. WIRELESS

18.1 Program Key fob (Function 900)

This function allows you to select which actions you would like the key fob to operate.

Press [↵] [9] [0] [0]	This starts the function	ENTER PARTITION -
Enter 1 digit for the partition number (1-4)	*Example shows partition 1* *This display is quickly followed by the next*	ENTER PARTITION _1
Choose an action for button 1	*The default action will be shown*	BUTTON 1 12
Choose an action for button 2	*The default action will be shown*	BUTTON 2 05
Choose an action for button 3	*The default action will be shown*	BUTTON 3 11
Choose an action for button 4	*The default action will be shown*	BUTTON 4 11
Choose an action for buttons 1 and 2 *Simultaneous press of buttons 1 and 2*	*The default action will be shown*	BUTTON 1+2 11
Choose an action for buttons 3 and 4 *Simultaneous press of buttons 3 and 4*	*The default action will be shown*	BUTTON 3+4 11
Press [↵] to accept, You will be returned to engineer's mode.		

Defaults:

Button	Action	Button	Action
1	12	**4**	11
2	05	**1+2**	11
3	11	**3+4**	11

18.2 Key Fob Actions

Number	Action	Number	Action
01	Arm A	**09**	Medical Alarm
02	Arm B	**10**	Personal Attack
03	Arm C	**11**	Not Used
04	Arm D	**12**	Quick Arm A
05	Disarm	**13**	Quick Arm B
06	RKP Controlled	**14**	Quick Arm C
07	Key fob Controlled	**15**	Quick Arm D
08	Fire Alarm		

18.3 Supervision Time (Function 901)

The supervision time ranges from 00 (off), to 99 (99 hours) and is used to check the radio detectors/transmitters on the system.

Press [↵] [9] [0] [A1]	*This starts the function*	SUPERVISION TIME __
Enter the supervision time (default 2 hours) Press [↵] to accept.		SUPERVISION TIME __

An output type 'Follow Supervision Time' is also available. See Function 555 for outputs.

19. CONTACT ID EVENT CODES

Q	EEE	English Equivalent	Matrix System Events	PP	NNN
			Group 1: INTRUDER ALARMS		
1 or 3	130	Burglary	Immediate or Access Zone – Alarm / Restoral	01-04	001-032
1 or 3	133	24 Hour	24 Hour Zone – Alarm / Restoral	01-04	001-032
1 or 3	134	Entry / Exit	Entry / Exit Zone – Alarm / Restoral	01-04	001-032
1 or 3	137	Tamper	Global Tamper Loop (GT Input) – Alarm / Restoral	01-04	001
1 or 3	137	Tamper	Keypress Tamper – Alarm / Restoral	01-04	003
1 or 3	143	Expansion Module Fault	Remote Device Missing / Restoral (MX-IX16)	01-04	002
1 or 3	143	Expansion Module Fault	Remote Device Missing / Restoral (MX-RIX16 – ID1)	01-04	061
1 or 3	143	Expansion Module Fault	Remote Device Missing / Restoral (MX-RIX16 – ID2)	01-04	062
1 or 3	143	Expansion Module Fault	Remote Device Missing / Restoral (MX-ROX8)	01-04	041
1 or 3	143	Expansion Module Fault	Remote Device Missing / Restoral (MX-LCD)	01-04	001-004
1 or 3	143	Expansion Module Fault	Remote Device Missing / Restoral (MX-LCD ICON)	01-04	011-014
1 or 3	143	Expansion Module Fault	Remote Device Missing / Restoral (MX-PROX)	01-04	021-024
1 or 3	144	Sensor Tamper	EOL Zone – Tamper / Restoral	01-04	001-032
1 or 3	146	Silent Burglary	Immediate or Access Zone – Bell Delay Alarm / Restoral	01-04	001-032
1 or 3	321	Bell Tamper	Bell Tamper Loop (BT Input) – Alarm / Restoral	01-04	000
1 or 3	373	Tamper	2 Wire Fire Detector Loop (on PGM4) – Tamper / Restoral	01-04	099
1 or 3	383	Sensor Tamper	Tamper Zone – Alarm / Restoral (Internal alarm only / no bell activation)	01-04	001-032
			Group 2: PERSONAL ATTACK ALARMS		
1	121	Duress	Arm or Disarm by Duress User Code	01-04	001-032
1 or 3	122	Silent Panic	Silent PA Alarm / Restoral from Keypad	01-04	000
1 or 3	122	Silent Panic	Personal Attack Zone – Silent Alarm / Restoral	01-04	001-032
1 or 3	123	Audible Panic	Audible PA Alarm / Restoral from Keypad	01-04	000
1 or 3	123	Audible Panic	Personal Attack Zone – Audible Alarm / Restoral	01-04	001-032
			Group 3: FIRE ALARMS		
1 or 3	110	Fire	Fire Alarm / Restoral from Keypad	01-04	000
1 or 3	110	Fire	2 Wire Fire Detector Loop (on PGM4) – Alarm / Restoral	01-04	099
1 or 3	110	Fire	Fire Zone – Alarm / Restoral	01-04	001-032
			Group 4: MAINTENANCE		
1 or 3	301	AC Power	AC Mains – Fail / Restoral	01	000
1 or 3	302	Low Battery	Battery Missing or Low Battery – Fail / Restoral	01	000
1	305	System Reset	Panel Powered Up	01	000
1 or 3	344	Jam Detect	RF Expander experiencing Jamming	01-04	000
1 or 3	381	Supervision Loss	Detector stopped checking in	01-04	016-032
1 or 3	384	RF Low Battery	Low battery in RF detector	01-04	016-032
1	412	Successful UDL	Data was successfully uploaded from / downloaded from panel	01	000
1 or 3	607	Walk Test Mode	Walk Test Mode – Entered / Left	01-04	000
1 or 3	623	Event Log 90% Full	Event Log 90% of Capacity	01	000
1	627	Program Mode Entry	Engineer Mode Entered	01	099
1	628	Program Mode Exit	Engineer Mode Left	01	099
			Group 5: OPEN/CLOSE		
1 or 3	401	User	Open (Disarm) / Close (Arm) by User Code	01-04	001-032
1 or 3	401	User	Open (Disarm) / Close (Arm) from Engineer Mode or PC	01-04	099
1	403	Automatic	Open (Disarm) by Partition Dependency	01-04	000

Q	EEE	English Equivalent	Matrix System Events	PP	NNN
3	403	Automatic	Close (Arm) by Inactivity ot Auto Arm Timers	01-04	000
3	403	Automatic	Close (Arm) On Power Up	01-04	099
1 or 3	409	Keyswitch	Open (Disarm) / Close (Arm) by Keyswitch Zone	01-04	000
Group 6: MEDICAL ALARMS					
1 or 3	100	Personal Emergency	Medical Alarm / Restoral from Keypad	01-04	000
1 or 3	100	Personal Emergency	Medical Zone – Alarm / Restoral	01-04	001-032
Group 7: CONFIRMED ALARMS					
1 or 3	139	Confirmed Alarm	Alarm code send after activation of any 2 zones within one arm period	01-04	000
Group 8: OMIT (BYPASS)					
1	570	Zone Bypass	Normal Zone Omitted (Bypassed) On Arm or Auto Rearm	01-04	001-032
1	571	Zone Bypass	Fire Zone Bypasses on Arm	01-04	001-032
1	572	24 Hour Bypass	24 Hour Zone Omitted (Bypassed) On Arm or Auto Rearm	01-04	001-032
ABORT					
1	406	Open After Alarm	Abort / Cancel with User Code after Alarm	01-04	000
TEST DIALS					
1	602	Periodic	Periodic Test Call	01	000
1 or 3	250	Keybox & Patrol	Keybox Zone – Opened / Closed	01-04	001-032
1	406	Open After Alarm	Abort / Cancel with User Code after Alarm	01-04	000
KEYBOX & PATROL					
1 or 3	250	Keybox & Patrol	Keybox Zone – Open (Disarm) / Close (Arm)	01-04	001-016

Message string of CID: [AAAA] [CC] [Q] [EEE] [PP] [NNN] [m]

[AAAA] Account Number

[CC] Reporting Format (18 for CID)

[Q] Event Qualifier: 1 = New Event or Opening, 3 = New Restore or Closing

[EEE] Digital Event Code

[PP] Partition Number

[NNN] Zone Number / User Number / Component Qualifier

[m] Checksum

20. ENGINEER QUICK REFERENCE

20.1 Entering / Exiting Engineer Mode

Enter Engineer Mode	[↵][↵][X][X][X][X] (default engineer code - 9999). Press [↵].
Exit Engineer Mode	Press [↵] then [0]. If any tampers are active, then these will be displayed on the keypad. Press [↵] then [0] to exit engineer's mode.

20.2 Programming Functions

20.3 Engineer Functions

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