ARITECH

CS450

User Manual

143163999-2

Table of Contents

Important Telephone Numbers

Alarm Company _____

Local Police Station _____

Other _____

Alarm Zones

Write the names of the zones here

Zone 1 _____

Zone 2 _____

Zone 3 _____

Zone 4 _____

Zone 5 _____

Zone 6 _____

Zone 7 _____

Zone 8 _____

Zone 9 _____

Zone 10 _____

The Keypad
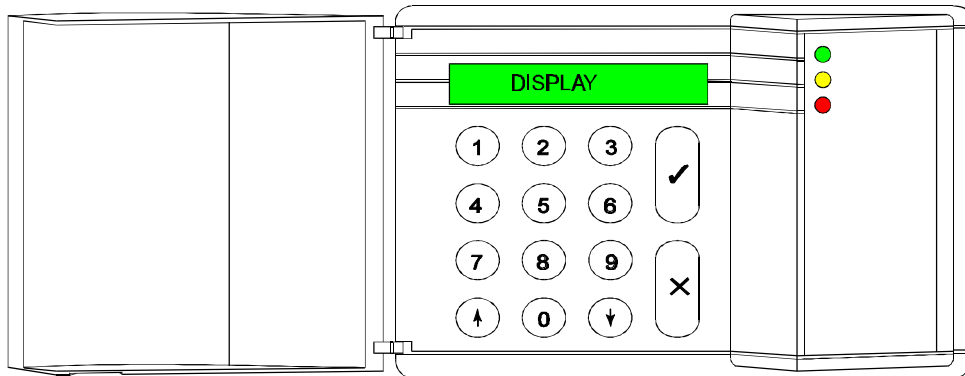
∿	Green Light	Mains Power ON
!	Orange Light	Fault in Alarm System
🔔	Red Light	Alarm

Using the Keypad

⬆	Return to previous menu
0	Press repeatedly to return to 'Finished' display
⬇	Go to next menu
✗	Cancel displayed item
√	Select displayed item

- Press **0** before entering your code.
- If no keys are pressed for 60 seconds the display resets and you must start again

Short Codes

- Short Codes allow you to perform tasks easily. Enter your user code and then the short code for the task.

- If your user code does not have the correct privileges, you may not be able to perform all these tasks.

- If **Not Allowed** appears on your display your installer may not have allowed access to the tasks or your user code may not have the correct privileges.

Code	Task
❶ ❶	Turn Alarm System On
❶ ❷	Turn on Partguard 1
❶ ❸	Turn on Partguard 2
❶ ❹	Turn on Direct Guard
❶ ❺	Turn on Forced Arming
❷	Inhibit Zone
❸ ❶	Turn Chime on and off
❸ ❷	Test Bell Buzzer and Light
❹ ❶	Display Log
❹ ❷	Change Time
❹ ❸	Change Date
❺ ❶	Change Own Code
❺ ❷	Change Codes
❺ ❸	Change Code Privileges
❺ ❹	Change Code Count
❻	View Operator Log

Before You Begin

- The step by step instructions on the following pages are the simplest way to perform the tasks. Please remember that your user code must have the correct privileges assigned to it to carry out the task. If it does not, contact your installer.

- The system may have been set up in such a way that you will not have to do all the steps.

  For example, you may not always have to press the accept key .

- Around 90% of alarms are false alarms. These are often caused by incorrect use of the system. Ensure all regular users know how to turn on and off the alarm and the entrance and exit routes. There should also be an agreed routine as to what to do in the event of an alarm.

- Remember to check that all doors and windows are securely locked before you turn on the alarm system.

- Check that that there is no possibility of objects falling in front of movement detection devices.

- Should a fault occur to your alarm system, call the alarm company without delay. Your display may prompt you to do this.

Different Types of Arming

- Arming means turning the system on.
- There are several different ways of arming.

Normal Set	Turns on the entire system.
Direct Arming	This turns on the system without allowing an exit time. Your keypad cannot be in the guarded area.
Partguard 1	This arms part of the premises but leaves unarmed some preprogrammed areas that you use. If you enter the secured area without turning off the alarm system an alarm will go off.
Partguard 2	This arms part of the premises but leaves unarmed some preprogrammed areas you use. If you enter the secured area without turning off the alarm system an alarm will go off.
Key Switch	This is a mechanical switch which arms and disarms the system without a code.

Arming with inhibited zones	If a zone is open the alarm system cannot be switched on until the zone has been **inhibited**. This means that the zone, for example the kitchen, is left unguarded but the rest of the premises will be guarded. Only inhibit zones when absolutely necessary. If an open zone has the letter **T** in front of it on the display, it is a Tamper zone. This means that the alarm system itself has been tampered with in some way. Zones cannot be inhibited if tampering has occurred and you must contact the installer. After disarming, all the inhibited zones are shown in the Operator Log
Forced Arming	This switches on the system when a number of zones are open without having to inhibit each one individually. Zones which cannot be inhibited individually cannot be inhibited by forced arming. Zones cannot be inhibited if tampering has occurred.

Turning on the Alarm System

- This is known as **ARMING**.
- Check that the premises are secure.
- Go to the keypad.

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **1** **1**

NORMAL SET
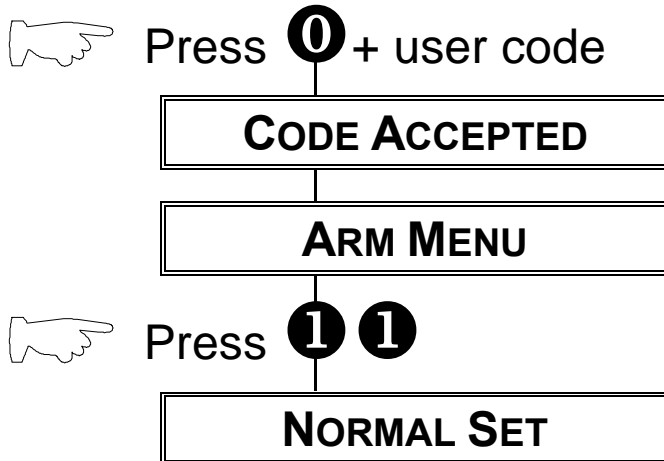
- The buzzer will sound.
- Leave the premises

Quick Code

Turn the system on quickly without a code by pressing **0** **↓** **4**

Direct Arming

- Turns on the system without an exit time.
- You should not be in the area to be guarded.
- Go to the keypad.

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **1** **4**

SET (NO BUZZER)

SYSTEM ARMING

SYSTEM ARMED
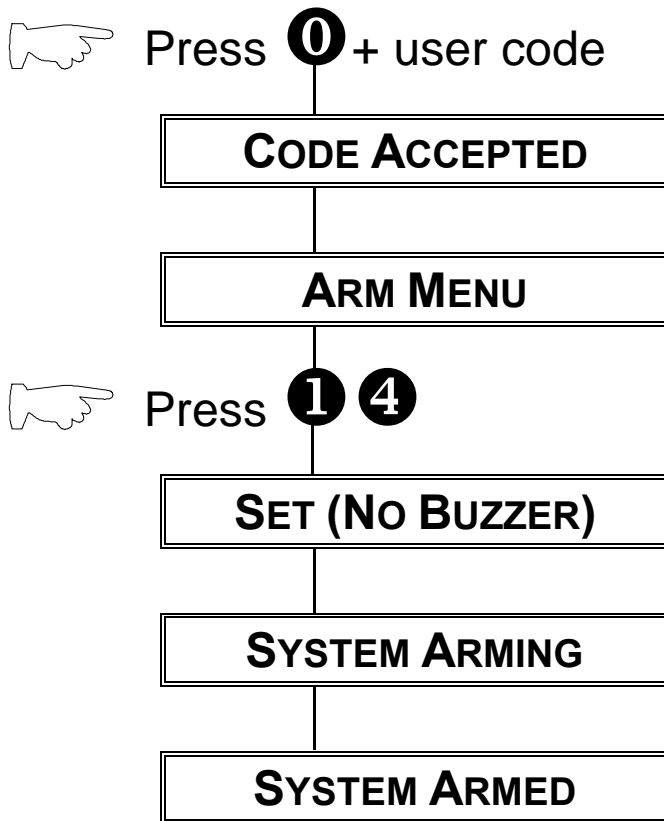
Quick Code

Direct Arm quickly without a code by pressing **0** **↓** **5**

Partguard 1

- This has been set up by your installer.

- It arms part of the premises but leaves unarmed some areas you use.

- Go to the keypad.

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **1** **2**
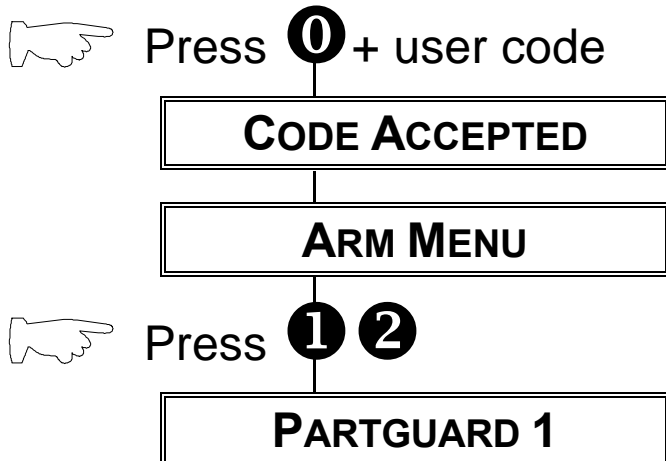
PARTGUARD 1

- The buzzer will sound.
- You should remain in the unsecured part of the premises until the system is turned off.

Quick Code
Turn Partguard 1 on quickly without a code by pressing   **0** **↓** **7**

Partguard 2

- This has been set up by your installer.

- It arms part of the premises but leaves unarmed some areas you use.

- Go to the keypad.

👉 Press **0** + user code

```
CODE ACCEPTED
```

```
ARM MENU
```

👉 Press **1** **3**

```
PARTGUARD 2
```
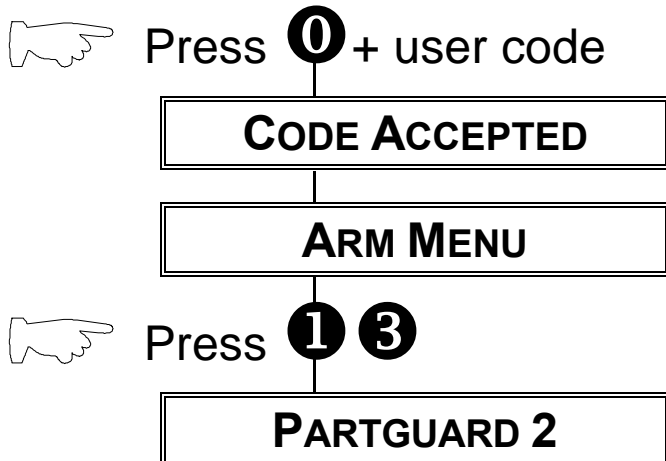
- The buzzer will sound.
- You should remain in the unsecured part of the premises until the system is turned off.

Quick Code	
Turn Partguard 2 on quickly without a code by pressing	**0** **↓** **8**

Inhibiting Zones

- Sometimes a fault can occur in your alarm system which leads to an **Open Zone** message on the display.
- The system cannot be armed until all open zones are inhibited.

SYSTEM ARMING

OPEN ZONE(S)

03 HALL

☞ Press ⬆ to start inhibiting

INHIBIT ZONE ___

☞ Press ❸ (the number of the zone)

03 HALL

IS INHIBITED

SYSTEM ARMING

LEAVE NOW

SYSTEM ARMED
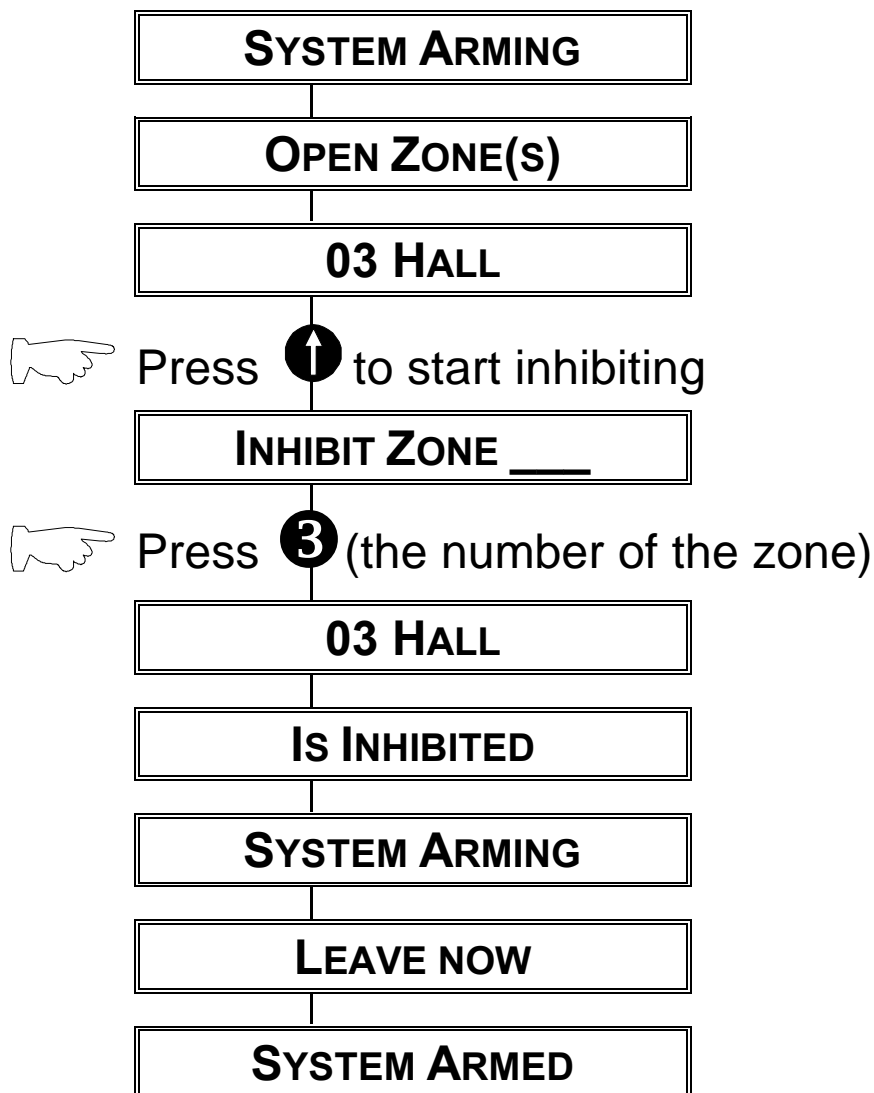
Note: You must inhibit the open zones each time you turn on the alarm system until the fault is fixed.

Forced Arming

- Forced Arming allows you to turn on the alarm system without inhibiting each open zone individually.

- The open zones will be unguarded but the rest of your premises will be secure.

- You should only do this when absolutely necessary as it leaves your premises less secure.

- Zones cannot be inhibited if tampering has occurred.

☞ Press **0** + user code

CODE ACCEPTED

OPEN ZONE(S)

03 HALL

☞ Press ⬆ ⬆

FORCED ARM ___

LEAVE NOW

SYSTEM ARMED
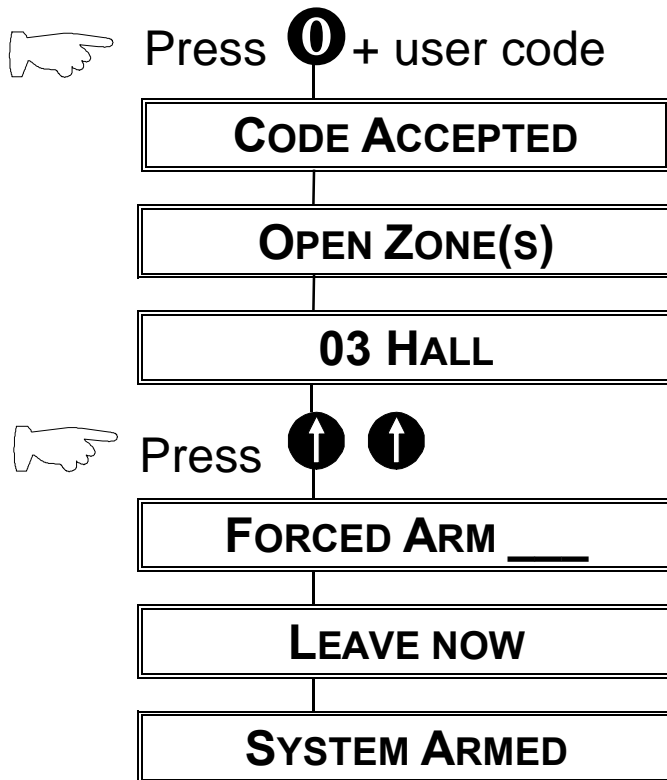
Turning off the Alarm System

- This is known as **DISARMING**.

- Open the entry door.

- The buzzer will sound.

- Follow these steps.

☞ Press **0** + user code

CODE ACCEPTED

DISARM

SYSTEM DISARMED

FINISHED
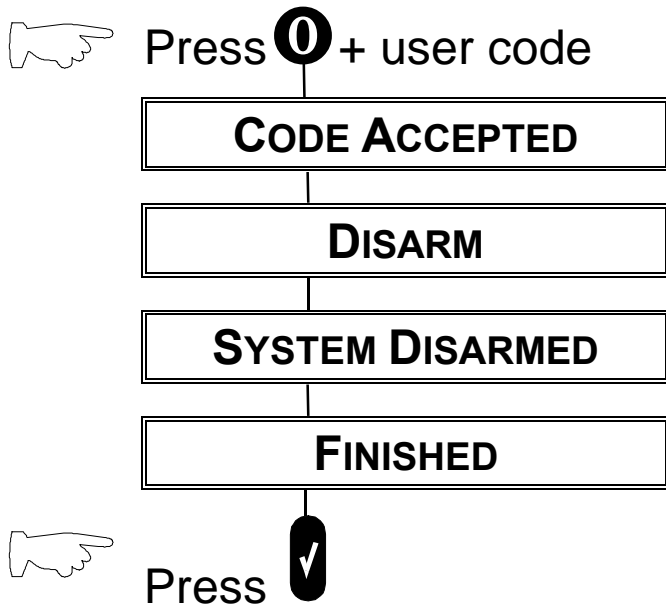
☞ Press ✓

What to Do After an Alarm

- The Red LED on the Alarm Panel will be lit.

☞ Press **0** user code

CODE ACCEPTED

DISARM?

☞ Press ✓

SYSTEM DISARMED

EVENTS IN LOG

The Display scrolls through the incidents in all the zones. When you are finished viewing

☞ Press **x** until you see

FINISHED?

☞ Press ✓

SYSTEM DISARMED
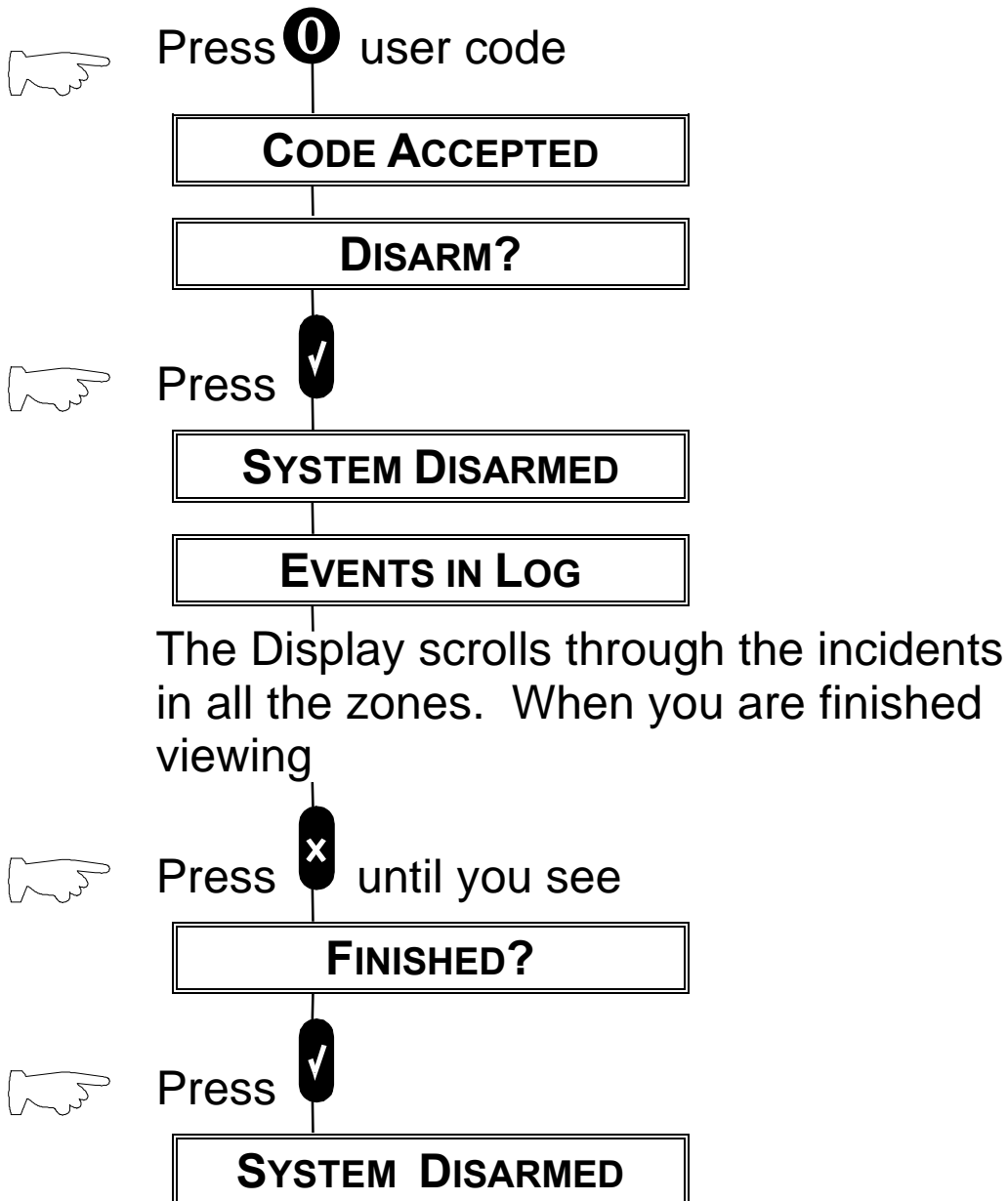
Reading the Operator Log

- The Operator Log stores up to 10 alarms and faults that occurred since the last arming. The first is the most recent.

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **6**

OPERATOR LOG

☞ To go down through Log press **⬇**

#ALARM G=8

☞ Press **0** to get more details.

003THALL

☞ Press **0** to get the Date and Time

SUN 03 MAR 23:33

☞ Press **X** when finished until you see

FINISHED?
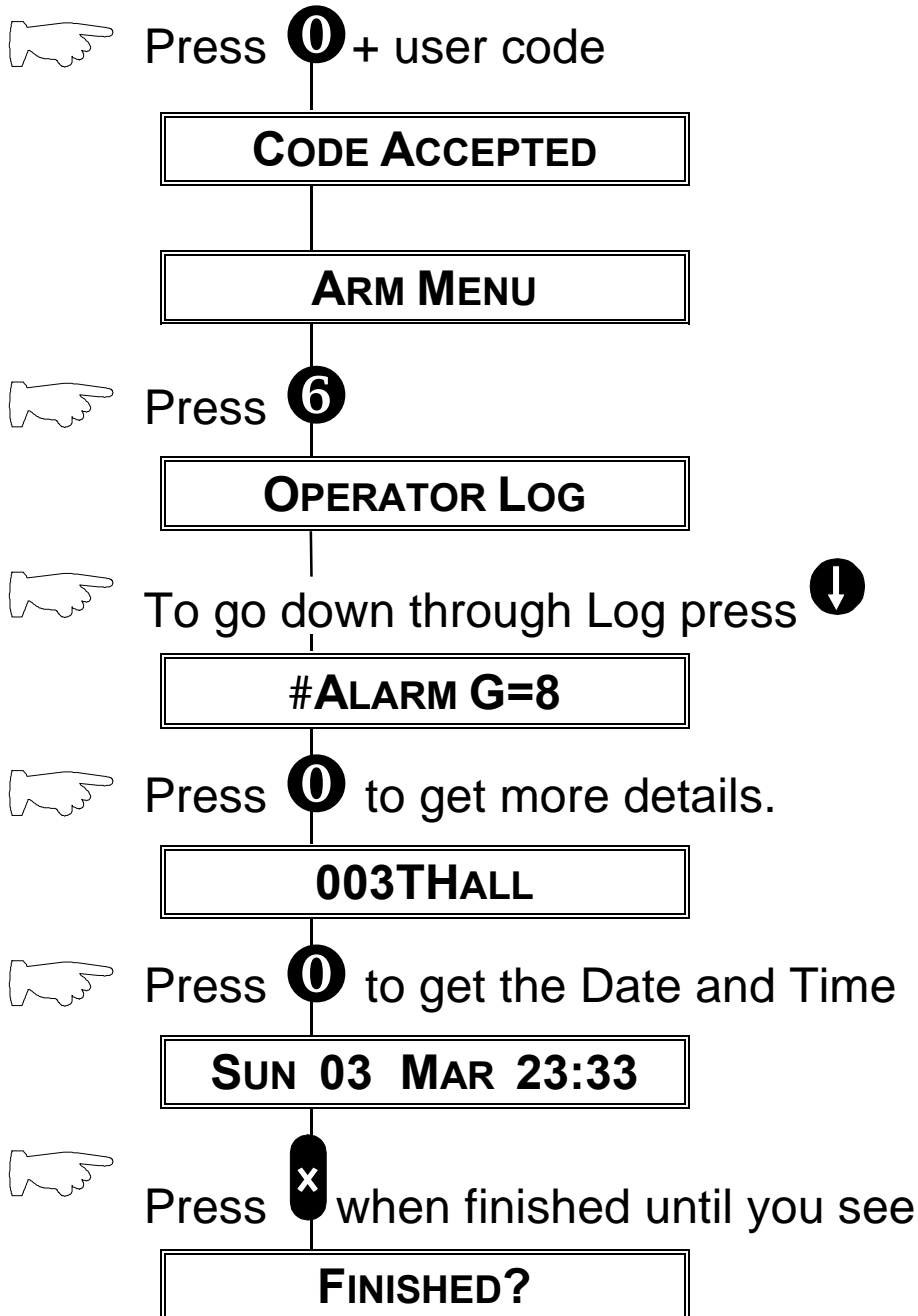
- Press **√** to return to the original display.

Reading the Engineer Log

- The Engineer Log can store up to 150 events. It is not deleted by an arming.

  ☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

  ☞ Press **4** **1**

DISPLAY LOG

  ☞ Press **⬇** to go through Log

#ALARM G=8

  ☞ Press **0** to get more details.

03THALL

  ☞ Press **0** to get the Date and Time

SUN 03 MAR 23:33

  ☞ Press **X** when finished until you see

FINISHED?

- Press **√** to return to the original display.

Changing the Time

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **4** **2**

TIME 12:23

☞ Press **√**

☞ Type the New Time **1** **4** **2** **3**
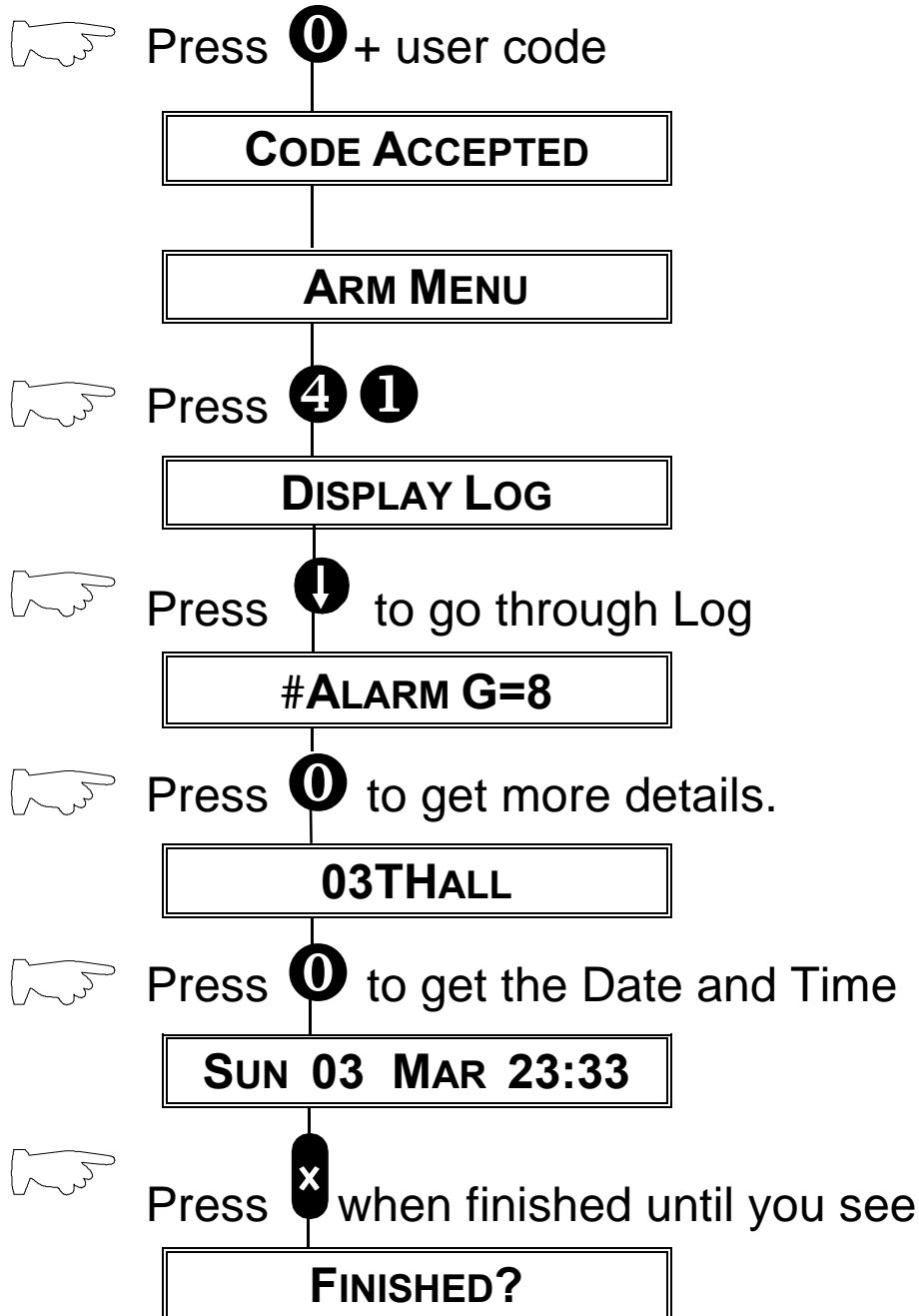
☞ Press **√**

- Press **x** **x** **√** to return to the original display.
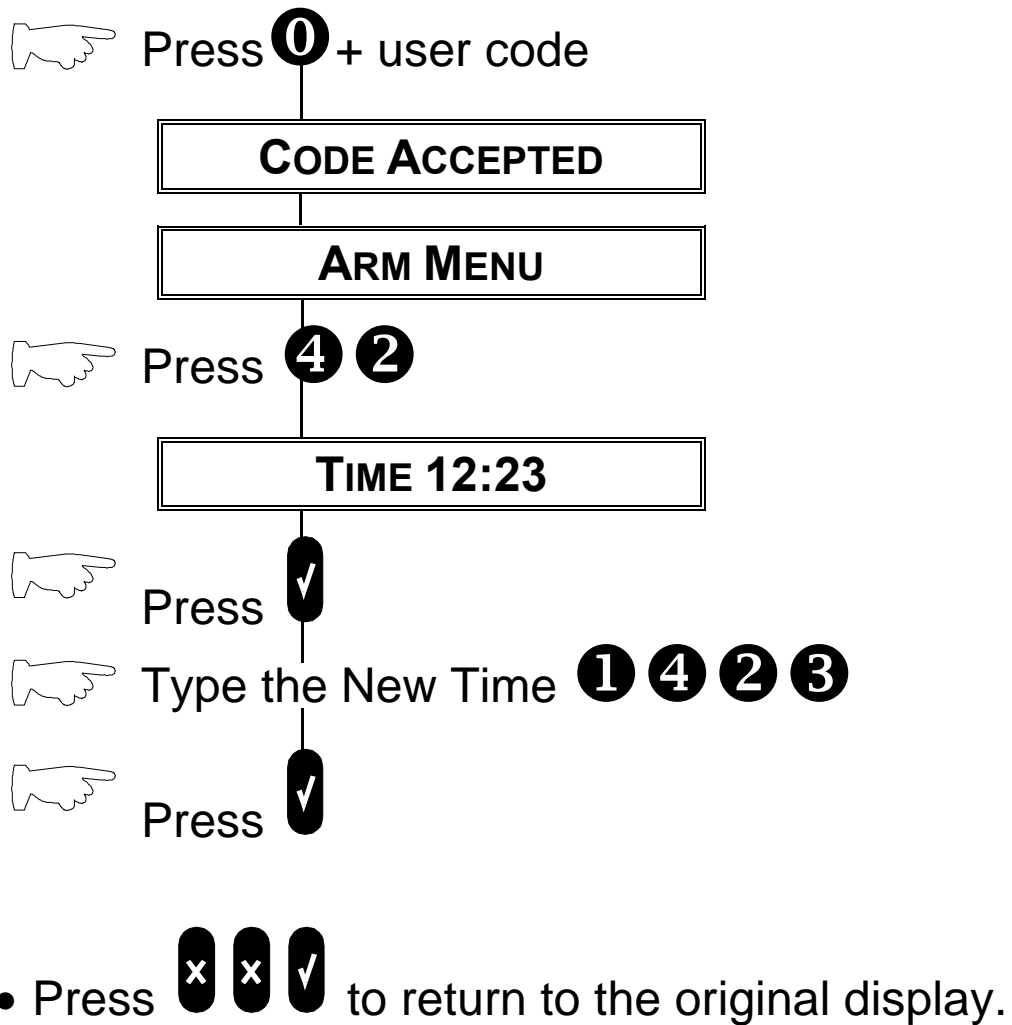
Changing the Date

☞ Press **0** + user code

| CODE ACCEPTED |

| ARM MENU |

☞ Press **4** **3**

| DATE 12/03/96 |

☞ Press **√**

☞ Type the New Date **1** **2** **0** **7** **9** **6**

☞ Press **√**

- Press **x** **x** **√** to return to the original display.

Codes

- The CS450 has 4 types of code
- The code tells the system what rights you have. These are known as **privileges**. Permission to carry out tasks is linked to these privileges

User Codes	8 of these can be assigned. Each user code will have a unique number.
Duress Code	This is used when you are forced to disarm the system unwillingly. The alarm system will be switched off. If you have a dialler connected a message will then be sent to the alarm company.
Engineer Code	This is used by the installer.
Code 8	Code 8 is the eighth user code. It can be used as a normal user code or as a temporary code.
	The temporary code is called the **Code Count**.
	It is used to give access to someone for a short period of time. You can program the system to accept the code only once or up to 98 times.
	When the code count is set to **99**, code 8 will always work. If it is set to **0**, the code will not work.

Code Rules

Who can assign a Code?	You must have the privilege **Mg** to create and delete other people's codes.
How many digits can be used?	You must use 4 -6 digits.
Can two codes have the same numbers?	A code must be unique
	You cannot program a code which has the same first 4 digits as another code which contains those numbers.
	Example: If you have 1234 as a code you cannot create 12345 as a code.

Changing Your Code

☞ Press **0** + user code

```
┌─────────────────────┐
│   CODE ACCEPTED     │
└─────────────────────┘
┌─────────────────────┐
│      ARM MENU       │
└─────────────────────┘
```

☞ Press **5** **1**

```
┌─────────────────────┐
│    CHANGE CODES     │
└─────────────────────┘
┌─────────────────────┐
│   CHANGE OWN CODE   │
└─────────────────────┘
┌─────────────────────┐
│      NEW CODE       │
└─────────────────────┘
```

☞ Type in New Code

☞ Press ✔

```
┌─────────────────────┐
│       VERIFY        │
└─────────────────────┘
```

☞ Type in New Code

☞ Press ✔

- Press ✗ ✗ ✔ to return to the original display.
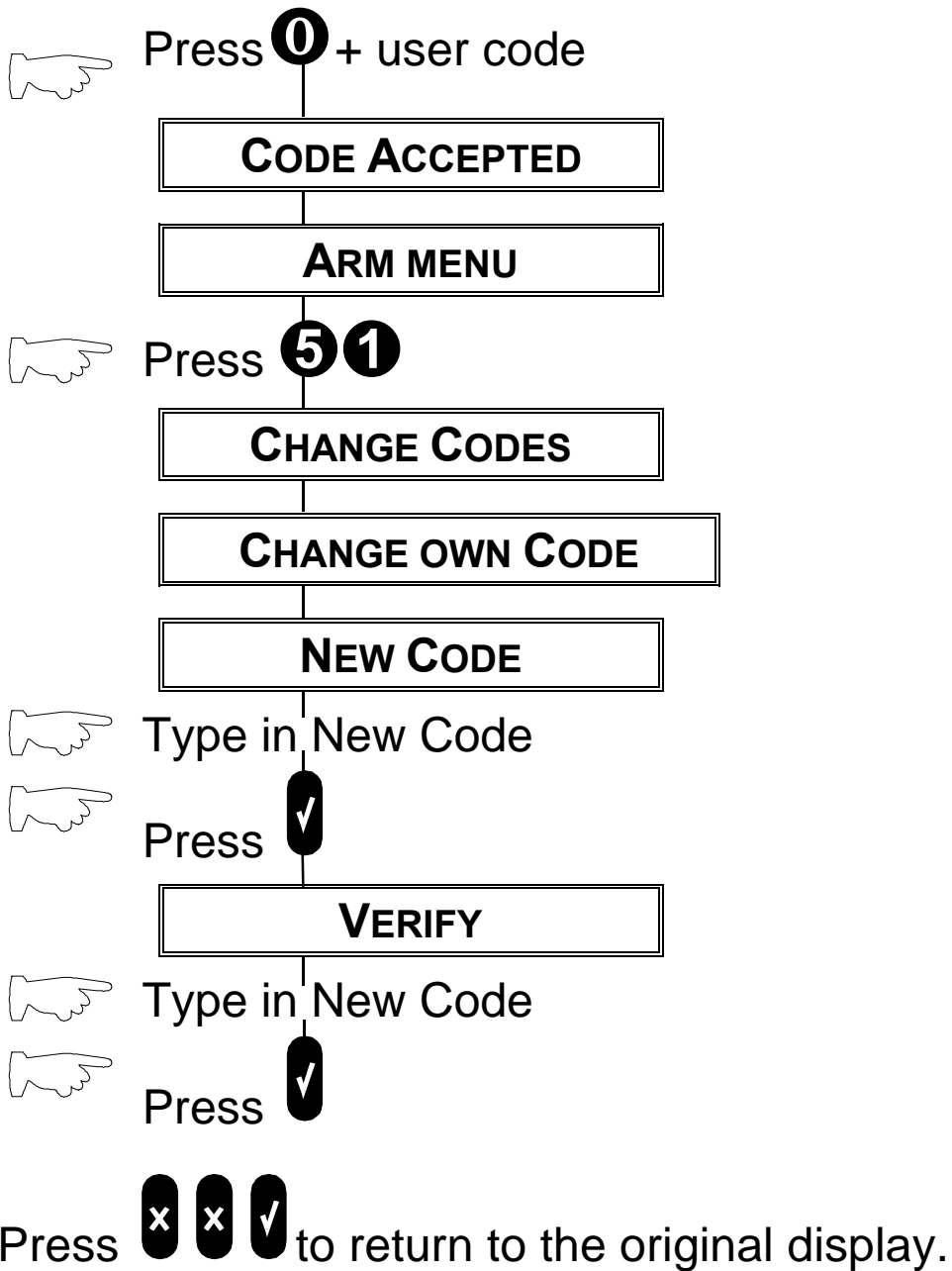
Changing Other People's Codes

- There are 8 user codes.

- This example changes the third user code

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **5** **1**

CHANGE CODES

01 CODE IN USE	or	01 CODE UNUSED

☞ Press **↓** to scroll to code

03 CODE IN USE	or	03 CODE UNUSED

☞ Press **√**

☞ Type in New Code

☞ Press **√**

VERIFY

Type in New Code

☞ Press **√**

- Press **X** **X** **√** to return to the original display.
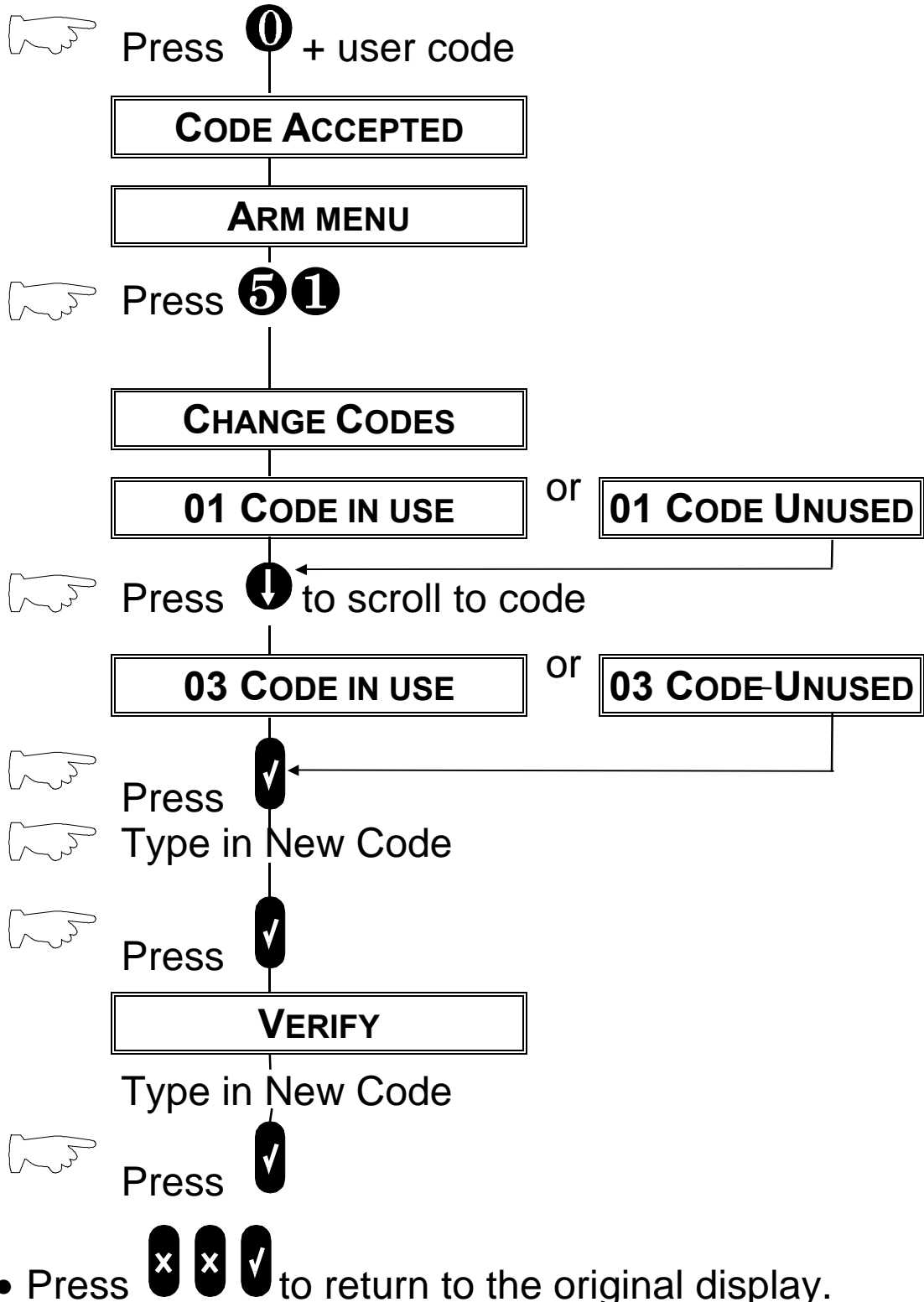
Setting Code 8 as a Temporary Code

- Code 8 can be used as a temporary code.

- This means that the code can only be used a set number of times.

- The count can be set for between 1 and 98.

- If code 8 is set to 0, it will not work. If it is set to 99 code 8 will work as a normal user code.

- This example sets the count to 12. This means that code 8 can be used up to 12 times.

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **5** **4**

CODE COUNT 99

☞ Press **1** **2**
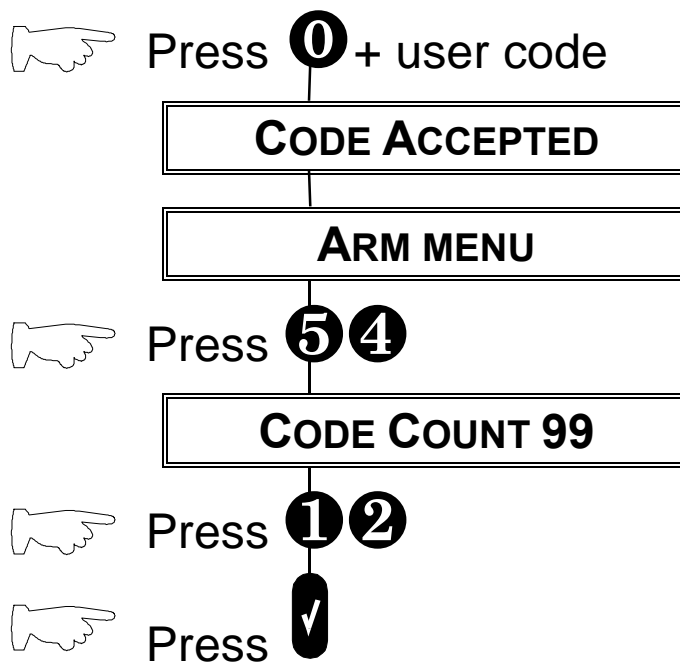
☞ Press **√**

- Press **x** **x** **√** to return to the original display.

User Privileges

- User privileges tell the alarm system which parts you can access. Your user code must have the correct privileges assigned to it to carry out the task. If it does not, contact your installer.

- You can only assign privileges if you have the '**Mg**' privilege.

- It is not possible to assign privileges which you do not possess.

User Privileges	
Fs	Turn on alarm system
Ps	Turn on partguard 1
	Turn on partguard 2
Us	Turn off alarm system.
In	Inhibit zones
	Turn on forced arming
Mg	Do chime/bell test
	Change all codes
	View engineer log
	Alter time and date

- The installer should leave one code with the **Mg** privilege assigned to it. The user of that code should then assign codes and privileges as necessary.

- Most users will only need **Fs** and **Us**.

Changing User Privileges

- This example adds Partguard Day and Partguard Night to User 5's Privileges.

👉 Press **0** + user code

CODE ACCEPTED

ARM MENU

👉 Press **5** **3**

1   MGINPSUSFS

👉 Press ⬇ ⬇ ⬇ ⬇ to get to User 5

5   IN   UsFs

👉 Press ✓ to change the privileges

5   IN   UsFs   OK

👉 Press ⬇ to scroll through the privileges
Press 3 times to get to Ps

5   IN   UsFs   Ps

👉 Press ✓ to add the Ps privilege

5   IN Ps UsFs   OK

👉 Press ✓

- Press ✗ ✗ ✗ ✓ to return to the original display.

Testing the Bell Buzzer and Flashing Light

- You can test if these are working from the keypad.

☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

☞ Press **3** **2**

BELLTEST

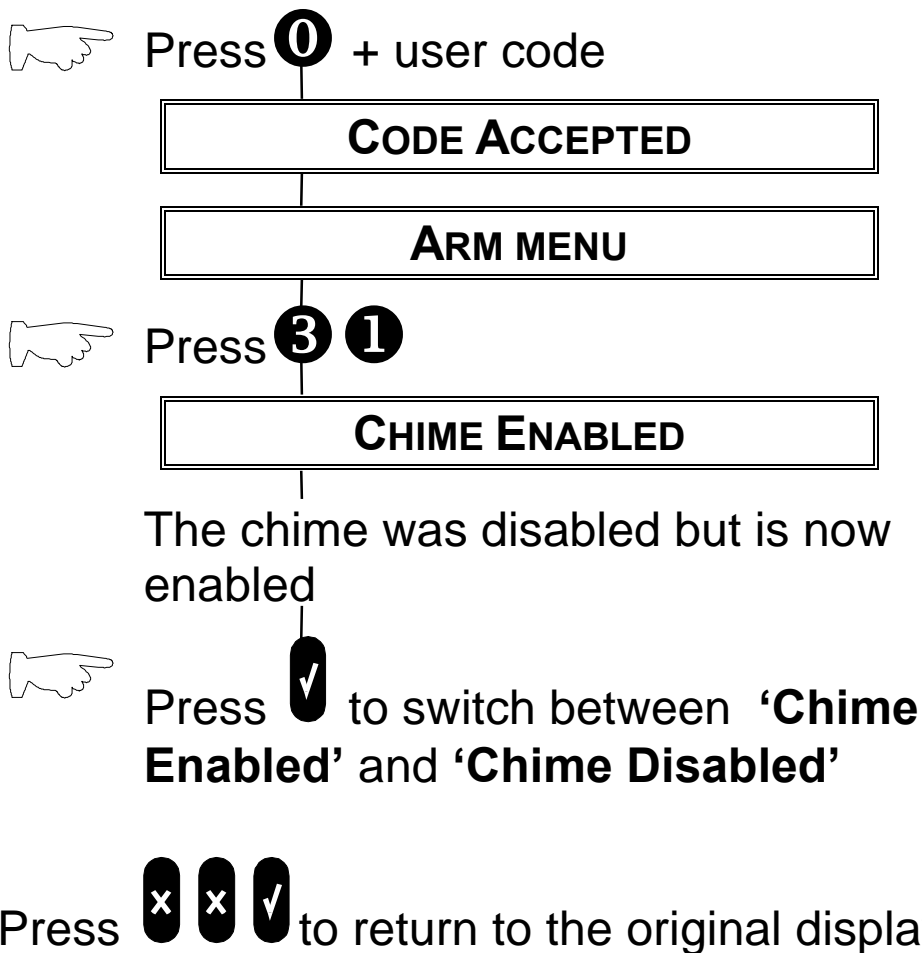| TIMING BELL TEST |
| --- |

◔))) **Beeep**

The bell buzzer and flashing light are tested

BELL TEST

- Press ⊗ ⊗ ✓ to return to the original display.

Turning on the Door Chime

- A door can be programmed with a chime that sounds every time it opens.

- This is set by the installer.

- When the chime is **on** it is **enabled**.

- When the chime is **off** it is **disabled**.

- These steps let you turn it enable and disable the chime.

> ☞ Press **0** + user code

CODE ACCEPTED

ARM MENU

> ☞ Press **3** **1**

CHIME ENABLED

The chime was disabled but is now enabled

> ☞ Press **√** to switch between **'Chime Enabled'** and **'Chime Disabled'**

- Press **x** **x** **√** to return to the original display.

Using the Keyswitch

- This is a mechanical switch which can turn the system on and off without a code.

- Information on faults and alarms appears on the keypad.

Turning on the Alarm System

Go to the key switch.

OK Check whether the **"System OK"** LED is on.

If this LED is not on, check the keypad for a fault.

The system can now arm.

ON Turn the key switch to the ON position.

Beeep The beeper begins to beep. The exit time has begun.

Leave now.

ON The "System ON" LED shows that the system is armed.
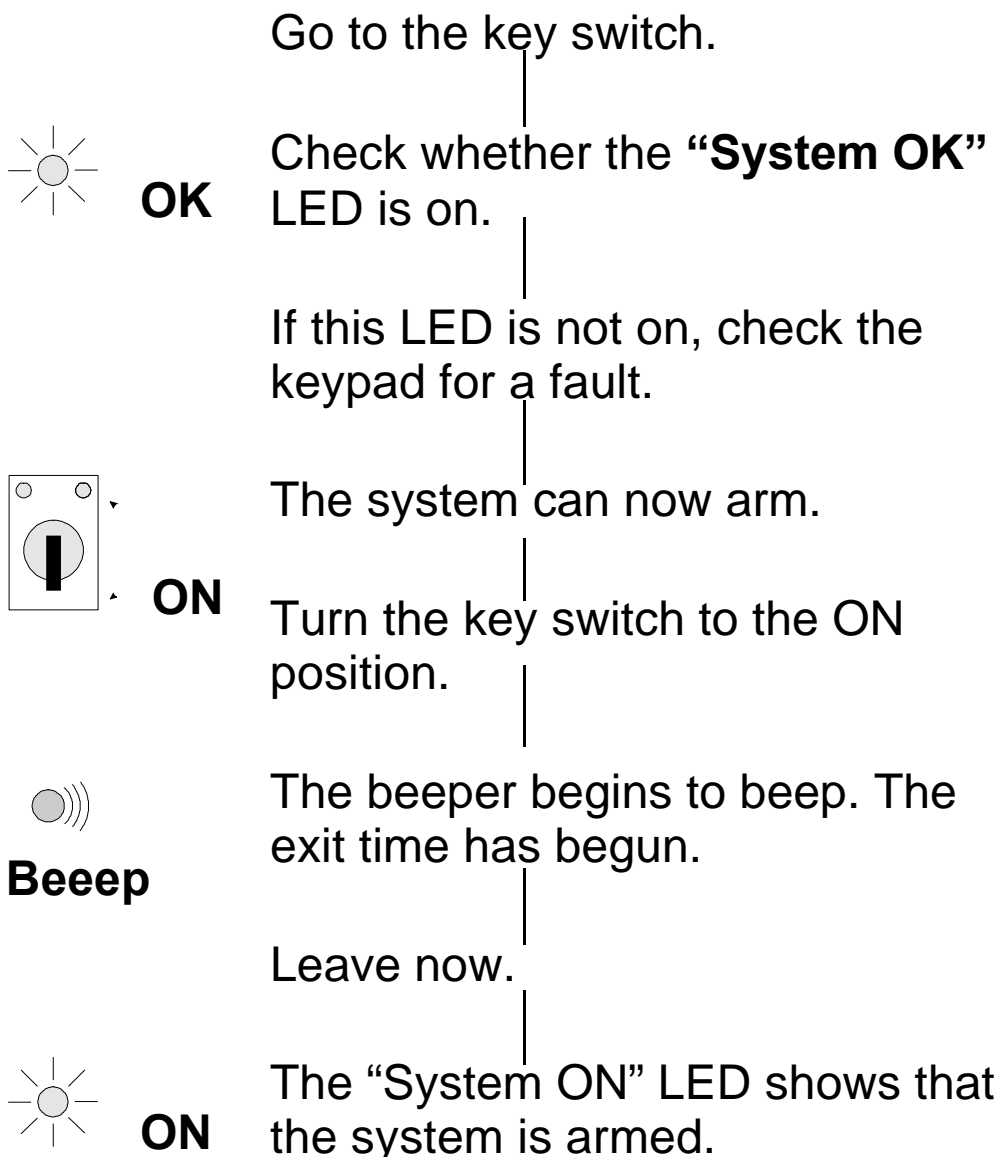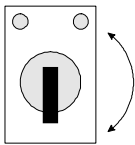
Turning off the Alarm System

The entry period starts when you open the entrance door, or enter the entry zone.

Beep Beep

You can switch off the system without activating the alarm while the beeping continues.

ON The **"System ON"** LED is on. The system is armed.

OFF Turn the key switch to the **OFF** position if your key switch has a separate position for arming and disarming.

OFF The **"System ON"** LED is off. The system is now disarmed.

What do the LEDs mean?

- There are three LEDs on your keypad.
- This table shows what they mean and any action that needs to be taken when they are on.

LED	Purpose	Action
Green	Mains power is on	This LED should always be on. If it is not follow the steps for a mains failure
Orange	Fault in alarm system.	Contact installer
Red	Alarm has occurred	Check the logs Contact installer if necessary

A mains failure has occurred. What do I do?

- You can tell that a mains failure has happened if the green LED has gone off. You will also hear a loud beep.
- The CS450 is supplied with a battery as an emergency power supply. It can keep the keypad operational during a short power failure.
- Follow these steps

1. Enter your code to turn off the beep.

2. If there is electricity elsewhere in the building check the fuse in the building's fuse box. If this has blown replace the fuse and check again.

3. If the fuse in the switch box is working but the green LED is still off, contact the installer.

The display shows 'Not Allowed' when I try and carry out a task

- You have probably not been assigned the user privilege for that task. Contact the installer if you want the privilege.

The display shows 'Open Zone' when I try and arm. What do I do?

- Part of the alarm system has been left open. This may mean that there is a door or window open or that there is a fault in the system.
- Check that the doors and windows are closed.
- If there is still a fault try inhibiting the zone.

I cannot close an open zone. What do I do?

- Look closely at the open zone on the display. If there is a **T** in front of it it is tamper zone. This means that there has been some interference in the alarm system. You must contact the installer.
- Check that you have the user privilege to inhibit zones

How can I avoid false alarms?

- Make sure that nothing is going to fall against a door or window.
- Make sure all users know:-

1. How to turn the alarm system on and off.

2. The entrance and exit routes.

3. The number of the alarm company

What do I do if there is a false alarm?

- Disarm as usual.
- Contact the alarm centre to which you are linked.

My alarm won't stop when I disarm the system

- Try entering your code again. You may have entered it incorrectly.

- If this does not work, someone may have cut the wire or there may be a problem with the control box. Contact your installer.

Glossary

Armed	The alarm system is ON.
Chime	An audible signal that a door has been opened.
Code	A series of 4-6 numbers that allow access to the system.
Code Count	A counter that can be set with code 8 to tell the system how many times the code can be used.
Code Privileges	Privileges assigned to a user code which tell the alarm system which parts the user can access.
Direct Arm	Turns on the alarm system without an exit time.
Disarmed	The alarm system is OFF.
Display	The window on the keypad.
Duress Code	A code which disarms the system but sends an alarm message when a forced disarming takes place.
Engineer Log	A permenant log which can contain up to 150 events. These include arming, disarming, alarms and faults. It is not deleted at the next arming.
Entry route	The route taken to enter and reach the control panel to disarm the system.
Exit route	The route taken to leave the secured area after arming.

Forced Arm	Switches on the alarm system when a number of zones are open without inhibiting each one individually.
Inhibited Zones	Zones that are left open when the rest of the system is armed. They can be entered without triggering an alarm.
KeySwitch	A mechanical device that can turn the system on or off without a code.
Operator Log	A temporary log which contains all the alarms and faults between two armings. It is deleted after every arming.
Partguard 1	Sets the alarm system to guard part of the premises in the day.
Partguard 2	Sets the alarm system to guard part of the premises in the night.
Tamper	If the alarm system is interfered with a tamper is recorded. You will not be able to arm the alarm system again until you have contacted your installer.
Zone	An area guarded by a group of one or more detection devices .

Notes

Notes