Integrated Alarm System

USER GUIDE

CONTENTS

KEYPAD

Four indicators on the keypad communicate information about the alarm system
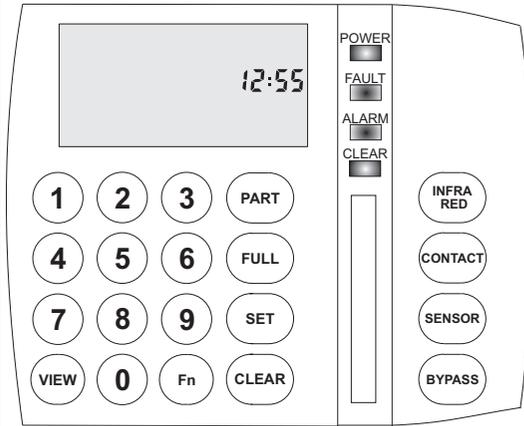
POWER
Green: normally on, flashes when the mains supply is off.

FAULT
Yellow: normally off, switched on when the system requires the attention of an alarm engineer

ALARM
Red: normally off, switched on when system is in alarm condition.

CLEAR
Green: switched on when all alarm zones are closed and the system is ready to be set.

Keypad display: 12:55

Buttons: 1, 2, 3, PART, 4, 5, 6, FULL, 7, 8, 9, SET, VIEW, 0, Fn, CLEAR

Indicators: POWER, FAULT, ALARM, CLEAR

INFRA RED, CONTACT, SENSOR, BYPASS

DEFINITIONS

Full Set: When the system is Full Set all the alarm zones are armed and the building is unoccupied.

Part Set: When the system is Part Set certain zones are automatically bypassed (this allows the building to be occupied with perimeter zones armed).

Disarmed: When the system is Disarmed alarm zones are switched off but panic buttons, fire and tamper zones remain armed.

Bypass: Bypassing a zone temporarily removes it from the system, the alarm will not activate if a bypassed zone trips.
Zones may be bypassed when arming the system.

24hr zone: 24hr zones are always armed (safe protection, etc.).
Bypassing a 24hr zone gives access to the protected area.

User code: A 4 to 6 digit code used to disarm the system.

FULL SET

1. Ensure that all zones are closed.

2. Press (CLEAR) (SET) (FULL)

3. Enter your code *(if requested)*
   'SET' will flash and the exit buzzer will start.

```
                                    9:30
         -SET-
```

4. Leave the premises by the designated exit route and close the door.

   When the buzzer stops the system will be SET.

```
                                    9:30
         SET
```

DISARM

1. Enter the premises by the entry/exit route

   The entry buzzer will start.

```
                                   17:49
         DISARMED
```

2. Press (CLEAR) **and enter your code**

   The buzzer will stop, and 'DISARMED' will be displayed.

PART SET

1. Ensure that all perimeter zones are closed.

2. Press (CLEAR) (SET) (PART)

3. Enter your code *(if requested)*

   'PARTSET' will flash.

```
                                   22:38
         - PARTSET-
```

   When 'PARTSET' stops flashing the system will be Part Set.
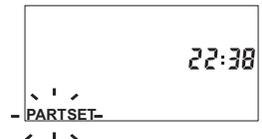
Instant FULL SET

To set the system silently and without exit time

1. Press (CLEAR) (SET) (FULL) (FULL)

2. Enter your code *(if requested)*
   'SET' will flash on the display
   When 'SET' stops flashing the system will be Set.

PART SET with exit time (no buzzer)

To part set the system and leave the premises without disturbing the other occupants

1. Press (CLEAR) (SET) (PART) (PART)

2. Enter your code *(if requested)*
      'PARTSET' will flash on the display

      When 'PARTSET' stops flashing the system will be Part Set.

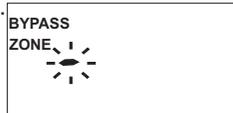## BELL TEST

1. Press (CLEAR) (Fn) (9)

2. Enter your code
This turns on the strobe light, activates the internal sounder for about five seconds, activates the external sounder for 5 seconds and finally switches off the strobe.

BYPASS ZONES

1. Start arming the system and when SET or PARTSET is flashing.

2. Press (BYPASS)

      Display prompts for zone number

3. Press zone number

      Zones that can be bypassed flash on the display
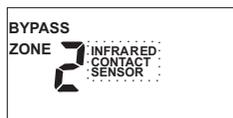
4. Press zone type button (INFRA RED) or (CONTACT) or (SENSOR)

      Bypassed zones stop flashing
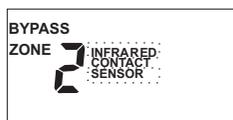
5. To bypass more zones go to step 2

      Otherwise do nothing and the system will continue to set.

SWITCH LIGHTS

Lights connected to the alarm system may be switched on and off from the keypad

To switch the lights on: Press (CLEAR) (VIEW) (3)

To switch the lights off: Press (CLEAR) (VIEW) (3)

If you switch the lights on and then arm the system the lights will be turned off when the exit buzzer stops.

BYPASS (24 hour) ZONES WHEN SYSTEM IS UNSET

1. Press (CLEAR) (Fn) (BYPASS)

```
BYPASS
ZONE
```

2. Enter your code

Display prompts for zone number

3. Press zone number

Display flashes zones that can be
bypassed.
Zones that are already bypassed
appear steady.

```
BYPASS
ZONE  2  INFRARED
          CONTACT
          SENSOR
```
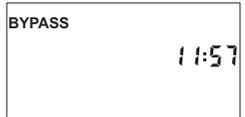
4. Press (INFRA RED) or (CONTACT) or (SENSOR)

Bypassed zones stop flashing

5. To bypass more zones press (BYPASS) and go to step 3.

```
BYPASS

        11:57
```

'BYPASS' will flash as a reminder that zones are bypassed.

To "unbypass" zones repeat steps 1 to 4,
(zones that are not bypassed will flash on the display)

TESTING ZONES (CHIME)

1. Press (CLEAR) (Fn) (6)

2. Enter your code

All alarm zones are in test

```
ZONE     INFRARED
         CONTACT
         SENSOR
TEST
```

3. Press zone number e.g. (2).

Zone 2 Contacts
Zone 2 Sensors and
Zone 2 Infrared are now in test

```
ZONE  2  INFRARED
         CONTACT
         SENSOR
TEST
```
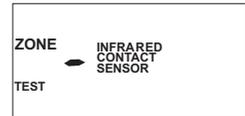
4. Press zone type button to focus test on a
  particular zone e.g. (CONTACT)

```
ZONE  2  CONTACT

TEST
```

5. Test zone

Buzzer will sound when contacts
on zone 2 are opened and closed.

6. Press (CLEAR) to terminate the test

CHANGE TIME AND DATE

1. Press (CLEAR) (Fn) (1)

2. Enter your code

First digit of time flashes indicating that it may be changed.

```
-12:06
- SET -
```

3. Enter all digits of correct time e.g. 09 22

Digits appear as they are typed

```
-09:22
- SET -
```

4. Press (SET)

First digit of date flashes indicating that it may be changed

If the date is correct just press (SET)

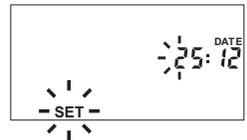**5. Enter all digits of correct date** e.g. 25 12

```
-25:12   DATE
- SET -
```

6. Press (SET)

First digit of year flashes indicating that it may be changed

If the year is correct just press (SET)

```
19 98   DATE
- SET -
```

7. Enter all digits of correct year
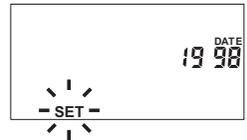
8. Press (SET)

CALL CENTRAL STATION   (49D & 63D)

When the system is disarmed after an alarm the buzzer will sound and 'CALL CENTRAL STATION' will be displayed.

Silence the buzzer by pressing (CLEAR)

Telephone your central station or monitoring company.

```
CALL
CENTRAL STATION
17:43
```
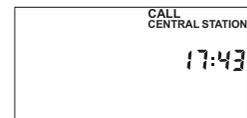
TEST CALL   (49D & 63D)

1. Press (CLEAR) (Fn) (7)

2. Enter your code

When the test call has been completed the display will show 'Central Station Contacted'

```
CENTRAL STATION
CONTACTED
14:30
```

Test calls should only be made on the instructions of your alarm installer or monitoring centre.

6

ADDING OR REMOVING USER CODES

The user who has code no.1 (factory set to 4711) may change or remove codes 2, 3 and 4.

1. Press (CLEAR) (Fn) (4)

2. Enter user code 1

Display prompts for user number

3. Press user number - 2, 3 or 4, e.g. 3

'CODE' flashes to indicate that a new
code for user 3 may be entered

> **To remove a code press** (CLEAR)(CLEAR) **now**

4. Enter the new code

A bar is displayed for each digit entered.
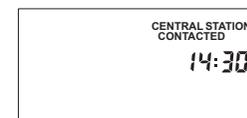'SET' flashes when the minimum number
of digits(4) has been entered.

5. Press (SET)**when the new code has been entered.**

'TEST' flashes

6. Verify new code by entering it again.

When the new code has been verified 'MEMORY' is displayed briefly
to confirm that the new code for user 3 has been saved.
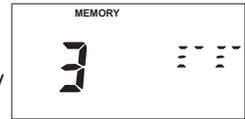
CHANGING YOUR USER CODE

4 different user codes may be used to set and disarm the system.
Each user may change their own code.

1. Press (CLEAR) (Fn) (3)

2. Enter your code

Display prompts for new code.

3. Enter your new code

A bar is displayed for each digit entered.
'SET' flashes when the minimum number
of digits(4) has been entered.
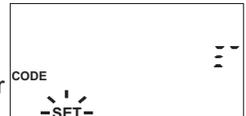
4. Press (SET)**when you have entered your new code**

'TEST' flashes

5.Verify your new code by entering it again

When you have verified your new code 'MEMORY' will be displayed
to confirm that your old code has been replaced with the new one.
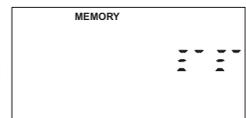
Note: the system will display 'no' and reject new codes that clash with existing codes.

SMOKE DETECTOR OPERATION

If a smoke detector alarm activation occurs when the system is disarmed the alarm keypad will display the smoke detector's zone number and generate a warning tone.

If the CLEAR key is pressed within 30 seconds the buzzer will stop and the system will not activate the alarm sounders.

ALARM
FIRE
ZONE 2   18:47

If the CLEAR key is NOT pressed within 30 seconds the alarm sounders will be switched on and off at approximately 2 second intervals.

This feature is intended to reduce the incidence of nuisance alarms caused by cooking fumes.

Smoke alarms occurring when the system is full set or part set will generate an immediate full alarm.

MAINS FAILURE

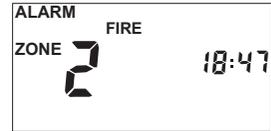Your system may be programmed to sound a warning buzzer if its mains supply is disconnected.

Silence the buzzer by pressing (CLEAR)

23:06
MAINS

ALARM MEMORY

The alarm memory is a 16 event log used to record alarm events and the time and date at which they occurred.
The alarm memory is displayed automatically when the system is disarmed after an activation.
Events are shown in the order in which they occurred.

To review the alarm memory when the panel is unset press (CLEAR)(VIEW)(2) and (if the panel requests it) enter your code.

The first event in memory.

This example display shows that the alarm was triggered by a door or window contact on zone 2 at 23:57.

Time and date are displayed here.

ALARM MEMORY 01
ZONE 2 **CONTACT** 23:57

SET

The system was SET.
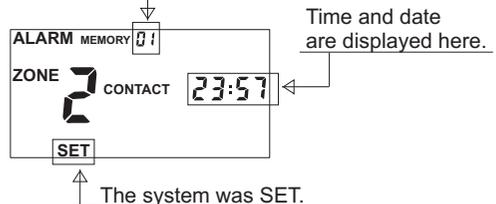
USER COMMANDS		
Disarm	Press Enter	(CLEAR) (C)(O)(D)(E)
Full Set	Press Enter	(CLEAR)(SET)(FULL) (C)(O)(D)(E) *(if requested)*
Instant Full Set	Press Enter	(CLEAR)(SET)(FULL)(FULL) (C)(O)(D)(E) *(if requested)*
Part Set	Press Enter	(CLEAR)(SET)(PART) (C)(O)(D)(E) *(if requested)*
Part Set with exit time	Press Enter	(CLEAR)(SET)(PART)(PART) (C)(O)(D)(E) *(if requested)*
Bypass zones	Start arming system (full or part set) and, Press zone number Press	 (BYPASS) (?) (INFRA RED), (CONTACT) or (SENSOR)
Bypass zones when disarmed	Press Enter zone number Press	(CLEAR)(Fn)(BYPASS) (C)(O)(D)(E) (?) (INFRA RED), (CONTACT) or (SENSOR)
Show open zones	Press Enter	(CLEAR)(VIEW)(1) (C)(O)(D)(E) *(if requested)*
Show alarm memory	Press Enter	(CLEAR)(VIEW)(2) (C)(O)(D)(E) *(if requested)*
Test zone	Press Enter Test zones ..... Press	(CLEAR)(Fn)(6) (C)(O)(D)(E) (CLEAR)
Bell Test	Press Enter	(CLEAR)(Fn)(9) (C)(O)(D)(E)
Switch Lights	Press	(CLEAR)(VIEW)(3)

Change own code	Press	(CLEAR) (Fn) (3)	
	Enter	(C)(O)(D)(E)	
	Enter new code	(?)(?)(?)(?)(?)(?)	(4 to 6 digits)
	Press	(SET)	
	Enter new code	(?)(?)(?)(?)(?)(?)	

Change Codes 2-4	Press	(CLEAR) (Fn) (4)	
	Enter main	(C)(O)(D)(E)	
	Select code	(2)-(4)	
(To remove a code press (CLEAR)(CLEAR) now)			
	Enter new code	(?)(?)(?)(?)(?)(?)	(4 to 6 digits)
	Press	(SET)	
	Enter new code	(?)(?)(?)(?)(?)(?)	

Set Time & Date	Press	(CLEAR) (Fn) (1)	
	Enter	(C)(O)(D)(E)	
	Enter the time	(H)(H)(M)(M) (SET)	
	Enter the date	(D)(D)(M)(M) (SET)	
	Enter the year	(Y)(Y)(Y)(Y) (SET)	

Programme telephone numbers	Press	(CLEAR) (Fn) (8)	Voice dialler
	Enter code no. 1	(C)(O)(D)(E)	
	Select phone no.	(1),(2),(3) or (4)	
	Press	(SET)	
(To remove the number press (BYPASS) (SET) now)			
	Enter new number (up to 16 digits)		
	Press	(SET)	

Programme follow me number	Press	(CLEAR) (Fn) (2)	Voice dialler
	Enter code no. 1	(C)(O)(D)(E)	
	Press	(SET)	
(To remove the number press (BYPASS) (SET) now)			
	Enter new number (up to 16 digits)		
	Press	(SET)	

Make test call	Press	(CLEAR) (Fn) (7)	
	Enter code no. 1	(C)(O)(D)(E)	
(Voice dialler)	Choose number	(1) to (5)	(5 is follow me number)

The **49DV** and **63DV** have four main telephone numbers which may be changed as shown below.
If the dialler has to make a call it will try telephone number 1 first and then numbers 2, 3 and 4 until the call is acknowledged, or six attempts have been made to each number.

1. Press (CLEAR) (Fn) (8)

2. Enter operator code 1

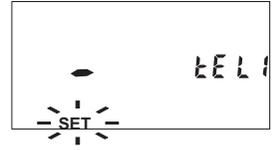Display flashes centre bar to ask which telephone number you want to change

3. Select the telephone number that you wish to programme 1,2,3 or 4

If the telephone number has been programmed it will be displayed.

4. Press (SET) **to enter a new telephone number**

'SET' flashes on display indicating that the new number may be entered.

5. Enter the new number

Digits appear on display as they are pressed

6. Press (SET)   To save the number

The telephone number will be displayed

Press (VIEW) to display the number again

Press (CLEAR) to leave this

Remember to make a test call to a new telephone number

To delete a telephone number press (SET)(BYPASS)(SET) at step 4.

PROGRAMMING THE FOLLOW ME NUMBER

The follow me number is a temporary number which is cleared the next time the system is disarmed.
When the follow me number is programmed the dialler will try it first.

To programme the follow me number:

Press (CLEAR)(Fn)(2), enter your user code and continue from step 4 above.

PABX

If you have a PABX system, it may require a pause between the access number and the telephone number.

A three second pause may be inserted in the number with the (PART) button

Example: To programme **9 <pause> 6704202:** press (SET) (9) (PART) (6)(7)(0)(4)(2)(0)(2)

The programmed telephone number will be displayed as: **9-P-6-7-0-4-2-0-2**.

Note: If the **3** second pause is entered as the first digit of the telephone number the dialler will dial without waiting for a dial tone which may be necessary on some PABX systems.

TEST CALL

If you do change a telephone number you should make a test call to it to check that the number is correct and to familiarise the keyholder with the message and the procedure for accepting a call.

Description of call for keyholder
When you answer the phone you may hear one or two beeps before the message.
The message will be followed by a tone.
When the tone stops press the star key on your phone twice.
The dialler will give a double beep to indicate that it heard the star keys, and hang up.

Note: If your system has been set up with two messages the test call will play the second message after the first one has been acknowledged.

To make a test call:

1. Press (CLEAR) (Fn) (7)

2. Enter user code 1

         The centre bar will flash requesting
         which number to call
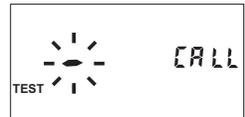
4. Type a number from 1 to 5 (5 is the 'follow me' number)

         The number will be displayed and
         the dialler will make the call

The progress and result codes that the dialler displays during and after a test call are listed overleaf.

As the test call proceeds the progress codes below will be displayed.

$C-$ Checking that the telephone line is present and that there is no incoming ringing.

$C1$ The dialler has gone offhook and is trying to detect dial tone.

$C2$ Dial tone detected, now dialler dials the telephone number.

$C3$ Number dialled, now waiting for telephone to be answered.

$C4$ Telephone answered, dialler now plays the message and the tone and waits for the person who answered the phone to press the star key twice.

$C5$ The star key has been pressed twice. The call is complete and the dialler hangs up.

If the test call does not succeed then one of these failure codes will be displayed.

$F1$ No dial tone detected
    The telephone line may be disconnected.

$F2$ The call was not answered
    Check the telephone number

$F3$ The person who answered the phone did not press star button twice after the tone.
    Make sure that the keyholder understands what to do.

$F4$ Telephone line not detected
    The telephone line has been disconnected or there is problem with the line.

$F5$ Ringing detected on the line
    Wait until ringing stops or answer the phone.

$F6$ Busy tone detected
    Check the number, ring it manually to ensure that it is correct

$F7$ Telephone number number not programmed

$F8$ Dialler is already making a call.

CALL FAIL   49DV & 63DV

If none of its call attempts is acknowledged (by someone pressing the star key twice when they hear the tone) the voice dialler will display "CALL FAIL" when the system is disarmed.

Note 1. Pressing (CLEAR) twice removes "CALL FAIL" from the display.
Note 2. The system continues to operate normally.

```
    CALL

   FA IL
```

INSTALLATION DETAILS		
Zone	Type	

Installation
company: _____

Telephone: _____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____