DIGITAL COMMUNICATOR CONTROL PANEL

quattro 4 quattro

academy otto 8 otto

otto 8 otto L



USER MANUAL

BS EN ISO 9001

BENTEL SECURITY

Digital Communicator Control Panel

academy 4 – academy 8 – academy 8 L

complies to:

Emission: ***EN 50081-1/1992***

Immunity: ***EN 50130-4/1995+A1/1999***

Low voltage: ***EN 60950/1996 + A4/1997***

Burglar alarm systems: ***CEI 79/2 2° Ed. 1993***

Terminal Equipment (TE): ***TBR21-1/1993***

BENTEL SECURITY declines all responsibility in the event of unauthorized intervention on the control panel.

The control panel has been developed and made according to the highest standards of quality, reliability and performance adopted by BENTEL SECURITY srl.

To make sure your system continues to work as intended, you must test your system every month. Consult the installer for testing and maintenance instructions. If your system does not work correctly, call your installer for service.

Installation of the control panel must carried out strictly according to the instructions, and in compliance with the safety laws in force.

BENTEL SECURITY srl reserves the right to modify the technical specifications of this product without prior notice.

CONTENTS

OVERVIEW 5

Glossary 5

GENERAL FEATURES 7

The Panel 7

The keypad 8

Digital keys 10

Arming Mode Options 11

DIGITAL KEY CONTROL 13

Global arming 13

Global disarming 13

Type A arming (Amber) 13

Type B arming (green) 14

Stop alarm 14

CONTROL FROM KEYPAD 15

Basic options (from standby status) 15

Global arming 16

Global disarming 16

Type A or Type B arming 16

Zone bypass 16

View armed partitions 17

View bypassed zones 17

Menu Options from keypad 18

Reset Alarm Memory 18

Enable / Disable Auto-arming 19

Enable / Disable Teleservice 19

Overtime Request 20

Teleservice Request 20

Enable / Disable Silent keypad 20

Enable / Disable Hidden zone status on keypad 20

Alarm Device Test 21

Program User Code PIN 21

Stop alarm 22
Stop all Calls 22
Superkeys 23
Instant alarm call 23
View Alarm Memory 23
Trouble Viewing mode 24

APPENDIX 25
Zones insert 25
Programming sheets 25

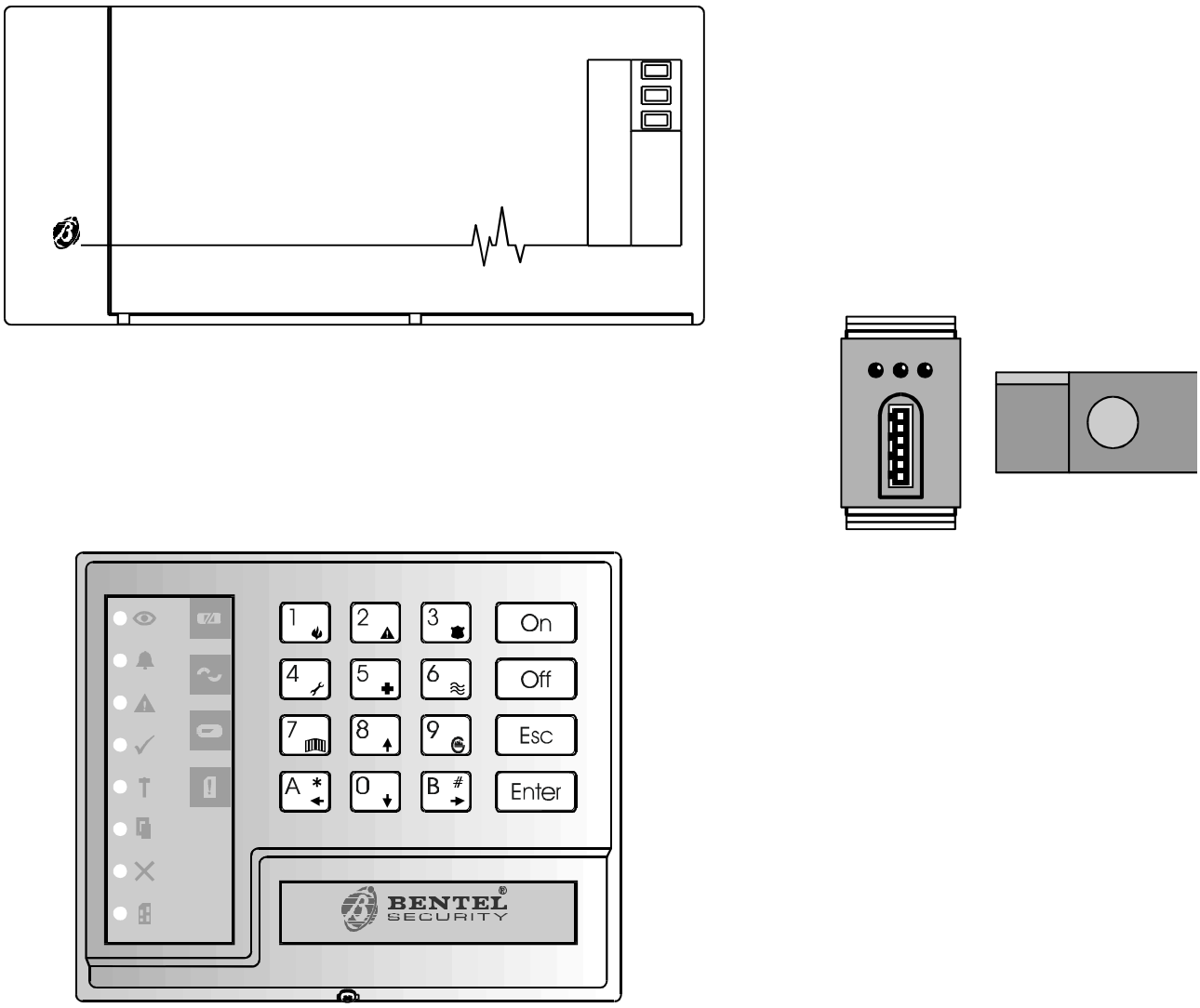


Figure 1 *Academy4/8, Academy8/L, components*

This manual is for **Academy 8/L** and **Academy4/8**. Where the specifications, features and procedures are the same, the system will be referred to as the **Panel**. However, where the specifications, features and procedures differ the system will be referred to by its name.

The Panel has 8 zones and 4 partitions (**Academy4** has 4 zones). The basic system comprises the Panel, built-in Digital Communicator and 1 Keypad. The Panel can control up 16 remote devices (key readers / keypads), with a maximum of 8 keypads (including the one supplied), and 128 different digital keys.

Communicator The Digital Communicator can manage 8 telephone numbers for teleservice and communication with central stations.

Voice messages The optional NCDUEVOX voice board can record up to 8 voice messages----to be sent to 1 or more of the 8 programmed telephone numbers.

The main features of the Panel are described in this manual. Your Installer will provide further details for proper use of the system.

Figure 1 shows, keypads, key reader and digital key. Digital keys, although not indispensable, greatly simplify system control.

Glossary

Arming An option which puts the system IN SERVICE. Violation of the armed partitions **will generate an alarm**.

Disarming An option which puts the system OUT-OF-SERVICE. Violation of the disarmed partitions **will not generate an alarm**.

Alarm A status which signals violation. Immediate intervention of authorized persons will be required.

Keypad Set of keys used for manual control of the Panel.

Digital Key An electronic control key with a random code (selected from over 4 billion combinations).

Key Reader A device that reads the digital key.

Alarm Zone A zone where one or more sensors can be connected.

Partition A group of zones that allows system partitioning, each partition can have its own specific Times, Code PINs and digital keys.

Exit Time A programmed delay which starts after system arming.

ATTENTION! All persons must leave the protected zone before the delay ends, otherwise the Panel will generate an alarm.

Entry Time A programmed delay which starts after violation of a delayed zone.

ATTENTION! The system must be disarmed before the delay ends.

Delayed Zone A zone which allows transit.

ATTENTION! An alarm **will be** generated if the programmed Exit / Entry time is not respected.

Zone Bypass An option which excludes a zone.

ATTENTION! Violation of a bypassed zone **will not generate an alarm**.

Tamper Zone A zone that is active 24 hours per day (24h zone), regardless of the armed / disarmed status of the system. An alarm will be generated in the event of tamper on any of the system components.

Alarm Memory A record of alarm events. The Alarm Memory can be deleted by means of Automatic or Manual RESET.

Codes 23 Codes are available for the user. The Installer can assign one of the 5 Code Types: - **DISABLED** - **MAIN USER** - **USER** - **DURESS** - **PATROL** to each of the 23 codes. Each code can control specific options and partitions according to programming. Main User Type codes can assign a 4 to 6 digit PIN to the other Code Types. When a Code PIN is used on a keypad it can enable / disable the options on the keypad partitions it controls.

User Pin A modifiable 4 to 6 digit number that accesses the system----to be programmed by the Main User.

Installer Pin A modifiable 4 to 6 digit number that allows the Installer to access and program the Panel parameters.

Teleservice A service provided by the Installer. The Teleservice feature allows the Installer to service the Panel via telephone.

Central Station A specialized operations centre that receives and responds to alarm signalling.

Telemonitoring A service provided by the Central Station. The Telemonitoring function is for remote control of the system, and communicates coded events to the Central Station.

The Panel

The Panel cabinet houses the main board, power supply unit, battery, and the connection terminals of the sensors, sirens and auxiliary devices.

Indicators **Academy8/L** has five status Indicators (LEDs).
Academy4 and **Academy8** have no status indicators.

INDICATOR	STATUS	
	OFF: **ON:**	Mains failure----Panel powered by battery Mains supply to Panel OK
	OFF: **ON:**	Battery OK Low battery or battery **trouble**
	OFF: **ON:**	Sensor power fuse intact Sensor power fuse blown
	OFF: **ON:**	Communicator in standby status Communicator has engaged the telephone line
	OFF: **ON:**	Communication bus OK Communication bus **trouble**

The keypad

The Panel can be programmed and controlled from the keypads.
The following description refers to the **NC2TAST** keypad. The key functions on the **NC2TAST** and **ICON/KP** keypads are identical, however, the key icons differ.

INDICATORS	STATUS (NC2TAST and ICON/KP)	
Arm	OFF: **ON:** ***Fast flashing**:*	All keypad partitions **disarmed** At least one keypad partition **armed** ***Viewing armed partitions***
Alarm	OFF: ***Slow flashing:*** ***Fast flashing:***	Standby status (no alarm) Alarm memory ***Alarm status***
Trouble	OFF: **ON:** ***Slow flashing:***	Panel OK **Trouble**: select **Trouble Viewing Mode** to check trouble type ***Trouble Viewing Mode** running*
Ready	**ON:** OFF: ***Fast flashing**:*	Ready to arm:----arming will not generate an alarm At least one unbypassed zone is in alarm status:----arming will generate an alarm ***Panel in service status (maintenance)***
24h	OFF: ***Slow flashing:*** ***Fast flashing:***	Tamper line balanced ***Alarm memorized on the tamper line*** ***Alarm memorized and tamper line open***
Open	OFF: **ON:**	Panel closed (Academy8L only) Panel open (Academy8L only)
Bypass	OFF: **ON:** ***Slow flashing:*** ***Fast flashing**:*	No bypassed zones At least one bypassed keypad zone ***Panel ready for zone bypass*** ***Viewing bypassed zones***
Program.	OFF: **ON:** ***Slow flashing:*** ***Fast flashing**:*	Panel in standby status Panel enabled for Teleservice calls ***Panel in programming status*** ***User menu accessed***

NC2/TAST KEYS	ICON/KP LEDs	STATUS
Key 1		OFF: Sensor power fuse intact **ON:** sensor power fuse blown
Key 4		OFF: Panel powered by mains **ON:** Mains failure----Panel powered by battery
Key 7		OFF: Battery OK **ON:** Low battery or battery **trouble**
Key B		OFF: Communication bus OK **ON:** Communication bus **trouble**
Key 0		OFF: Telephone line OK **ON:** Telephone line **trouble**
Key A		OFF: At least one code not at default ON: All codes at default

KEYS	USER MENU OPTIONS FROM KEYPAD (ICON/KP)
Key 1	Enable / Disable Auto-arming
Key 2	Enable / Disable Teleservice
Key 3	Overtime Request
Key 4	Teleservice Request
Key 5	Enable / Disable Silent keypad
Key 6	Enable / Disable Hidden zone status on keypad
Key 7	Alarm Device Test

Number Keys Standby status----LEDs behind number keys 1 through 8 (corresponding respectively to the zones) will show the zone status:

----**OFF** = zone in **standby status**

----**Slow flashing** = alarm or tamper memorized on the zone

----**Fast flashing** = zone violation (alarm or tamper)

Buzzer The audible signals emitted by the Keypad buzzer are as follows:

----Key pressed = **Short beep**

----Command accepted = **Long high-tone beep**

----Error signal = **Long low-tone beep**

The buzzer can also signal the elapsing Entry / Exit delay.

Codes Codes 1 through 23 are User Codes. Code 24 is the Installer Code. The Installer can assign one of the **5 Code Types**: - **DISABLED** - **MAIN USER** - **USER** - **DURESS** - **PATROL** to each of the 23 User codes. Each code can be programmed to control specific options and partitions. Main User codes can assign 4 to 6 digit PINs to the other Code types. When a Code PIN is used on a keypad it can enable / disable the options on the keypad partitions it controls. Code errors will be signalled by a long low-tone beep, after which it will be possible to retry.

- ❒ **MAIN USER** Codes provide full control of the system, and can access the programming phase and change the User Code PINs. Main User Codes are for persons that require full control of the system.
- ❒ **USER** Codes are enabled for Global arming / disarming, Reset Alarm Memory and Overtime requests. These Codes allow restricted control of the system.
- ❒ **DURESS** Codes are for forced disarming (disarming under threat). The Duress Code PIN will disarm the system and activate the Digital Communicator----that will call the Central Station, and dialler----that will send recorded voice messages to the programmed telephone numbers.
- ❒ **PATROL** Codes are enabled for Global arming / disarming. **PATROL** Code PINs can disarm partitions temporarily. Partitions disarmed by a **PATROL** Code PIN will be rearmed automatically when the programmed ***Patrol time*** elapses.

✚ Refer to page 26 for the default User Codes.

Superkeys Each Superkey controls a specific option (no Code PIN required).
Number keys [1], [2], [3], [4] and [5] will take on Superkey status when pressed for approximately 4 seconds----Superkey status will be confirmed by a beep (refer also to "Superkeys" paragraph).

Digital keys

Key reader Key readers have 3 LEDs (**Red**, **Green** and **Amber**) and a digital key slot.

Each key reader will be programmed with:

-the partitions it controls (key reader partitions)
-the type of arming assigned to the **Amber** LED
-the type of arming assigned to the **Green** LED

Digital Keys The digital keys can control the arming modes of the partitions. In most models the control button is on the digital key, however, in the **Eclipse/Sat** model the control button is inside the key reader, therefore, the **Sat** digital key must be inserted into the **Eclipse** key reader and pushed slightly.

✚ **ECLIPSE** key readers must be at least 5 cm apart.

Digital keys have a non-volatile memory with a random code selected from 4 billion code combinations.

The Installer can assign a progressive number (1 through 128), and a 16 character label to each of the 128 digital keys.

Each digital key can be programmed to control specific partitions only.

There are two digital key levels: **Service**----that can stop all alarm types, and **Non-service**----that can stop alarms on the partitions of the digital key and key reader in use.

Multiple Systems Digital keys can be **valid on more than one system**, and can be programmed to manage different groups of partitions on the different systems.

Arming Mode Options

Digital key in key reader When a valid digital key is used on a key reader, all the signalling devices of the partitions controlled by the digital key and key reader in use will be stopped. If the digital key is programmed to stop calls----the ongoing call will be interrupted and the call queue will be cleared.

Press the digital key button to scan the 4 configurations of the LEDs.

- Global arming: (**Red** LED **ON**) all the partitions controlled by the digital key and key reader in use will arm when the digital key is extracted.
- Global disarming: (all LEDs **OFF**) all the partitions controlled by the digital key and key reader in use will disarm when the digital key is extracted.
- A and B type arming: (**Amber** or **Green ON**) all the partitions controlled by the digital key and key reader in use will arm or disarm (as configured during programming) when the digital key is extracted.
- Stop alarm: all signalling devices, connected to the alarm outputs of the partitions controlled by the digital key and key reader in use will be forced into standby status when the digital key is extracted.

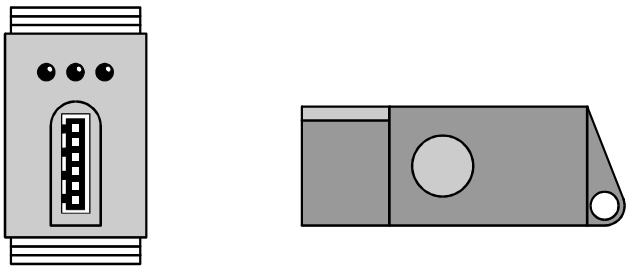


Figure 2 *Key reader and digital key for Panel control*

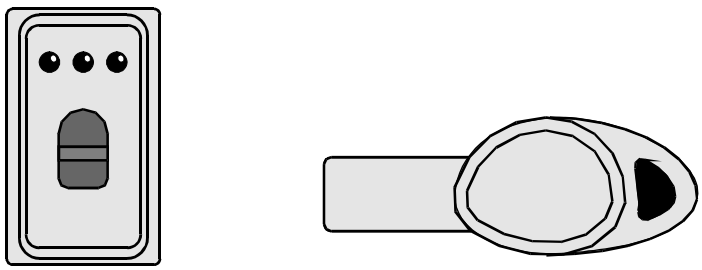


Figure 3 *Key reader and digital key for Panel control - Eclipse/Sat model*

The Panel will read the status of the unbypassed and Instant zones assigned to the partitions to be armed. If the zones are violated (door or window open), the LED will flash to signal that **arming the partitions will generate an alarm**.

To exit without changing:

Step 1 Leave the key in the key reader.

Step 2 Press the digital key button for about 4 seconds.

Step 3 Extract the key when the 3 LEDs start flashing.

Invalid digital keys will generate the False Key Event on the key reader, and will activate the programmed procedure. The False Key Event will be signalled by fast flashing on the 3 LEDs.

No digital key in key reader

When the key reader is empty (no digital key) the LEDs will indicate the following:

----**Red** LED **ON** means that at least one of the partitions controlled by the key reader has been armed.

----**Red** LED **OFF** means that all the partitions controlled by the key reader are disarmed.

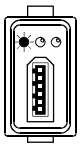
----**Amber** LED **ON** means that the configuration of the armed or disarmed partitions matches the Type A arming mode of the key reader.

----**Green** LED **ON** means that the configuration of the armed or disarmed partitions matches the Type B arming mode of the key reader.

+ Only the partitions controlled by the key reader will affect its LEDs. The Installer can program the key reader LEDs to show Panel status **at all times**, or **only** in response to a valid digital key (LEDs **OFF** when the key reader is empty).

+ If the configuration of the armed partitions does not match Type A or B arming (for example a key reader partition has been armed from the keypad) the **Amber** and **Green** LED will be **OFF**.

Global arming



This option will arm all the partitions controlled by the digital key and key reader in use.

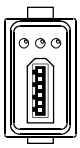
Step 1 Insert a valid digital key into any key reader----**all 3 LEDs on the key reader will go OFF**.

Step 2 Press the digital key button once----the **Red LED will go ON** to indicate a Global arming request.

Step 3 Extract the digital key----the controlled partitions will arm.

+ Flashing on the **Red** LED signals violation on at least one zone (door or window open), therefore, arming will generate an alarm.

Global disarming

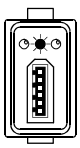


This option will disarm all the partitions controlled by the digital key and key reader in use.

Step 1 Insert a valid digital key into any key reader----**all 3 LEDs will go OFF**.

Step 2 Extract the digital key----the controlled partitions will disarm.

Type A arming (Amber)



This option will arm specific partitions and disarm others, as per the programmed configuration.

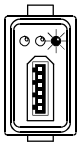
Step 1 Insert a valid digital key into any key reader----**all 3 LEDs will go OFF**.

Step 2 Press the digital key button twice----**the Amber LED will go ON** to indicate a Type A arming request.

Step 3 Extract the digital key----the system will arm with Type A arming configuration.

+ Flashing on the **Amber** LED signals violation on at least one zone (door or window open), therefore, arming will generate an alarm.

Type B arming (green)



This option will arm specific partitions and disarm others, as per the programmed configuration.

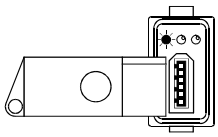
Step 1 Insert a valid digital key into any key reader----**all 3 LEDs will go OFF**.

Step 2 Press the digital key button three times----**the Green LED will go ON** to indicate a Type B arming request.

Step 3 Extract the digital key----the system will arm with Type B arming configuration.

+ Flashing on the **Green** LED indicates violation on at least one zone (door or window open), therefore, arming will generate an alarm.

Stop alarm



To stop an alarm:

Insert a valid digital key into any key reader.

Service digital keys can stop all alarm types (partition and system).
Non-service digital keys can stop alarms on the partitions controlled by the digital key and key reader in use.

This operation will not reset the alarm memories.

+ If the digital key is programmed to stop calls----the ongoing call will be interrupted and the call queue will be cleared.

CONTROL FROM KEYPAD

The Panel offers all basic options (arm / disarm etc.), and a set of options for advanced control at keypad level.

Basic options (from standby status)

Step 1 Enter User Code PIN (4 to 6 digits).

Step 2 Select the option Key.

+ 10 consecutive invalid codes will lock the keypad for 3 minutes.

User Code PINs can control the 6 basic options. The ON and ESC keys can control 2 options, as per the table below.

Options that require a Code PIN will only affect the partitions controlled by the Code PIN and the keypad in use.

OPTION	PROCEDURE
Global arming	Enter Code PIN then press ON
Global disarming	Enter Code PIN then press OFF
Type A arming	Enter Code PIN then press A *
Type B arming	Enter Code PIN then press B #
Access bypass zone menu	Enter Code PIN then press ESC
Access User menu	Enter Code PIN then press ENTER
View armed Partitions	Press ON
View bypassed zones	Press ESC

+ Default PINs **must be changed** (refer to "Program User Code PIN").

Global arming <Code PIN>+ ON

This option will arm all the partitions controlled by the Code PIN and keypad in use.

+ The **Green READY LED** must be **ON** (no zones violated) before starting the procedure.

Step 1 Enter a Main User, User, Duress or Patrol Code PIN.

Step 2 Press ON to arm all the partitions controlled by the Code PIN and keypad in use.

The keypad buzzer will signal the elapsing delay (EXIT TIME).

Global disarming <Code PIN>+ OFF

This option will disarm all the partitions controlled by the Code PIN and keypad in use.

Step 1 Enter a Main User, User, Duress or Patrol Code PIN.

Step 2 Press OFF to disarm all the partitions controlled by the Code PIN and keypad in use.

All the Signalling Devices (activated by alarm on the partition) will be forced into standby status when the partition is disarmed.

If a **Patrol** Code PIN is used, the disarmed partitions will rearm automatically when the **Patrol time** ends.

+ **DURESS** Code PINs should only be used when the User's personal safety is at risk. **DURESS** Code PINs will disarm the system, and at the same time activate the Digital Communicator and Voice Dialler.

Type A or Type B arming <Code PIN>+ A * or B

During the programming phase each Code will be configured for Type A arming and Type B arming. The configuration determines the partitions that will arm and disarm for a Type A or Type B arming request.

Example: Type A arming configuration = arm partitions 1 and 4; disarm partitions 2 and 3.

Step 1 Enter a Main User, User or Duress Code PIN.

Step 2 Press A * or B # to arm with Type A or B arming configuration, as per the request.

Zone bypass <Code PIN>+ ESC +zone no.

This option allows the User to bypass specific zones. Only zones assigned to the partitions controlled by the Code PIN and keypad in use can be bypassed / unbypassed.

+ The zone bypass request will be denied if the partition the zone is assigned to is armed.

Step 1 Enter a Main User Code PIN.

Step 2 Press [ESC] to access the Bypass menu.

The **Amber** LED ESC will flash slowly.

The current zone status (bypassed / unbypassed) will be shown on number keys [1] through [8] (assigned respectively to zones 1 through 8):
----**ON** indicates **zone bypassed**
----**OFF** indicates **zone unbypassed**

Step 3 Bypass / unbypass the zones as required----use the number Key to toggle the status of its assigned zone.

Step 4 Press [ENTER] to exit and step back to standby status.

The Panel will step back automatically if no key is pressed within 20 seconds of access.

View armed partitions [ON]

Step 1 Press [ON] to view the armed partitions.

The [ON] key will flash.

The current partition status (armed / disarmed) will be shown on keys [1] through [4] (assigned respectively to partitions 1 through 4):
----**ON** indicates **partition armed**
----**OFF** indicates **partition disarmed**

Step 2 Press the [ON] key to step back to standby status.

The Panel will step back automatically if no key is pressed within 20 seconds of access.

View bypassed zones [ESC]

Step 1 Press the [ESC] key to view zone status.

The [ESC] key will flash slowly.

The current zone status will be shown on keys [1] through [8] (assigned respectively to zones1 through 8):
----**ON** indicates **zone bypassed**
----**OFF** indicates **zone unbypassed**

Step 2 Press the [ESC] key to step back to standby status.

The Panel will step back automatically if no key is pressed within 20 seconds of access.

Main User Code PINs access **all options**.
User Code PINs access two options only: **Reset Alarm Memory** and **Overtime Request**.

Step 1 Enter a Main User or User Code PIN.

Step 2 Press ENTER.

Step 3 Select the required option.

Menu Options from keypad

- ❒ Reset Alarm Memory
- ❒ Enable / Disable Auto-arming
- ❒ Enable / Disable Teleservice
- ❒ Overtime Request
- ❒ Teleservice Request
- ❒ Enable / Disable Silent option
- ❒ Enable / Disable hidden zone status on keypad
- ❒ Alarm Device Test
- ❒ Program Code PIN
- ❒ Stop Alarms
- ❒ Stop Calls

+ The **Options** will affect the partitions controlled by the Code PIN and keypad in use.

■ Reset Alarm Memory **<Code PIN>+ENTER+0**

All zone alarms will be stored in the alarm memory. The Reset Alarm Memory option will delete the alarm memory, and force the Alarm Signalling Devices of the partitions controlled by the Code PIN into standby status.

Step 1 Enter a Main User or User Code PIN.

Step 2 Press ENTER.

Step 3 Press 0.

+ Only Main User Code PINs can Reset the System Tamper Alarm Memory.

ATTENTION The Panel will Reset the Alarm Memory each time the system is armed, as per Installer programming.

Enable / Disable Auto-arming <Code PIN>+ENTER +1

Key 1 toggles Auto-arming

Step 1 Press ENTER when key 1 is **ON** to enable Auto-arming.

Step 2 Press ENTER when key 1 is **OFF** to disable Auto-arming.

Step 3 Press ESC to exit without changing the current status.

Enable / Disable Teleservice <Code PIN>+ENTER +2

The User must enable the Teleservice option (Panel enabled for incoming Teleservice calls), before the Installer activates Teleservice.

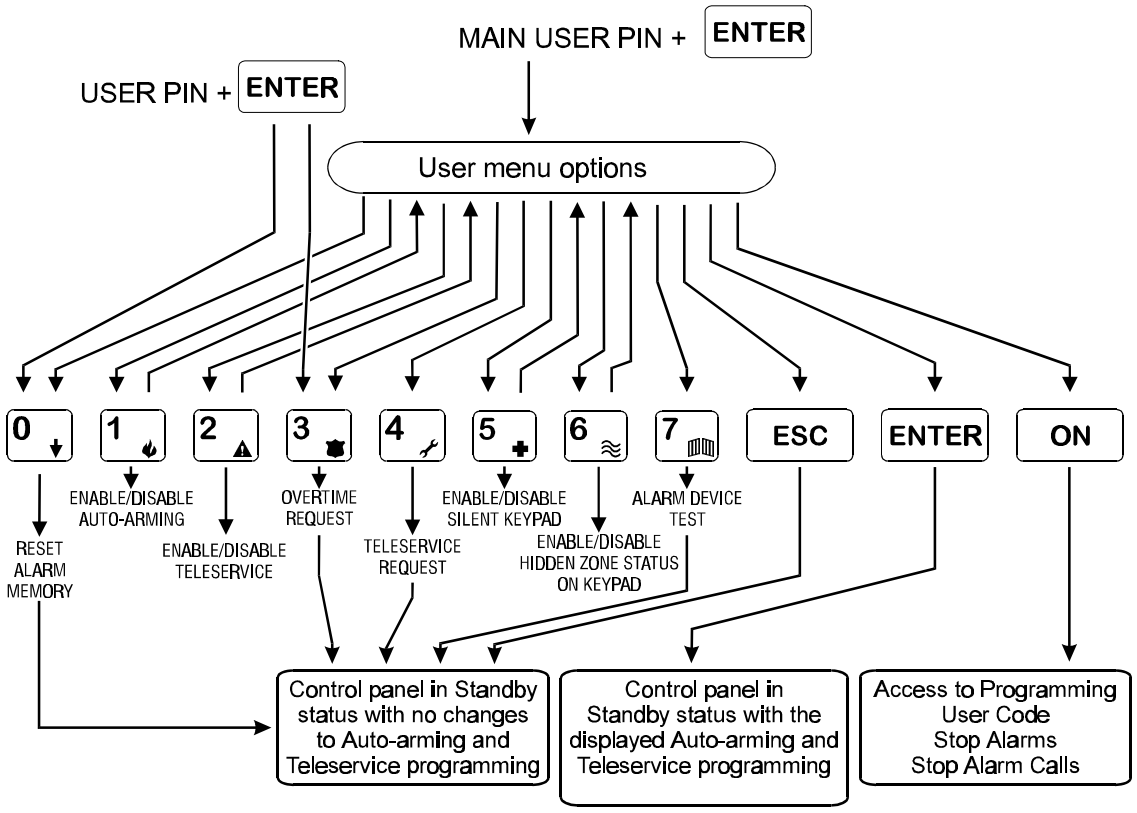
Key 2 toggles Teleservice.

Step 1 Press ENTER when key 2 is **ON** to enable Teleservice.

Step 2 Press ENTER when key 2 is **OFF** to disable Teleservice.

Step 3 Press ESC to exit without changing the current status.

+ The **PRG** LED on the keypad will show Teleservice status (enabled / disabled).



N.B. Use either the OFF RES or 0 key on ICON/KP keypads to Reset Alarm Memory.

Figure 4 *User Options from keypad*
Overtime requests will be ignored if the Auto-arming option is disabled.

Overtime Request <Code PIN>+ENTER+3

If Auto-arming is **disabled** key 3 will be **OFF**, and therefore, if pressed will have no effect.

If Auto-arming is **enabled** key 3 will **flash slowly**.

Press key 3 to activate the Overtime request, and delay the programmed Auto-arming time by 30 minutes

+ The Overtime Requests will affect the partitions (programmed by the Installer) controlled by the Code PIN.
Overtime Requests cannot go past midnight (00.00 on the Timer). If this happens and Auto-arming is enabled, the Panel will Auto-arm at midnight.

Teleservice Request <Code PIN>+ENTER+4

The User must enable the Teleservice option (refer to **Enable / Disable Teleservice** option), and the Installer must be equipped and ready for the Teleservice request (remote intervention via telephone).

The Installer Telephone number will be dialled shortly after the long-high tone beep which confirms acceptance of the Teleservice Request.

Enable / Disable Silent keypad <Code PIN>+ENTER+5

The Silent option can be enabled / disabled on each keypad. When this option is enabled the keypad will not emit any audible signal during the elapsing Entry / Exit delay.

Key 5 toggles the Silent option

Step 1 Press ENTER when key 5 is **ON** to enable the Silent option on the keypad.

Step 2 Press ENTER when key 5 is **OFF** to disable the Silent option on the keypad.

Step 3 Press ESC to exit without changing the current status.

The keypads must be programmed individually.

Enable / Disable Hidden zone status on keypad <Code PIN>+ENTER +6

The "Hidden" option can be enabled / disabled on each keypad. When this option is enabled the current status of the zones will not be shown on number keys 1 through 8

Key 6 toggles the Hidden option

Step 1 Press ENTER when key 6 is **ON** to enable the "Hidden" option.

Step 2 Press ENTER when key 6 is **OFF** to disable the "Hidden" option.

Step 3 Press ESC to exit without changing the current status.

The keypads must be programmed individually.

Alarm Device Test <Code PIN>+ENTER+7

Use this option to test the alarm devices connected to the Alarm Output (e.g. Outdoor and Indoor Sirens).

Step 1 Enter a Main User Code PIN on any keypad.

Step 2 Press ENTER.

Step 3 Press 7.

The Alarm Output will be activated for approximately 2 seconds and the User menu will be exited.

+ Not all the Alarm Devices will stop when the Alarm Output returns to standby status (e.g. telephone dialler), and therefore, must be stopped by other means (**ask the Installer for details**).

Program User Code PIN <Code PIN>+ENTER+ON

Main User Code PINs can access the **Program User Code PIN** phase. The Installer cannot access this phase.

+ Access to the **Program User Code PIN** phase will generate the Stop alarm event, and the Stop all Calls procedures (refer to the following paragraphs).

Change User PIN Main Users can change their own PINs. However, Main Users **cannot** change the PINs of other Main Users, and **cannot** program User Code PINs that are enabled on partitions they cannot control.

Access the **Program User Code PIN** phase----to change the default User Code PINs (1 through 23), or to change a programmed Code PIN:

Step 1 Enter Main User Code PIN.

Step 2 Press ENTER.

Step 3 Press ON.

Step 4 Enter the Identifier number of the Code PIN to be changed (refer to the **No.** Column of the table on page 27).

Step 5 Press ENTER.

Step 6 Enter the new PIN (4 through 6 digits).

Step 7 Press ENTER to confirm and go to step **4.**

Step 8 Press ESC to exit programming phase. The PRG LED will stop flashing.

The Installer can program the Code Type as follows: **1**= DISABLED, **2**=MAIN USER, **3**=USER, **4**=DURESS, or **5**=PATROL.

IMPORTANT Please remember that Code PINs cannot be traced, therefore, it is advisable to have a written record. The table on page 27 should be used for this purpose (the Code PIN table must be kept in a safe place). Factory default can be restored by the Installer if required.

Stop alarm — <Code PIN>+ENTER+ON

Refer to the note in the **Program User Code PIN** paragraph.

Alarm status will activate the alarm signalling devices, and the Digital Communicator and Dialler.

To stop an alarm procedure:

Disarm the partition in alarm status

To stop a tamper alarm:

Step 1 Disarm the partition in alarm status.

Step 2 Reset Alarm Memory (refer to "Reset Alarm Memory" paragraph).

To stop a persistent alarm (e.g. generated by a sensor)**:**

Step 1 Enter Code PIN.

Step 2 Press ENTER.

Step 3 Press ON.

All the alarm signalling devices of the partition will be forced into standby status. New alarms on the partition will be ignored. This status will be signalled by slow flashing on the PRG LED.

This status will be held until ESC is pressed.

+ Only Main User Code PINs can stop alarms generated by system tamper.

Stop all Calls — <Code PIN>+ENTER+ON

Refer to the note in the **Program User Code PIN** paragraph.

The programmed alarm calls (Event messages) will be sent to the Central Station when the assigned Event occurs.

To Stop an outgoing alarm call, and clear the call queue:

Step 1 Enter a Main User Code PIN.

Step 2 Press ENTER.

Step 3 Press ON.

The **PRG** LED will flash slowly to signal access.

This status will be held until ESC is pressed.

No calls will be sent during this status----even if other call generating events occur.

Superkeys

Each Superkey controls a specific command. Superkey commands do not require Code PINs.

Press required key [1], [2], [3], [4] or [5] for approximately 4 seconds. The selected key will take on Superkey status, and the assigned command will be activated.

COMMANDS	SUPERKEYS
Activate Instant alarm call on the Digital Communicator and Dialler	[1] [2] [3],
View alarm memory	[4],
Trouble Viewing mode	[5]

Instant alarm call — Superkeys [1], [2], [3]

Events corresponding to superkeys [1], [2] and [3] must be programmed by the installer. The 3 alarm types (Fire, Danger and Police Request) can each be assigned to a specific Event Call.
Event calls can be activated from the keypad by pressing the corresponding key for approximately 4 seconds. The icon on the key identifies the alarm type.

[1] Fire alarm [2] Danger alarm [3] Police

The Digital Communicator and Dialler will be activated shortly after the command acceptance beep.

View Alarm Memory — Superkey [4]

Press key [4] for approximately 4 seconds. A long high-tone beep will confirm command acceptance.

Any alarm and / or tamper events that occur after Reset Alarm Memory will be shown on keys [1] through [8] (corresponding to the zones), as follows:

----**ON** indicates alarm memory on the corresponding zone

----**Slow flashing** indicates tamper memory on the corresponding zone

----**Fast flashing** indicates alarm and tamper memory on the corresponding zone.

Trouble Viewing mode — Superkey 5+

Press key 5+ for approximately 4 seconds. A long high-tone beep will confirm access to Trouble viewing mode.

This status will be signalled by slow flashing on the Trouble LED.

The trouble will be shown on keys 1-4-7-A, 0 and B----on the NC2/TAST keypad, or on LEDs 1 through 6 on the ICON/KP keypad, as per the following table:

NC2/TAST KEYS	ICON/KP LEDs	STATUS
Key 1		OFF: Sensor power fuse intact **ON:** sensor power fuse blown
Key 4		OFF: Panel powered by mains **ON:** Mains failure----Panel powered by battery
Key 7		OFF: Battery OK **ON:** Low battery or battery **trouble**
Key B		OFF: Communication bus OK **ON:** Communication bus **trouble**
Key 0		OFF: Telephone line OK **ON:** Telephone line **trouble**
Key A		OFF: At least one code not at default **ON:** All codes at default

Press any key to exit the Trouble Viewing Mode.

The Panel will exit this phase automatically if no key is pressed within 20 seconds of access.

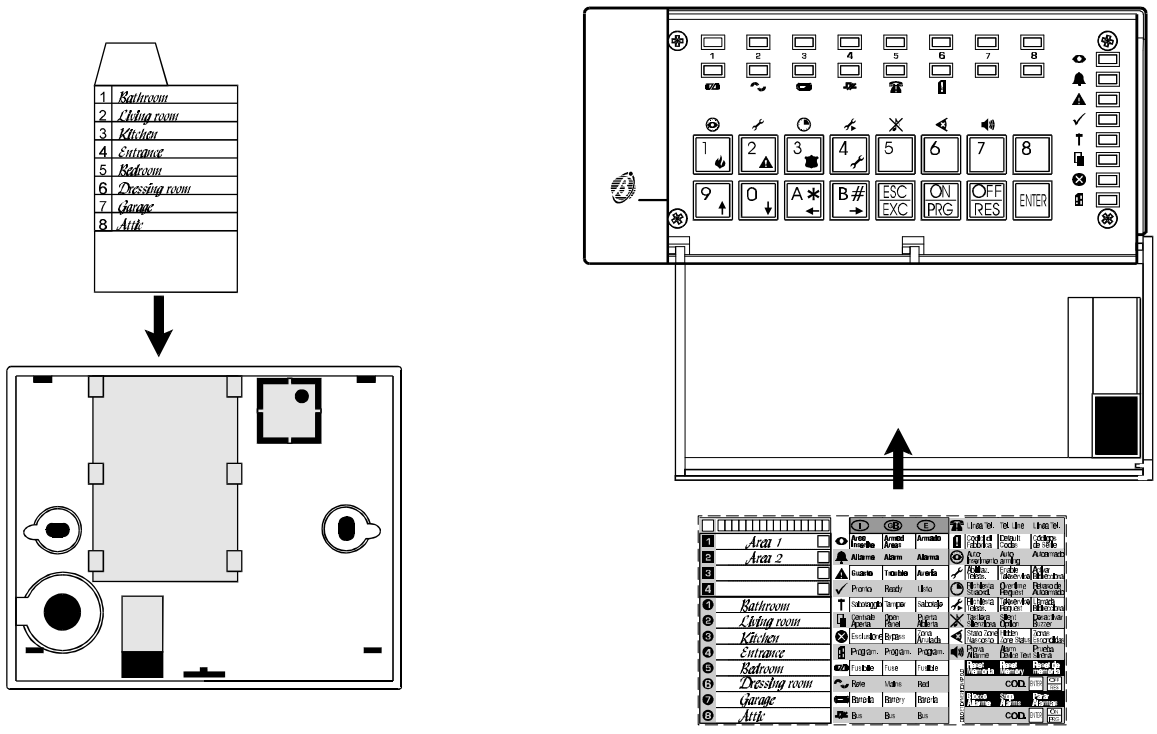
+ Select the Trouble Viewing Mode as soon as trouble is signalled (Trouble LED **ON**), and when necessary call your service dealer.

Zones insert

The Zones insert should be filled in and kept in the holder on the keypad back box (see figure 5), in this way, it will be on hand when zone identification is required.

Programming sheets

The User should refer to the programming sheets (to be filled in by the installer) when information regarding the security system is required.



NC2/TAST Keypad

ICON/KP keypad

Figure 5 *Zones insert and holder on back box*

Use this row for the Partition Descriptions				Partitions				Type A Arming				Type B Arming			
No.	**Description**	**Type**	**PIN**	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14															
15															
16															
17															
18															
19															
20															
21															
22															
23															

User Code Factory Default Programming															
1	Code 001	Main User	0001	**Yes**	**Yes**	**Yes**	**Yes**	**A**	**A**	**A**	**A**	**A**	**A**	**A**	**A**
2	Code 002	User	0002	**Yes**	**Yes**	**Yes**	**Yes**	**A**	**A**	**A**	**A**	**A**	**A**	**A**	**A**
3	Code 003	Duress	0003	**Yes**	**Yes**	**Yes**	**Yes**	**A**	**A**	**A**	**A**	**A**	**A**	**A**	**A**
4	Code 004	Patrol	0004	**Yes**	**Yes**	**Yes**	**Yes**	**A**	**A**	**A**	**A**	**A**	**A**	**A**	**A**

No. This is the Code identifier Number.

Description This is the Code label.

Type This is the Code Type (programmed by the Installer).

PIN This is the **P**ersonal **I**dentification **N**umber. The PIN will allow access to the enabled options of the Code in question.

Partitions These are the partitions the Code can control.

Type A Arming These are the partitions that will arm (A), and disarm (D) when the Code is used for Type A Arming.

Type B Arming These are the partitions that will arm (A), and disarm (D) when the Code is used for Type B Arming.

Use this row for the Partition Descriptions				Partitions			
Add.	**Keypads in configuration**	**No.**	**Description**	**1**	**2**	**3**	**4**
01		1					
02		2					
03		3					
04		4					
05		5					
06		6					
07		7					
08		8					

Use this row for the Partition Descriptions				Red				Amber				Green			
Add.	**Key readers in configuration**	**No.**	**Description**	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**
01		1													
02		2													
03		3													
04		4													
05		5													
06		6													
07		7													
08		8													
09		9													
10		10													
11		11													
12		12													
13		13													
14		14													
15		15													
16		16													

Add. This is the Device Address (keypad or key reader).

No. This is the identifier number (keypad or key reader).

Partitions These are the partitions the keypad can control.

Red These are the partitions that will arm when the Red LED is ON and the digital key is extracted.

Amber These are the partitions that will arm (A) and disarm (D) when the Amber LED on the key reader is **ON**, and the digital key is extracted.

Green These are the partitions that will arm (A) and disarm (D) when the Green LED on the key reader is **ON**, and the digital key is extracted.

OPTIONS	KEYPAD
Global arming	**Main User or User code +** ON
Type A arming	**Main User code or User code +** A *
Type B arming	**Main User code or User code +** B #
Disarm	**Main User code or User code +** OFF
Temporary Disarm (Patrol)	**Patrol code +** OFF
Disarm under Duress	**Duress code +** OFF
Reset Alarm Memory	**Main User or User code +** ENTER **+** 0
Stop alarm	**Main User code +** ENTER **+** ON
Stop Calls	**Main User code +** ENTER **+** ON
Bypass zones	**Main User code +** ESC
Enable / Disable Auto-arming	**Main User code +** ENTER **+** 1
Enable / Disable Teleservice Answer	**Main User code +** ENTER **+** 2
Overtime request	**Main User or User code+** ENTER **+** 3
Send Teleservice Call	**Main User code +** ENTER **+** 4
Enable / Disable Silent keypad	**Main User code +** ENTER **+** 5
Enable / Disable Hidden zone status on keypad	**Main User code +** ENTER **+** 6
Alarm Device Test	**Main User code +** ENTER **+** 7
User Code PINs Programming	**Main User code +** ENTER **+** ON
Activate Instant Alarm on communicator	**Superkey** 1 **Superkey** 2 **Superkey** 3
View alarm memory	**Superkey** 4
Trouble Viewing mode	**Superkey** 5

FOR YOUR SERVICE DEALER PLEASE CONTACT:	
Installer Company:	
Telephone:	
Address:	
Contact Person:	