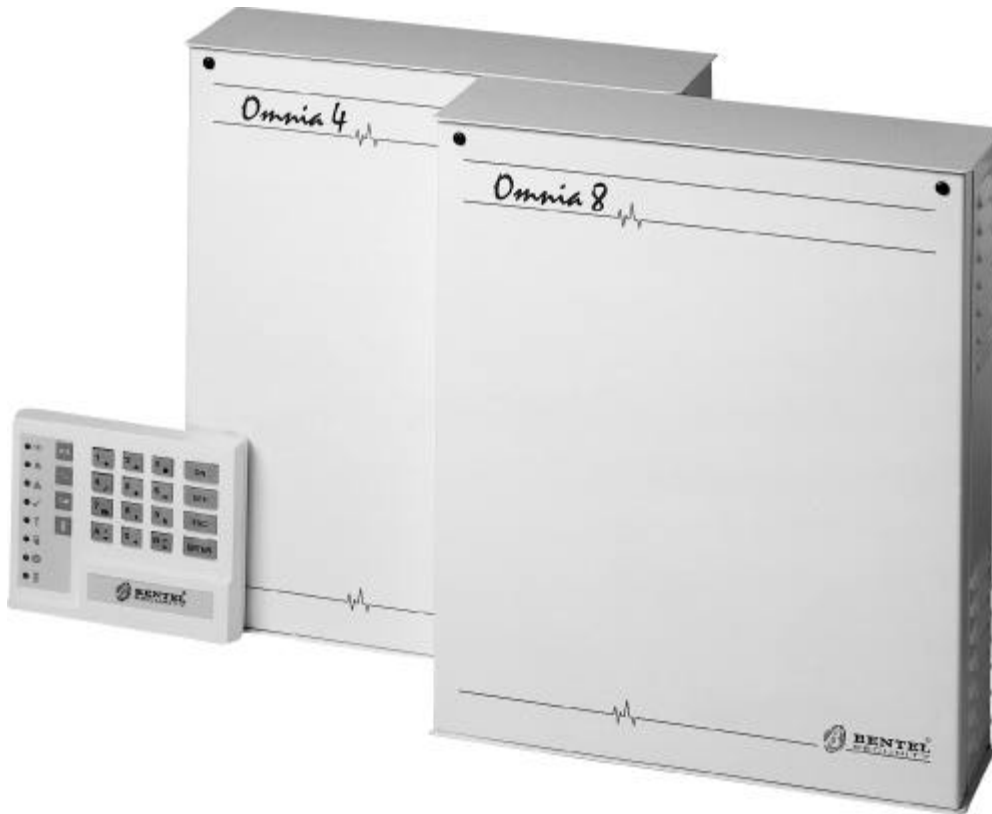


# DIGITAL COMMUNICATOR CONTROL PANEL

*Omnia 8*  
*Omnia 4*



## **USER MANUAL**

V4.2 BUU 2.0 060400





## DECLARATION of CONFORMITY

*BENTEL SECURITY S.R.L. - Via Florida - 63013 GROTTAMMARE AP*

*Declares that the*

**Omnia8 and Omnia4**

**Digital Communicator Control Panel**

*are tested and approved to:*

*Emission:*

➤ **EN 50081-1/1992**

*Immunity:*

➤ **EN 50082-1/1998**

*Low voltage:*

➤ **EN 60950:1996 + A4:1997**

*and thereby, comply to the ESSENTIAL REQUISITES of STANDARDS  
73/23/CEE, 89/336/CEE, 92/31/CEE and 93/68/CEE*

---

*Omnia8 and NormaVox2 are **tested and approved** by the Italian  
"Ministero delle Comunicazioni" with certificate of approval:*

**N. 00/003/DGCA**

*thereby, are suitable for connection to the PSTN line.*

---

Approved by  
Ministero P.T. **CE Ø166 X**

*Grottammare, March 1999*

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

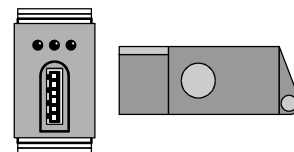
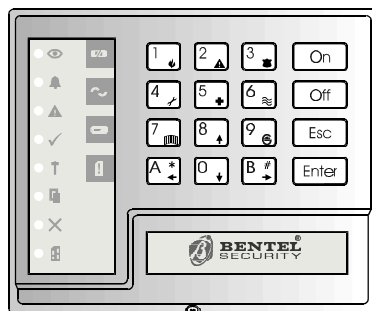
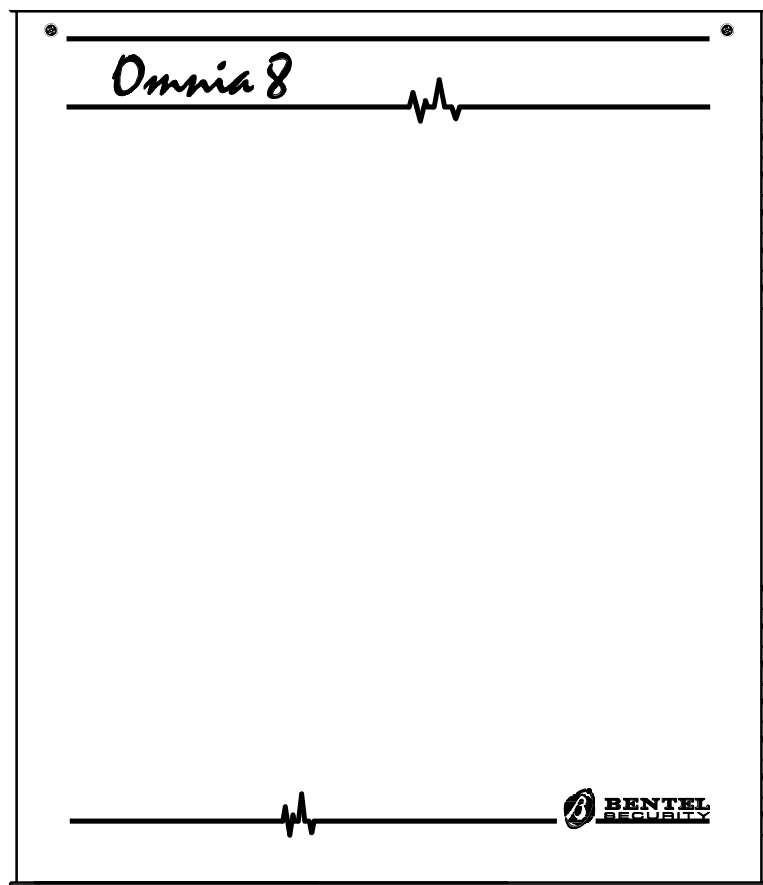


via Florida - Z.I. Valtresino - 63013 GROTTAMMARE (AP) - ITALY  
USER MANUAL: Digital communicator control panels **Omnia8/Omnia4**  
ISTRUZIONI INGLESE USO CEN. OMNIA4/8-UK ISTMNIA4/8USO-UK

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**Figure 1** Omnia8 system components



## The Omnia8 and Omnia4 control panels

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**Omnia8** is a security system with **8 zones** and 4 partitions. **Omnia4** is a security system with **4 zones** and 4 partitions. The basic systems comprises a Main Unit, a built-in communicator and 1 keypad. The Control panels can control up to 16 remote devices (key readers / keypads), with a maximum of 8 keypads including the one supplied, and 128 different digital keys.

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

**Voice messages** The optional NormaVOX2 voice board can record and send up to 8 voice messages to 1 or more of the 8 programmed telephone numbers.

All the Control panel features are described in this manual. Your Installer will provide further details for proper use of the system.

Figure 1 shows a Omnia8 system with a Main Unit, keypad, 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 (on keypad) used for manual control of the Omnia8 and Omnia4 systems.
- Digital Key** An electronic control key with a random code (selected from over 4 billion combinations).
- Key Reader** A device which reads the digital key.
- Alarm Zone** A zone where one or more sensors can be connected.
- Partition** A group of zones that allow system partitioning, each partition can have its own specific Times, Code PINs and digital keys.



**Exit Time** A programmed delay which starts after the system arming.

**ATTENTION!** All persons must leave the protected zone before the delay ends, otherwise the control 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 which 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 feature which records alarm events. The Alarm Memory can be cleared 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 entered on a keypad it can enable / disable the options on the partitions it can control, and on the partitions of the keypad in use.

**User Pin** A modifiable 4 to 6 digit number, programmed by the Main User, which can access the system.

**Installer Pin** A modifiable 4 to 6 digit number which allows the Installer to access and program the control panel parameters.

**Teleservice** A service provided by the Installer. The Teleservice feature allows the Installer to service the control pane 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.











# GENERAL FEATURES

## The Main Unit





The Main Unit houses the main board, power supply unit, battery, and the terminals for the connections of the Sensors, Sirens and auxiliary devices.



## The keypad

The Control panel can be programmed and controlled from the keypads.

INDICATOR	STATUS	
 Arm	OFF:	All <b>partitions</b> (enabled on the keypad) are <b>disarmed</b>
	ON:	At least one <b>Partition</b> (enabled on the keypad) is <b>armed</b>
 Alarm	OFF:	Standby status (no alarm)
	<i>slow flashing:</i>	Alarm memory
	<i>fast flashing:</i>	Alarm status
 Trouble	OFF:	No trouble
	ON:	<b>Trouble:</b> use the <b>Trouble Viewing Mode</b> to identify the trouble type
	<i>slow flashing:</i>	<b>Trouble Viewing Mode</b> running
 Ready	ON:	Ready to arm: ---arming will not generate an alarm
	OFF:	At least one unbypassed zone is in alarm status: ---arming will generate an alarm
 24h	OFF:	Tamper line balanced
	<i>slow flashing:</i>	Alarm memorized on the tamper line
	<i>fast flashing:</i>	Alarm memorized and tamper line open
 Open	<b>NOT IN USE</b>	
 Bypass	OFF:	No bypassed zones
	ON:	At least one of the keypad zones is bypassed
	<i>slow flashing:</i>	Control panel is ready for zone bypass
 Program.	OFF:	Control panel in standby status
	ON:	Control panel enabled for Teleservice calls
	<i>slow flashing:</i>	Control panel in programming status
	<i>fast flashing:</i>	Control panel in service status (maintenance)



INDICATOR		TROUBLE VIEWING MODE	
	Key 1	OFF: ON:	Sensor power protection fuse intact Sensor power protection fuse blown
	Key 4	OFF: ON:	Main Unit powered by mains Mains failure: Main Unit powered by battery
	Key 7	OFF: ON:	Battery charged Low battery or battery trouble
	Key A	OFF: ON:	Communication bus normal Communication bus trouble
	Key 0	OFF: ON:	Telephone line <b>OK</b> Telephone line trouble

**Number Keys** In standby status ---the LEDs behind number keys  through  (corresponding respectively to the zones) will show the zone status:

- OFF** indicates zone in standby status
- Slow flashing** indicates alarm or tamper memorized on the zone
- Fast flashing** indicates 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** 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 entered on a keypad it can enable / disable the options on the partitions it can control, and on the partitions of the keypad in use. 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 options, and can access the programming phase and change the User Code PINs, therefore, should be given to 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, therefore, should be given to persons that do not require full control of the system.
- DURESS** Codes are for forced disarming (disarming under threat). Entry of a Duress Code PIN will disarm the system and activate the Digital Communicator (which will send an alarm call to the Central Station), and dialler (which will send the 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.

+ The factory default programming for the User Codes can be found on page 26.

**Superkeys** Each Superkey controls a specific option (without requiring Code PIN entry): Number keys , , ,  and  will take on Superkey status when pressed for approximately 4 seconds (refer to "Superkeys" paragraph).



## Digital key

---

**Key reader** Key readers have 3 LEDs (**Red**, **Green** and **Amber**), and a digital key slot. Each key reader will be programmed with the following:

- the partitions it can control
- the type of arming assigned to the **Amber** LED
- the type of arming assigned to the **Green** LED

**Digital Key** The digital keys control the arming mode of the partitions. The digital key must be inserted into the key reader slot. It is possible to scan the 4 configurations of the LEDs (each configuration is assigned to a specific arming mode) by simply pressing the digital key button. On the **Eclipse/Sat** model the button is inside the key reader, therefore, the **Sat** digital key must be inserted into the **Eclipse** key reader slot, and pushed lightly to scan the 4 configurations of the LEDs, and select the arming mode.

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** — can stop all alarm types; and **Non-service** — can stop alarms on the partitions of the digital key and key reader in use.

**Multiple Systems** Digital keys can **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 inserted into a key reader, all the signalling devices of the partitions controlled by the digital key and key reader in use will be stopped. At this point, by pressing the digital key button it will be possible to scan the 4 configurations of the LEDs. Each configuration is assigned to a specific arming mode.

- Global arming: (**Red LED ON**) all the partitions controlled by the digital key and key reader in use will be armed.
- Global disarming: (all LEDs **OFF**) all the partitions controlled by the digital key and key reader in use will be disarmed.
- A and B type arming: (**Amber** or **Green ON**) all the partitions controlled by the digital key and key reader in use will be armed or disarmed as configured during programming.
- 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.

The selected arming mode (indicated by the configuration on the key reader) will be activated when the digital key is extracted.



The Control panel reads 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 start flashing to signal that **arming the partitions will generate an alarm**.

**To quit without changing:**

1. Leave the key in the key reader.
2. Press the digital key button for about 4 seconds.
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 indicate the following:

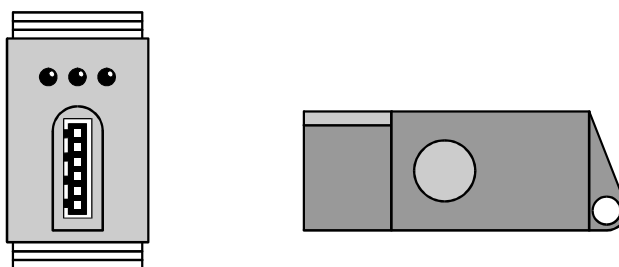
---**Red LED ON** indicates that at least one of the partitions controlled by the key reader is armed.

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

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

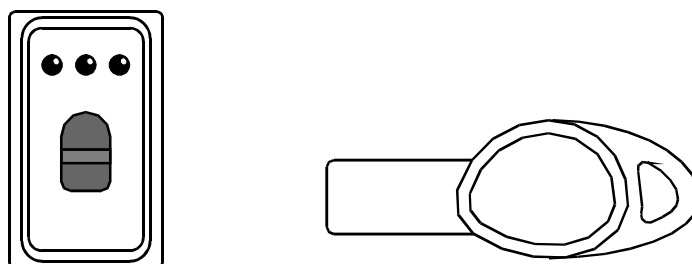
---**Green LED ON** indicates that the configuration of the armed or disarmed partitions matches the Type B arming mode of the key reader.

+ Only the partitions controlled by the key reader affect its LEDs. The LEDs can be disabled by the Installer.



**Figure 2**

*Key reader and digital key for control of the Control panel*



**Figure 3**

*Key reader and digital key for control of the Control panel - Eclipse/Sat model*

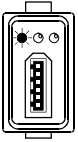


- + If the configuration of the armed partitions does not match Type A or B arming (for example a key reader partition has been armed from the keypad) the **Amber** and **Green** LED will be **OFF**.



## Global arming

---

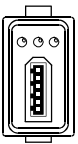


This option arms all the partitions that the digital key and key reader in use can control.

1. Insert a valid digital key into any key reader ---**all 3 LEDs on the key reader will go OFF.**
  2. Press the digital key button once ---the **Red LED will go ON** to indicate a Global arming request.
  3. Extract the digital key ---the controlled partitions will arm.
- +** Flashing on the **Red LED** signals that at least one zone is violated (door or window open), and therefore, arming will generate an alarm.

## Global disarming

---

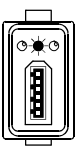


This option disarms all the partitions that the digital key and key reader in use can control.

1. Insert a valid digital key into any key reader ---**all 3 LEDs will go OFF.**
2. Extract the digital key ---the controlled partitions will disarm.

## Type A arming (Amber)

---



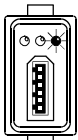
This option arms specific partitions and disarms others according to the programmed configuration.

1. Insert a valid digital key into any key reader -----**all 3 LEDs will go OFF.**
  2. Press the digital key button twice ---the **Amber LED will go ON** to indicate a Type A arming request.
  3. Extract the digital key ---the system will arm with Type A arming configuration.
- +** Flashing on the **Amber LED** signals that at least one zone is violated (door or window open), and arming will generate an alarm.



## Type B arming (green)

---



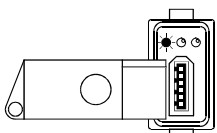
This option will arm specific partitions and disarm others according to the programmed configuration.

1. Insert a valid digital key into any key reader ---**all 3 LEDs will go OFF.**
2. Press the digital key button three times ---**the Green LED will go ON** to indicate a Type B arming request.
3. Extract the digital key ---the system will arm with Type B arming configuration.

**+** Flashing on the **Green** LED indicates that at least one zone is violated (door or window open), and 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 only stop alarms on the partitions controlled by the digital key and key reader in use.

This operation will affect the alarm memory.



# CONTROL FROM KEYPAD

The Omnia8 and Omnia4 systems can be controlled completely from the keypad. The Control panels offer basic options, such as: arm / disarm etc., and also a set of options for advanced control of the system.

## Basic options

To access basic options from standby status:

1. Enter User Code PIN (4 to 6 digits).
2. Select the option Key.

+ The keypad will lock for 3 minutes after 10 invalid code entries.

User Code PINs can control the 6 basic options. The  and  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 <input type="button" value="ON"/>
Global disarming	Enter Code PIN then press <input type="button" value="OFF"/>
Type A arming	Enter Code PIN then press <input type="button" value="A *"/>
Type B arming	Enter Code PIN then press <input type="button" value="B #"/>
Access bypass zone menu	Enter Code PIN then press <input type="button" value="ESC"/>
Access User menu	Enter Code PIN then press <input type="button" value="ENTER"/>
View armed Partitions	Press <input type="button" value="ON"/>
View bypassed zones	Press <input type="button" value="ESC"/>

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



## ■ Global arming <Code PIN>+

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

+ Before starting the procedure make sure that the **Green READY LED** is **ON** (no zones violated).

1. Enter a Main User or User Code PIN.
2. Press .

All the partitions controlled by the Code PIN and keypad in use will arm.  
The keypad buzzer will signal the elapsing delay (EXIT TIME).

## ■ Global disarming <Code PIN>+

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

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

All the partitions controlled by the Code PIN will disarm.

All Signalling Devices, activated by a partition alarm, will be forced into standby status when the partition in question 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>+ or

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 when a Type A or Type B arming request is made.

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

1. Enter a Main User, User or Duress Code PIN.
2. Press  or .

The Control panel will arm with Type A or B arming configuration.

## ■ Zone bypass <Code PIN>+ +zone no.

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





**Before accessing the zone bypass menu disarm the partition that the zone is assigned to, otherwise, the zone bypass request will be revoked.**

1. Enter a Main User Code PIN.
2. Press  to access the Bypass menu.  
The **Amber** LED ESC will flash slowly.  
The current zone status (bypassed / unbypassed) will be shown on number keys  through  (assigned respectively to zones 1 through 8):  
---**ON** indicates **zone bypassed**  
---**OFF** indicates **zone unbypassed**
3. Bypass / unbypass the zones as required ---use the number Key to toggle the status of its assigned zone.
4. Press  to quit and step back to standby status.  
The control panel will step back automatically if no key is pressed within 20 seconds of access.

### ■ View armed partitions

**To view partition status (armed / disarmed):**

1. Press  to view the armed partitions.  
The  key will flash.  
The current partition status (armed / disarmed) will be shown on keys  through  (assigned respectively to partitions 1 through 4):  
---**ON** indicates **partition armed**  
---**OFF** indicates **partition disarmed**
2. Press the  key to step back to standby status.  
The control panel will step back automatically if no key is pressed within 20 seconds of access.

### ■ View bypassed zones


**To view zone status (bypassed / unbypassed):**

1. Press the  key to view zone status.  
The  key will flash slowly.  
The current zone status will be shown on keys  through  (assigned respectively to zones 1 through 8):  
---**ON** indicates **zone bypassed**  
---**OFF** indicates **zone unbypassed**
2. Press the  key to step back to standby status.  
The control panel will step back automatically if no key is pressed within 20 seconds of access.



Only Main User Code PINs have full access to all the options. User Code PINs can access two options only: Reset Alarm Memory and Overtime Request.

**To access options:**

1. Enter a Main User or User Code PIN.
2. Press .
3. Select the required option.

**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
- Code PIN Programming
- Stop Alarms
- Stop Calls



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

**Reset Alarm Memory**

<Code PIN>+  + 

All zone alarms are recorded in the alarm memory. The Reset Alarm Memory option erases the alarm memory, and forces the Alarm Signalling Devices (connected to the alarm outputs) of the partitions controlled by the Code PIN into standby status.

**To Reset Alarm Memory:**

1. Enter a Main User or User Code PIN.
2. Press .
3. Press .

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

**ATTENTION** The Control panel will effect Reset Alarm Memory each time the control panel is armed, that is, if so programmed by the Installer.



## ■ Enable / Disable auto arming

<Code PIN>+**ENTER** + **1** ↓

Key **1** ↓ toggles auto arming

1. Press **ENTER** when key **1** ↓ is **ON** to enable auto arming.
2. Press **ENTER** when key **1** ↓ is **OFF** to disable auto arming.
3. Press **ESC** to quit without changing the current status.

## ■ Enable / Disable Teleservice

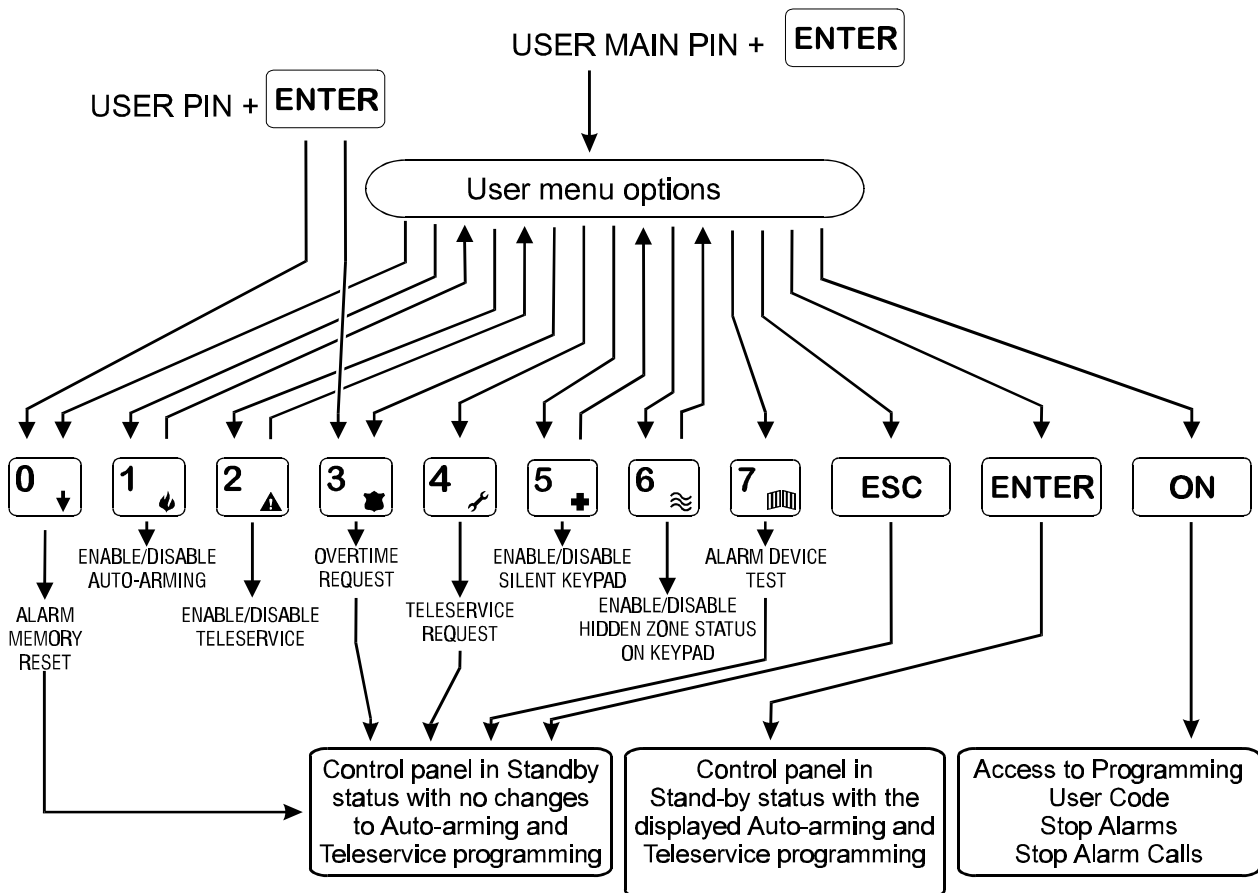
<Code PIN>+**ENTER** + **2** ▲

The Installer can call the Control panel to activate Teleservice, only after the User has enabled the Teleservice option (the control panel will be able to receive incoming Teleservice calls).

Key **2** ▲ toggles Teleservice.

1. Press **ENTER** when key **2** ▲ is **ON** to enable Teleservice.
2. Press **ENTER** when key **2** ▲ is **OFF** to disable Teleservice.
3. Press **ESC** to quit without changing.

+ The Teleservice enabled / disabled status is also shown on the **PRG** LED on the keypad.



**Figure 4** User Options via keypad

Overtime requests are possible **only** when auto arming is enabled



## ■ **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 (established during programming) controlled by the Code PIN.  
When the Overtime Request on any partition goes beyond midnight (00.00 on the Timer), auto arming (if enabled) will occur at midnight.

## ■ **Teleservice Request**

<Code PIN>+**ENTER**+**4**

The User can make a Teleservice Request call (remote intervention via telephone) to the programmed Installer telephone number, only when the Installer is equipped and ready for Teleservice.

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 sound during the elapsing Entry / Exit delay.

Key **5** toggles the Silent option

1. Press **ENTER** when key **5** is **ON** to enable the Silent option on the keypad.
2. Press **ENTER** when key **5** is **OFF** to disable the Silent option on the keypad.
3. Press **ESC** to quit without changing the current status.

Each keypad must be programmed separately.

## ■ **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

1. Press **ENTER** when key **6** is **ON** to enable the "Hidden" option.
2. Press **ENTER** when key **6** is **OFF** to disable the "Hidden" option.
3. Press **ESC** to quit without changing the current status.

Each keypad should be programmed separately.



## ■ Alarm Device Test

<Code PIN>++

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

### To test Alarm Devices:

1. Enter a Main User Code Code PIN on any keypad.
2. Press .
3. Press .

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

- + 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**).

## ■ User Code PIN Programming

<Code PIN>++

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

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

### Change User PIN

A Main User can change the assigned PIN, however, a Main User **cannot** change the PIN of another Main User and **cannot** program User Code PINs which are enabled on partitions that the Main User in question cannot control.

To access the **User Code PIN Programming** phase in order to change the default User Code PINs (1 through 23), or to change a programmed Code PIN:

1. Enter Main User Code PIN.
2. Press .
3. Press .
4. Enter the Identifier number of the Code PIN to be changed (refer to the **No.** Column of the table on page 27).
5. Press .
6. Enter the new PIN (4 through 6 digits).
7. Press  to confirm and step to step 4.
8. Press  to quit 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**.



**ATTENTION** 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>+  +

Refer to the note in the **User Code PIN Programming** 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:**

1. Disarm the partition in alarm status.
2. Reset Alarm Memory (refer to "Reset Alarm Memory" paragraph).

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

1. Enter Code PIN.
2. Press .
3. Press .

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

This status will be held until  is pressed.

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

■ **Stop all Calls** <Code PIN>+  +

Refer to the note in the **User Code PIN Programming** 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:**

1. Enter a Main User Code PIN.
2. Press .
3. Press .

The **PRG** LED will start flashing slowly to signal access.






This status will be held until  is pressed.






No calls will be sent while the control panel is in this status, even if other call generating events occur.






# Superkeys

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

Press key , , ,  or  for approximately 4 seconds. The selected key will take on Superkey status, and the assigned command will be activated.

COMMAND	SUPERKEY
Activate Instant alarm call on the Digital Communicator and Dialler	 ,  ,  ,
View alarm memory	 ,
Trouble Viewing mode	

## ■ Instant alarm call Superkeys , ,

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

 Fire alarm  Danger alarm  Police



A long high-tone beep will confirm command acceptance. The Digital Communicator and Dialler will be activated shortly after.

## ■ View Alarm Memory Superkey

### To view the alarm memory:

Press key  for approximately 4 seconds.

A long high-tone beep will confirm command acceptance.

Any alarm and / or tamper events which may occur after Reset Alarm Memory will be shown on keys  through  (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







**To view:**

Press key  for approximately 4 seconds

A long high-tone beep will acknowledge acceptance of the command.

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

Keys 1-4-7-A (on the left side of the keypad) will indicate trouble status, as per the following table:

KEYS		STATUS	
	Key 1	off: Sensor power protection fuse intact ON: sensor power protection fuse blown	
	Key 4	off: Main Unit powered by mains ON: Mains failure: Main Unit powered by battery	
	Key 7	off: Battery charged ON: Low battery or battery trouble	
	Key A	off: Communication bus <b>OK</b> ON: Communication bus trouble	
	Key 0	off: Telephone line <b>OK</b> ON: Telephone line trouble	

Press any key to quit the Trouble Viewing Mode.

The control panel will quit this phase automatically ---if no key is pressed within 20 seconds of access.

- + Check the trouble status each time the Trouble LED goes ON, and if necessary call your service dealer.



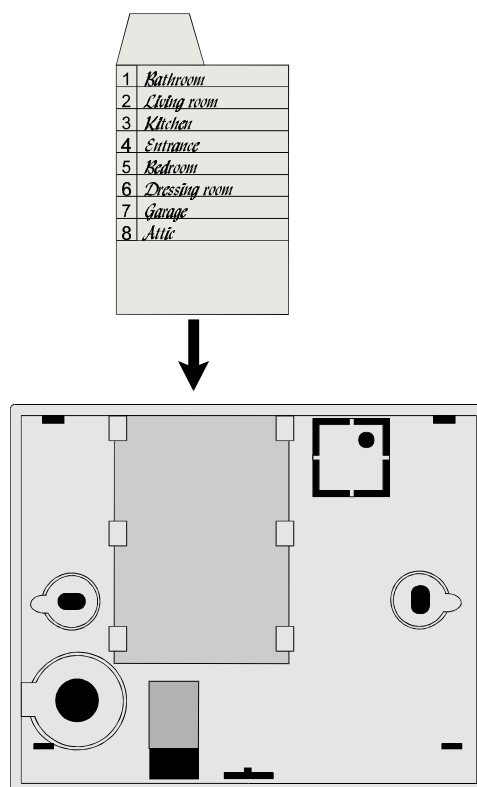


## Zones insert

The Zones insert, inside the package, should be filled in and kept in the holder on the keypad backplate (see figure 5). In this way, the zones insert will always be on hand when identification of a zone is necessary i.e. when a key on the keypad goes ON or starts flashing.

## Programming sheets

The Installer should fill in the programming sheets in the following pages. The User should refer to the sheets when information regarding the security system is required.



**Figure 5** Zones insert and holder on keypad backplate



Use this row for the Partition Descriptions				Partitions				Type A Arming				Type B Arming			
				1	2	3	4	1	2	3	4	1	2	3	4
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															
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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 description.

**Type** This is the Code Type.

**PIN** This is the Code PIN Number. The PIN allows access to the enabled options of the Code in question.

**Partitions** This is the enabled partitions of the Code in question.

**Type A Arming** These are the partitions that will be armed (A), and those that will be disarmed (D) when the Code is used for Type A Arming.

**Type B Arming** These are the partitions that will be armed (A), and those that will be disarmed (D) when the Code is used for Type B Arming.



Use this row for the Partition Descriptions				Partitions			
				1	2	3	4
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			
				1	2	3	4	1	2	3	4	1	2	3	4
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 be armed when the Red LED is ON and the digital key is extracted.

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

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



OPTION	KEYPAD
Global arming	Main User or User code + <input type="button" value="ON"/>
Type A arming	Main User code or User code + <input type="button" value="A*"/>
Type B arming	Main User code or User code + <input type="button" value="B#"/>
Disarm	Main User code or User code + <input type="button" value="OFF"/>
Temporary Disarm (Patrol)	Patrol code + <input type="button" value="OFF"/>
Disarm under Duress	Duress code + <input type="button" value="OFF"/>
Reset Alarm Memory	Main User or User code + <input type="button" value="ENTER"/> + <input type="button" value="0"/> ↓
Stop alarm	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="ON"/>
Stop Calls	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="ON"/>
Bypass zones	Main User code + <input type="button" value="ESC"/>
Enable / Disable auto arming	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="1"/> ↓
Enable / Disable Teleservice Answer	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="2"/> ▲
Overtime request	Main User or User code + <input type="button" value="ENTER"/> + <input type="button" value="3"/> ⬇
Send Teleservice Call	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="4"/> ↗
Enable / Disable Silent keypad	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="5"/> +
Enable / Disable Hidden zone status on keypad	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="6"/> ⌘
Alarm Device Test	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="7"/> 📞
User Code PINs Programming	Main User code + <input type="button" value="ENTER"/> + <input type="button" value="ON"/>
Activate Instant Alarm on communicator	Superkey <input type="button" value="1"/> ↓ Superkey <input type="button" value="2"/> ▲ Superkey <input type="button" value="3"/> ⬇
View alarm memory	Superkey <input type="button" value="4"/> ↗
Trouble Viewing mode	Superkey <input type="button" value="5"/> +

FOR YOUR SERVICE DEALER PLEASE CONTACT:	
<b>Installer Company:</b>	
<b>Telephone:</b>	
<b>Address:</b>	
<b>Contact Person:</b>	