



# TP4-20 GSM

**4 TO 20 ZONES CONTROL  
PANEL WITH ON-BOARD  
GSM INTERFACE**



**CE** EN 60950-1  
EN 301 419-2  
EN 301 489-1/3  
EN 50130-4

## USER MANUAL

Release:	0.4
Update:	June 2010
Language:	English
FW release:	0.9 and following

The features of the control panel can be subject to change without notice. Unauthorized reproduction or distribution of this manual, or any portion of it, on any device and in any form, is prohibited. The contents of this manual may be subject to change without notice.

## CONFORMITY

Hereby, Tecnoalarm srl declares that the present equipment is in compliance with the essential requirements and other relevant provisions of the R&TTE 1999/05/EC directive.  
The declaration of conformity is available on the website: [www.tecnoalarm.com](http://www.tecnoalarm.com).



## PREFACE

### APPLICATION NOTES

The TP4-20 GSM alarm system is very easy to use. Thus, it is recommended to arm the system every time you leave the house or apartment unattended, even if only for a short period of time.

For your own safety keep all the access codes secret.

In case one of the codes, keys or wireless keys is stolen or lost, contact your installer immediately for its replacement.

### WHEN YOU ARE AT HOME

Whenever possible close all the access points (e.g. doors, windows).

If necessary arm part of the system in order to protect the unused areas and if need be arm the perimeter protection.

### WHEN YOU LEAVE THE HOUSE

Verify thoroughly that all the entrance doors and windows are closed.

Ensure that the system is working correctly and that there is no alarm or error signaling on the console.

Remember to arm the entire system (all the programs necessary for arming all the zones of the system).

### WHEN YOU ARE PREPARING FOR A JOURNEY

Ensure that all the batteries of the system have been checked and if necessary replaced by the installer with the periodicity provided for.

Check all the entrance doors and windows thoroughly again and ensure that they are well closed.

Arm the system on test in order to verify correct functioning.

On departure arm the system completely.



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## 1. GENERAL FEATURES



TP4-20 GSM is a new generation microprocessor-based control panel, extremely user-friendly. It controls 4 to 20 zones selectable from the inputs of the CPU board, or from the internal input expansion module or that connected via serial bus or the optional wireless modules. The control panel is programmable by PC or LCD console (LCD020, LCD012). The final user may do some simple parameterizations by console and control the system by console, electronic keypad, electronic key or wireless key. In addition, a LED console (LED06) is available for simple system management. The LED console does not permit parameterization.

### 1.1 ACCESS CODES

For the control by console, electronic keypad and telephone the following access codes are available:

- **Master**  
The master code gives access to the master menu that in addition to total and partial arming and disarming permits programming of some of the functioning parameters. Since it permits programming of the standard user codes, too, the master code is usually reserved to the owner of the system.  
The default master code is **12345**
- **Standard user**  
The standard user codes permit only arming and disarming of the control panel and related operations. The system recognizes a total of 20 standard user codes. Merely the holder of the master code can program the standard user codes and determine their level of access.

### 1.2 OPERATIONS EXECUTABLE BY CONSOLE

#### 1.2.1 OPERATIONS EXECUTABLE WITH MASTER CODE

##### PROGRAMMING

- Clock setting
- Programming of the chime zones (the opening of which is signaled even if the control panel is disarmed)
- Creation and modification of the programs
- Programming of 4 timers for scheduled operations
- Programming of 2 access periods of the codes, electronic keys and wireless keys
- Programming of the telephone functions
  - Enabling of the answering mode
  - Programming of the number of rings prior to answering
  - Programming of the telephone numbers of the channels (2 numbers per channel)
  - Manual call back
  - Programming of the telephone number of the service provider permitting the airtime request by SMS
  - Selection of airtime request by SMS or voice call
  - Programming of the airtime request SMS
  - Programming of the SMS heading (to precede every SMS transmitted by the control panel)
- Programming and modification of the values and attributes of the master code and the standard user codes (1 to 20)
- Programming and recognition of the electronic keys (1 to 16)

- Programming and recognition of the wireless keys (1 to 16)
- Voluntary exclusion of the zones or expansion modules (e.g. in case of failure)
- Access to the test menu for functioning check
- Enabling of remote access  
Permits the installer to accede to the system via telephone line using the programming and monitoring software in order to verify or modify the functioning parameters of the control panel.

#### FUNCTIONING

- Activation and deactivation of the remote controls (1 to 2)
- Total or partial arming of the control panel through the programs (1 to 4)
- Total disarming of the control panel (all programs)
- Partial disarming of the control panel
- Total arming/disarming of the control panel with the # (hash) and \* (star) keys
- Consultation of the event buffer of the control panel
- Clearing of alarm memory signaling
- Abort of the active telephone calls

### 1.2.2 OPERATIONS EXECUTABLE WITH STANDARD USER CODE

#### PROGRAMMING

- Clock setting
- Programming of the telephone functions
  - Programming of the telephone numbers of the channels (2 numbers per channel)
- Voluntary exclusion of the zones or expansion modules (e.g. in case of failure)

#### FUNCTIONING

- Activation or deactivation of the remote controls associated (1 to 2)
- Arming of the control panel through the programs associated (1 to 4)



**N.B.**

Each code can arm and disarm only those programs it has been enabled for.

- Total or partial disarming of the control panel
- Total arming/disarming of the control panel with the # (hash) and \* (star) keys
- Consultation of the event buffer of the control panel
- Clearing of alarm memory signaling
- Abort of the active telephone calls
- Exclusion of the functioning test

### 1.3 OPERATIONS EXECUTABLE BY TELEPHONE

It is possible to execute determined operations at distance via telephone line.

Calling the control panel (upon answering emits a beep) and entering a user code (master or standard user) access is given to the telephone menu.

The following functions are available:

- **System status check**  
The control panel lists the alarms detected.
- **Program status check and arming/disarming of the programs**  
The control panel signals program status (stand-by/alarm) and possible program alarms stored. It is possible to arm or disarm programs. After arming/disarming program status and possible program alarms stored are announced again.
- **Activation/deactivation of the remote controls**  
The control panel signals remote control status (active/deactivated). It is possible to activate or deactivate the remote controls. After the activation/deactivation remote control status is signaled again.
- **Verification of the RDV detectors**  
The RDV detectors are doppler detectors that transmit a sound signal proportionate to the movement detected. It is possible to activate the verification of all the active RDV detectors for approximately 30 seconds.
- **Recording of the opening message (with master code only)**  
It is possible to record the opening message with a fix duration of approximately 10 seconds. The opening message is reproduced at the beginning of every alarm call.

## 1.4 FUNCTIONING

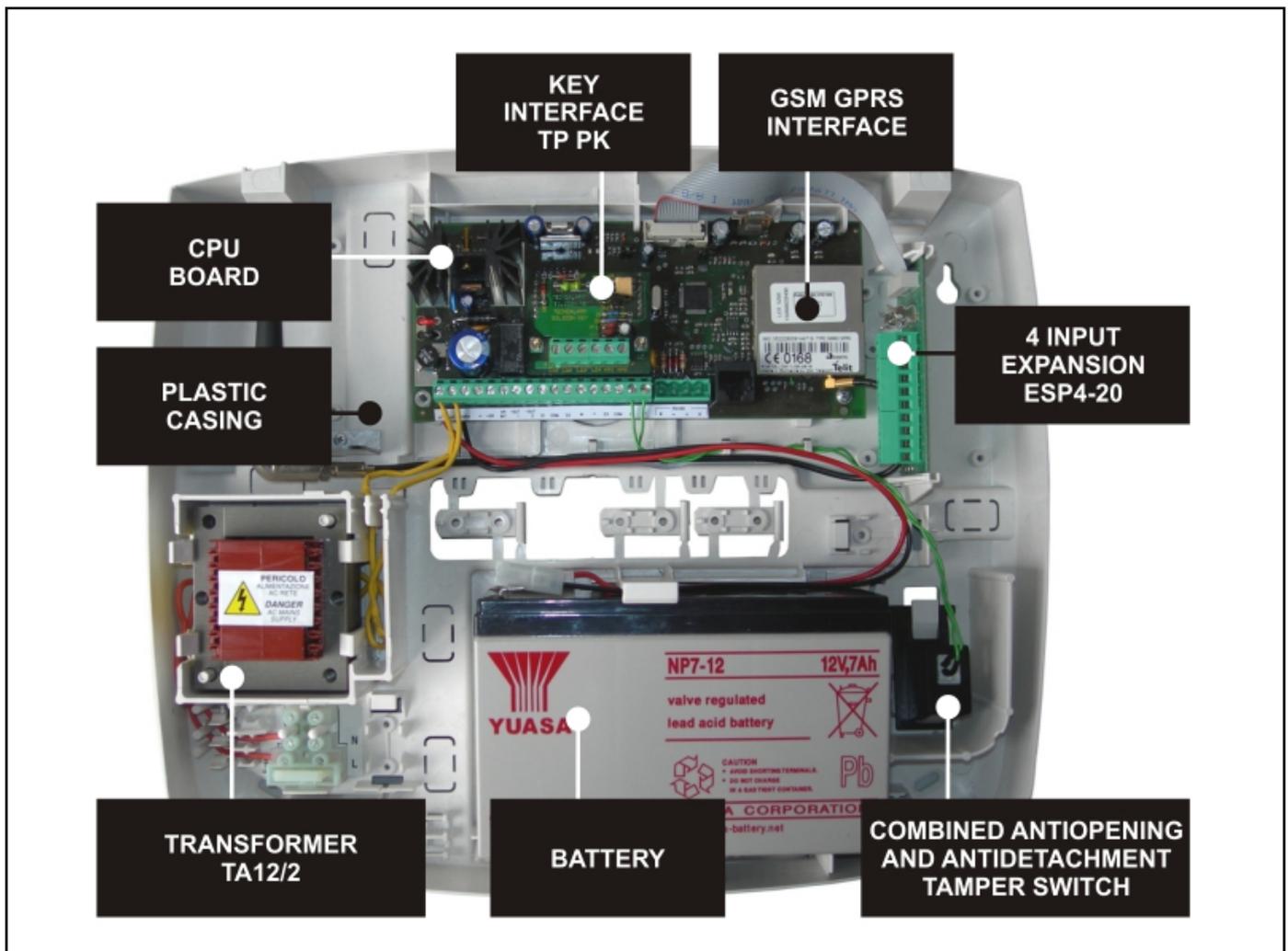
The control panel can be connected through the programs (1 to 4) programmable by the installer as well as the holder of the master code. The programs group the zones (1 to 20) that are activated, i.e. are enabled for the detection of alarms, simultaneously upon arming of the program. The programs can be armed one at a time (single arming) or simultaneously (multiple arming).

### Common zones (multiple arming only)

If a zone is included in more than one program and is defined common zone, it is enabled for the detection of alarms only when all the programs it is included in are armed.

Example: if a system is used by two apartments that share the same entrance zone, the owners of the apartments can connect the proper part of the system independently through the program/s associated to it and using the proper user codes. The common zone (entrance), however, is activated only if the programs of both apartments it is included in are armed simultaneously.

## 1.5 COMPOSITION



### WARNING

Do not open the control panel casing. Its opening beside causing a tamper alarm and the activation of the sirens gives access to parts of the electronic board with dangerous operating voltages. If need be always consult your installer.

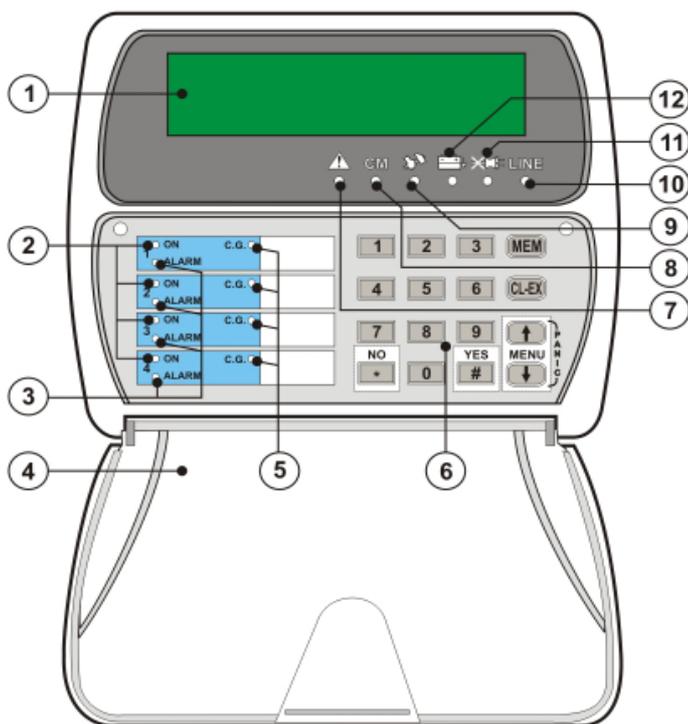


## 2. SIGNALING

System status signaling is made by the LED of the control units and perhaps through the indications on the LCD display of the consoles that possess it.

### 2.1 LCD020 CONSOLE

This kind of console permits program status signaling through coloured LED and an LCD display. It does not provide signaling of the status of the individual zones.



1	<b>DISPLAY</b> Indicates date/time or active parameter
<b>PROGRAM STATUS LED</b>	
LED off	Program in stand-by
LED blinking quickly	Program in arming phase
LED blinking slowly	Program partset
LED on	Program armed
<b>PROGRAM ALARM LED</b>	
LED off	No alarm
LED blinking	Program alarm active
LED on	Alarm stored (alarm memory)
<b>HINGED LID</b>	
<b>GENERAL CONTROL LED (CG)</b>	
LED blinking quickly	Open direct or delayed (T2) zones
<b>KEYPAD</b>	
<b>GENERAL ALARM LED</b>	
LED off	No alarm
LED blinking	General alarm active
LED on	Alarm stored (alarm memory)
<b>COMMAND MODE LED (CM)</b>	
LED off	Console in stand-by (no key pressed)
LED on	Console in use (keystroke)
<b>TAMPER ALARM LED</b>	
LED off	No alarm
LED blinking	Tamper alarm active
LED on	Alarm stored (alarm memory)
<b>LINE LED (RS485 SERIAL BUS)</b>	
LED off	Serial bus badly connected or defect
LED on	Serial bus connected and ok
<b>MAINS LED (POWER FAILURE)</b>	
LED off	No alarm
LED blinking	Power failure (230V AC)
LED on	Alarm stored (alarm memory)
<b>BATTERY LED</b>	
LED off	No alarm
LED blinking	Insufficient battery voltage
LED on	Alarm stored (alarm memory)

Tue 19 JUN 07  
Work. 11:15 vodaf

Tue 19 JUN 07  
Work. 11:15 .... \*

Tue 19 JUN 07  
Work. 11:15 ... \*\*

Tue 19 JUN 07  
Work. 11:15 \*\*\*\*\*

● ON

#### VIEWING OF SERVICE PROVIDER AND SIGNAL POWER

In stand-by (date and time displayed), in the second line of the display, the service provider (Vodafone etc.) is viewed alternately with the GSM signal power.

#### VIEWING OF SIGNAL POWER

The GSM signal power is signaled by means of 1 to 5 stars:

- 1 star lit insufficient signal
- 2 stars lit bad signal
- 3 stars lit reasonable signal
- 4 stars lit good signal
- 5 stars lit optimum signal

To guarantee the correct functioning, at least two of the stars must be lit.

#### 2.1.1 PROGRAM STATUS LED (YELLOW)

The yellow program status LED signals program status (1 to 4):

- LED blinking quickly = program during arming phase  
The arming phase is the lapse of time from entering the code until actual arming of the control panel. It depends on the exit time programmed (if the system contains delayed zones).
- LED blinking slowly = program partset

- LED on = program armed  
The LED remains lit until disarming of the program.
  - LED off = program disarmed
- The events, arming, disarming and bypass, are stored in the event buffer of the control panel with indication of date and time.



### 2.1.2 PROGRAM ALARM LED (RED)

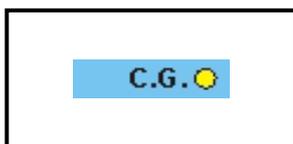
Program alarm is detected only if the control panel is armed.  
The red program alarm LED produces the following signaling:

- LED blinking = alarm active  
The LED starts blinking upon detection of an alarm on one of the zones included in the program and continues blinking during the entire alarm time. Depending on programming, the indoor and/or outdoor sirens and/or the logic outputs OUT1- and OUT2- are activated, too.  
Once the alarm has stopped, the LED is switched off.
- LED on = alarm stored (alarm memory)  
The LED becomes lit on disarming of the control panel, and is lit until the program is armed again.
- LED off = no alarm

Program alarms are stored in the event buffer of the control panel with indication of date and time of beginning and end of alarm.

#### SIGNALING ON DISPLAY

In case of program alarm, beside LED signaling, on the display is viewed the name of the zone that has released the alarm.



### 2.1.3 GENERAL CONTROL LED (YELLOW)

The yellow general control LED (CG) signals open zones.

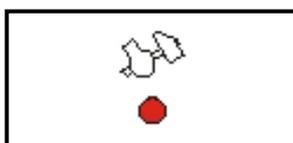
#### CONTROL PANEL IN STAND-BY

- LED blinking = one or more zones open  
Opening of a zone does not cause any alarm release.
- LED off = zones ok

#### CONTROL PANEL ARMED

- LED blinking = one or more zones open  
If one of these zones is contained in a program armed, the alarm devices programmed are activated.
- LED off = zones ok

To identify the open zones consult the event buffer of the control panel.



### 2.1.4 TAMPER ALARM LED (RED)

The red tamper LED signals tamper and zone tamper alarm. These alarms are direct and are always detected, even if the control panel is in stand-by, in case of:

- Opening of the tamper input (ZT)
- Opening of the tamper contact of a console or a module connected via serial bus
- Transection of the connection cable of a detector (zone tamper alarm)  
Zone tamper alarm is detected only by the inputs with double end-of-line resistor contact (B24).
- Short circuit on the connection cable of a detector
- Opening of the tamper contact of a detector

#### CONTROL PANEL ARMED

- LED blinking = alarm active  
The LED starts blinking upon detection of the alarm and continues blinking during the entire tamper alarm time. The indoor and outdoor sirens are activated, too.  
Once the alarm has stopped it becomes lit.
- LED on = alarm stored (alarm memory)

#### CONTROL PANEL IN STAND-BY

- LED blinking = alarm active  
The LED starts blinking upon detection of the alarm and continues blinking during the entire tamper alarm time. The indoor sirens are activated, too.  
Once the alarm has stopped it becomes lit.
- LED on = alarm stored (alarm memory)  
To identify the zone in alarm or the kind of tamper alarm consult the event buffer of the control panel.

Tamper and zone tamper alarms are stored in the event buffer of the control panel with indication of the date and time of beginning and end of alarm.

#### SIGNALING ON DISPLAY

In case of tamper or zone tamper alarm, beside LED signaling, on the display is viewed the kind of tamper alarm or the zone in alarm.



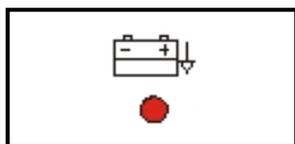


**! ARM. DENIED!  
TAMPER**

**WARNING**

As long as a tamper alarm is active, the control panel cannot be armed, unless the code is enabled for the BYPASS OF GENERAL ALARMS (see master menu section). In all the other cases, if you try to arm the control panel, on the display is viewed the opposite message.

To re-establish correct functioning eliminate the reason for alarm. LED signaling for tamper alarm cannot be reset by the user. Consult the installer.



**2.1.5 BATTERY LED (RED)**

The red battery LED signals low battery alarm. This alarm is direct and is always detected, even if the control panel is in stand-by, in case of:

- Battery voltage drop below the minimum level guaranteeing correct functioning of the control panel (11V)
- Battery voltage drop below the minimum level guaranteeing correct functioning of a wireless device (2.7V)

The LED produces the following signaling:

- LED blinking = alarm active  
The LED starts blinking upon voltage drop below the limit and continues blinking until battery restore.
- LED on = alarm stored (alarm memory)  
The LED becomes lit upon battery restore and remains lit on disarming of the control panel (if it is armed), and in any case until it is armed again.

Both events, low battery and battery restore, are stored in the event buffer with indication of date and time. In case of low battery of a wireless device, to identify the device that has released the alarm, consult the event buffer of the control panel.

**SIGNALING ON DISPLAY**

In case of low battery alarm, beside LED signaling, on the display is viewed the module that has released the alarm.

**LOWBATTERY  
Control panel**

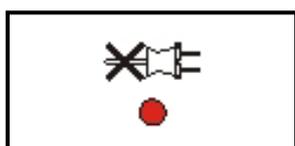


**Sat 01 - - - 00  
Work. 00 : 01**

**WARNING**

If in presence of power failure alarm, battery voltage drops below 9V, the battery is automatically disconnected in order to avoid its definite and irrevocable discharge. In this case the clock is lost, whereas system status and the event buffer are maintained.

Upon battery restore, the clock is shown as on opposite illustration with invalid month field. It is necessary to program the date and time, otherwise all the scheduled functions (automatic arming, test call, access periods of the codes/keys etc.) remain deactivated.



**2.1.6 MAINS LED (RED)**

The red mains LED signals power failure alarm (230V AC). This alarm is direct and is detected always, even if the control panel is in stand-by.

The LED is lit immediately on power failure, whereas alarm release can be delayed by 10 minutes to maximum 9 hours and 50 minutes.

The LED produces the following signaling:

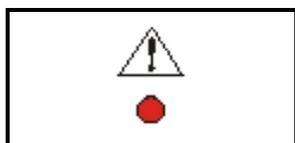
- LED blinking = alarm active  
The LED starts blinking upon power failure, even if the alarm release is delayed, and continues blinking until mains restore.
- LED on = alarm stored (alarm memory)  
The LED remains lit upon mains restore and remains lit on disarming of the control panel (if it is armed), and in any case until it is armed again.

Both events, power failure and mains restore, are stored in the event buffer of the control panel with indication of date and time.

**SIGNALING ON DISPLAY**

In case of power failure alarm, beside LED signaling, on the display is viewed the module that has released the alarm.

**POWER FAILURE  
Control panel**



**2.1.7 GENERAL ALARM LED (RED)**

The red general alarm LED signals trouble and general alarm. These alarms are direct and are detected always, even if the control panel is in stand-by, in case of:

- Antimasking alarm of the wireless receiver (significant interferences)
- Supervision alarm of a wireless device (the device fails to carry out the test transmission towards the control panel for more than the time programmed)

- False key (attempt at arming with unknown key)
- False code (pressing of 32 keys without entering a valid code)
- GSM trouble/SIM missing

The LED produces the following signaling:

- LED blinking = alarm active
- LED on = alarm stored (alarm memory)

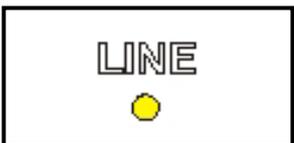
In case of **false key/code alarm** the LED blinks for 2 minutes and the buzzers of the consoles are activated at intermittance for 2 minutes. In addition, the keypad of the console that has released the alarm as well as all the key readers connected to the control panel are inhibited for 2 minutes. The keypad block can be undone by entering a valid code on another console/electronic keypad of the system.

**GSM trouble alarm** is released after approx. 10 seconds from its detection. The alarm is detected if the GSM section does not communicate with the CPU or the SIM card is missing for 10 seconds.

The general alarms are stored in the event buffer of the control panel with indication of date and time. Antimasking, supervision and GSM trouble alarm is stored with indication of date and time of beginning and end of alarm.

**SIGNALING ON DISPLAY**

In case of GSM trouble, beside LED signaling, on the display is viewed **GSM FAULT**.



**2.1.8 COMMAND MODE LED (YELLOW)**

The yellow command mode LED (CM) signals console status:

- LED on = console in use (key pressed)
- LED off = console in stand-by (no key pressed)

**2.1.9 LINE LED (YELLOW)**

The yellow line LED signals the quality of the serial bus and the correctness of the connection of the console:

- LED on = connection ok (serial bus ok and console connected correctly)
- LED off = connection ko (interferences on the serial bus and/or console badly connected)

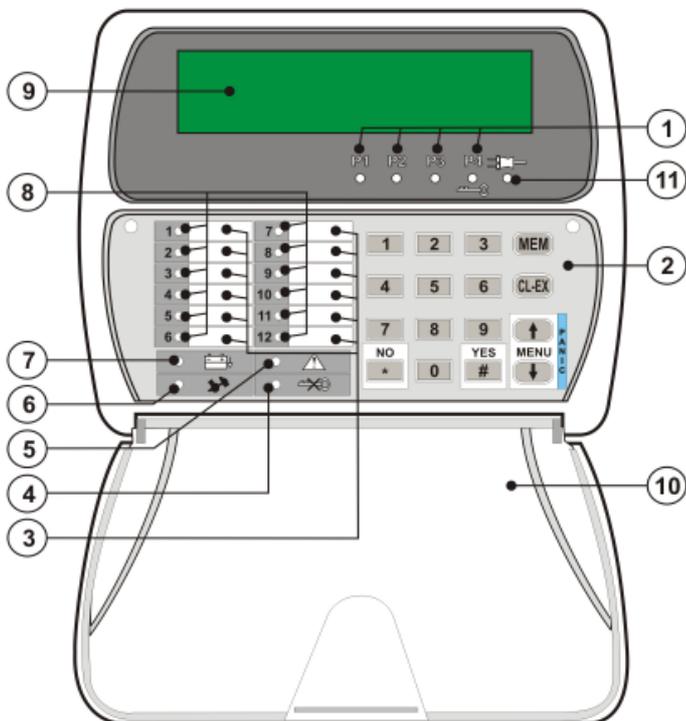
**2.1.10 HOLD-UP ALARM**

The hold-up alarm does not generate **any** signaling, neither through LED nor on the display of the console.

The hold-up alarm is stored in the event buffer of the control panel with indication of date and time.

## 2.2 LCD012 CONSOLE

This kind of console permits program status signaling and zone status signaling for the first 12 zones of the control panel through coloured LED and an LCD display.



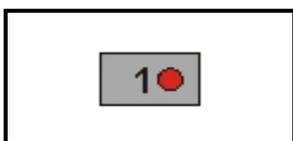
<b>PROGRAM STATUS LED (1...4)</b>	
LED off	Program in stand-by
1 LED blinking quickly	Program in arming phase
LED blinking slowly	Program partset
LED on	Program armed
<b>2 KEYPAD</b>	
<b>3 LABELS FOR ZONE DESCRIPTION</b>	
<b>FALSE CODE ALARM LED</b>	
LED off	No alarm
4 LED blinking	False code alarm active
LED on	Alarm stored (alarm memory)
<b>GENERAL ALARM LED</b>	
5 LED off	No alarm
LED blinking	Alarm active
LED on	Alarm stored (alarm memory)
<b>TAMPER ALARM LED</b>	
6 LED off	No alarm
LED blinking	Alarm active
LED on	Alarm stored (alarm memory)
<b>BATTERY LED</b>	
7 LED off	No alarm
LED blinking	Low battery voltage
LED on	Alarm stored (alarm memory)
<b>ZONE ALARM LED (1...12)</b>	
8 LED off	No alarm
LED blinking	Alarm active
LED on	Alarm stored (alarm memory)
<b>9 DISPLAY Indicates date/time or active parameter</b>	
<b>10 RECLOSABLE PROTECTION FLAP</b>	
<b>MAINS LED (POWER FAILURE)</b>	
11 LED off	Power failure (230V AC)
LED on	Mains power (230V AC) ok

Tue 19 JUN 07  
Work. 11:15 vodaf

Tue 19 JUN 07  
Work. 11:15 ....\*

Tue 19 JUN 07  
Work. 11:15 ...\*\*

Tue 19 JUN 07  
Work. 11:15 \*\*\*\*\*



### VIEWING OF SERVICE PROVIDER AND SIGNAL POWER

In stand-by (date and time displayed), in the second line of the display, the service provider (Vodafone etc.) is viewed alternately with the GSM signal power.

#### VIEWING OF SIGNAL POWER

The GSM signal power is signaled by means of 1 to 5 stars:

- 1 star lit insufficient signal
- 2 stars lit bad signal
- 3 stars lit reasonable signal
- 4 stars lit good signal
- 5 stars lit optimum signal

To guarantee the correct functioning, at least two of the stars must be lit.

### 2.2.1 PROGRAM STATUS LED (YELLOW)

The yellow program status LED signals program status (1 to 4):

- LED blinking quickly = program during arming phase  
The arming phase is the lapse of time from entering the code until actual arming of the control panel. It depends on the exit time programmed (if the system contains delayed zones).
- LED blinking slowly = program partset
- LED on = program armed  
The LED remains lit until disarming of the program.
- LED off = program disarmed

The events, arming, disarming and bypass, are stored in the event buffer of the control panel with indication of date and time.

### 2.2.2 ZONE ALARM LED (RED)

Zone alarm is only released if the program the zone is included in is armed. The red zone alarm LED signals open zones.

#### CONTROL PANEL ARMED

- LED blinking = alarm active

The LED starts blinking upon detection of an alarm on one of the zones included in the program and continues blinking during the entire alarm time. Depending on programming, the indoor and/or outdoor sirens are activated, too. Once the alarm has stopped, the LED is switched off.

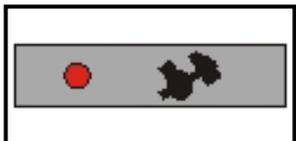
**CONTROL PANEL IN STAND-BY**

- LED on = alarm stored (alarm memory)  
The LED becomes lit on disarming of the control panel, and is lit until the program is armed again.
- LED off = no alarm

Zone alarms are stored in the event buffer of the control panel with indication of date and time of beginning and end of alarm.

**SIGNALING ON DISPLAY**

In case of zone alarm, beside LED signaling, on the display is viewed the zone in alarm.



**2.2.3 TAMPER ALARM LED (RED)**

The red tamper LED signals tamper and zone tamper alarm. These alarms are direct and are always detected, even if the control panel is in stand-by, in case of:

- Opening of the tamper input (ZT)
- Opening of the tamper contact of a console or a module connected via serial bus
- Transection of the connection cable of a detector (zone tamper alarm)  
Zone tamper alarm is detected only by the inputs with double end-of-line resistor contact (B24).
- Short circuit on the connection cable of a detector
- Opening of the tamper contact of a detector

**CONTROL PANEL ARMED**

- LED blinking = alarm active  
The LED starts blinking upon detection of the alarm and continues blinking during the entire tamper alarm time. The indoor and outdoor sirens are activated, too. Once the alarm has stopped it becomes lit.
- LED on = alarm stored (alarm memory)

**CONTROL PANEL IN STAND-BY**

- LED blinking = alarm active  
The LED starts blinking upon detection of the alarm and continues blinking during the entire tamper alarm time. The indoor sirens are activated, too. Once the alarm has stopped it becomes lit.
- LED on = alarm stored (alarm memory)  
To identify the zone in alarm or the kind of tamper alarm consult the event buffer of the control panel.

Tamper and zone tamper alarms are stored in the event buffer of the control panel with indication of the date and time of beginning and end of alarm.

**SIGNALING ON DISPLAY**

In case of tamper or zone tamper alarm, beside LED signaling, on the display is viewed the kind of tamper alarm or the zone in alarm.



**WARNING**

As long as a tamper alarm is active, the control panel cannot be armed, unless the code is enabled for the BYPASS OF GENERAL ALARMS (see master menu section). In all the other cases, if you try to arm the control panel, on the display is viewed the opposite message.

To re-establish correct functioning eliminate the reason for alarm. LED signaling for tamper alarm cannot be reset by the user. Consult the installer.

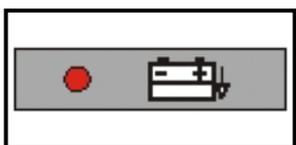
**2.2.4 BATTERY LED (RED)**

The red battery LED signals low battery alarm. This alarm is direct and is always detected, even if the control panel is in stand-by, in case of:

- Battery voltage drop below the minimum level guaranteeing correct functioning of the control panel (11V)
- Battery voltage drop below the minimum level guaranteeing correct functioning of a wireless device (2.7V)

The LED produces the following signaling:

- LED blinking = alarm active  
The LED starts blinking upon voltage drop below the limit and continues blinking until battery restore.
- LED on = alarm stored (alarm memory)  
The LED becomes lit upon battery restore and remains lit on disarming of the



control panel (if it is armed), and in any case until it is armed again. Both events, low battery and battery restore, are stored in the event buffer with indication of date and time. In case of low battery of a wireless device, to identify the device that has released the alarm, consult the event buffer of the control panel.

**LOWBATTERY**  
Control panel

**SIGNALING ON DISPLAY**

In case of low battery alarm, beside LED signaling, on the display is viewed the module that has released the alarm.



**WARNING**

If in presence of power failure alarm, battery voltage drops below 9V, the battery is automatically disconnected in order to avoid its definite and irrevocable discharge. In this case the clock is lost, whereas system status and the event buffer are maintained.

Upon battery restore, the clock is shown as on opposite illustration with invalid month field. It is necessary to program the date and time, otherwise all the scheduled functions (automatic arming, test call, access periods of the codes/keys etc.) remain deactivated.

Sat      01 - - - 00  
Work.    00 : 01



**2.2.5 GENERAL ALARM LED (RED)**

The red general alarm LED signals trouble and general alarm. These alarms are direct and are detected always, even if the control panel is in stand-by, in case of:

- Antimasking alarm of the wireless receiver (significant interferences)
- Supervision alarm of a wireless device (the device fails to carry out the test transmission towards the control panel for more than the time programmed)
- GSM trouble/SIM missing

The LED produces the following signaling:

- LED blinking = alarm active
- LED on = alarm stored (alarm memory)

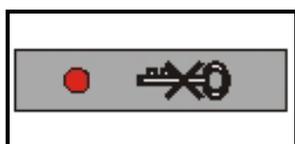
**GSM trouble alarm** is released after approx. 10 seconds from its detection. The alarm is detected if the GSM section does not communicate with the CPU or the SIM card is missing for 10 seconds.

The general alarms are stored in the event buffer of the control panel with indication of date and time. Antimasking, supervision and GSM trouble alarm is stored with indication of date and time of beginning and end of alarm.

**SIGNALING ON DISPLAY**

In case of GSM trouble, beside LED signaling, on the display is viewed **GSM FAULT**.

**! TROUBLE !**  
**GSM FAULT**



**2.2.6 KEY LED (RED)**

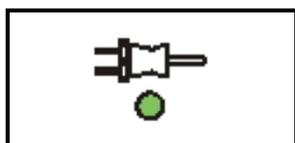
The red key LED signals false code or false key alarm:

- False key (attempt at arming with unknown key)
- False code (pressing of 32 keys without entering a valid code)

The LED produces the following signaling:

- LED blinking = alarm active  
The LED blinks for 2 minutes and the buzzers of the consoles are activated at intermittence for 2 minutes. In addition, the keypad of the console that has released the alarm is inhibited for 2 minutes. The keypad block can be undone by entering a valid code on another console/electronic keypad of the system.
- LED on = alarm stored (alarm memory)

False code or false key alarms are stored in the event buffer of the control panel with indication of date and time.



**2.2.7 MAINS LED (GREEN)**

The green mains LED signals power failure (230V AC):

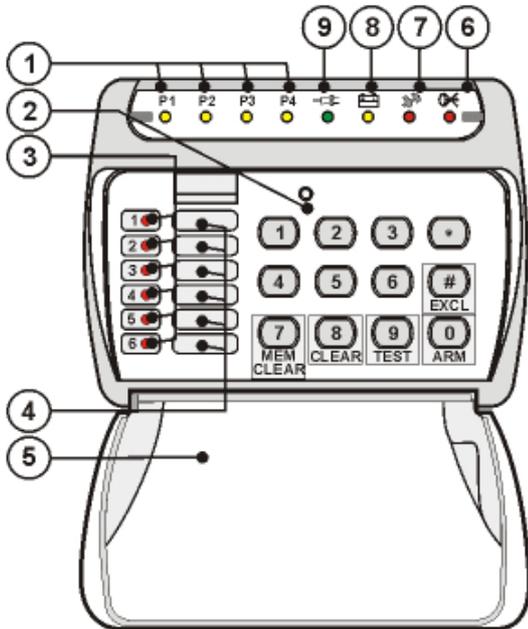
- LED on = mains power ok
- LED off = power failure

The LED is switched off immediately on power failure, whereas alarm release can be delayed by 10 minutes to maximum 9 hours and 50 minutes.

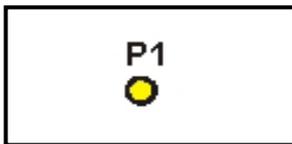
Both events, power failure and mains restore, are stored in the event buffer of the control panel with indication of date and time.

## 2.3 LED06 CONSOLE

This kind of console permits program status signaling and zone status signaling for the first 6 zones of the control panel through coloured LED.



<b>PROGRAM STATUS LED (1...4)</b>	
LED off	Program in stand-by
1 LED blinking quickly	Program in arming phase
LED blinking slowly	Program partset
LED on	Program armed
<b>2 KEYPAD</b>	
<b>ZONE ALARM LED (1...6)</b>	
3 LED off	No alarm
LED blinking	Zone alarm active
LED on	Alarm stored (alarm memory)
<b>4 LABELS FOR ZONE DESCRIPTION</b>	
<b>5 HINGED LID</b>	
<b>FALSE CODE ALARM LED</b>	
6 LED off	No alarm
LED blinking	False code alarm active
LED on	Alarm stored (alarm memory)
<b>TAMPER ALARM LED</b>	
7 LED off	No alarm
LED blinking	Tamper alarm active
LED on	Alarm stored (alarm memory)
<b>BATTERY LED</b>	
8 LED off	No alarm
LED blinking	Insufficient battery voltage
LED on	Alarm stored (alarm memory)
<b>MAINS LED</b>	
9 LED off	Power failure (230V AC)
LED on	Mains power (230V AC) ok

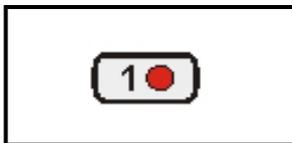


### 2.3.1 PROGRAM STATUS LED (YELLOW)

The yellow program status LED signals program status (1 to 4):

- LED blinking quickly = program during arming phase  
The arming phase is the lapse of time from entering the code until actual arming of the control panel. It depends on the exit time programmed (if the system contains delayed zones).
- LED blinking slowly = program partset
- LED on = program armed  
The LED remains lit until disarming of the program.
- LED off = program disarmed

The events, arming and disarming, are stored in the event buffer of the control panel with indication of date and time.



### 2.3.2 ZONE ALARM LED (RED)

Zone alarm is only released if the program the zone is included in is armed. The red zone alarm LED signals open zones.

#### CONTROL PANEL ARMED

- LED blinking = alarm active  
The LED starts blinking upon detection of an alarm on one of the zones included in the program and continues blinking during the entire alarm time. Depending on programming, the indoor and/or outdoor sirens are activated, too.  
Once the alarm has stopped, the LED is switched off.

#### CONTROL PANEL IN STAND-BY

- LED on = alarm stored (alarm memory)  
The LED becomes lit on disarming of the control panel, and is lit until the program is armed again.
- LED off = no alarm

Zone alarms are stored in the event buffer of the control panel with indication of date and time of beginning and end of alarm.



### 2.3.3 TAMPER ALARM LED (RED)

The red tamper LED signals tamper and zone tamper alarm. These alarms are direct and are always detected, even if the control panel is in stand-by, in case of:

- Opening of the tamper input (ZT)
- Opening of the tamper contact of a console or a module connected via serial bus
- Transection of the connection cable of a detector (zone tamper alarm)  
Zone tamper alarm is detected only by the inputs with double end-of-line resistor contact (B24).
- Short circuit on the connection cable of a detector
- Opening of the tamper contact of a detector
- GSM trouble/SIM missing (if telephone line test enabled only)  
GSM trouble alarm is detected if the GSM section does not communicate with the CPU or the SIM card is missing.

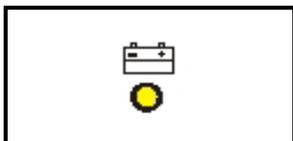
#### **CONTROL PANEL ARMED**

- LED blinking = alarm active  
The LED starts blinking upon detection of the alarm and continues blinking during the entire tamper alarm time. The indoor and outdoor sirens are activated, too. Once the alarm has stopped it becomes lit.
- LED on = alarm stored (alarm memory)

#### **CONTROL PANEL IN STAND-BY**

- LED blinking = alarm active  
The LED starts blinking upon detection of the alarm and continues blinking during the entire tamper alarm time. The indoor sirens are activated, too. Once the alarm has stopped it becomes lit.
- LED on = alarm stored (alarm memory)

Tamper and zone tamper alarms are stored in the event buffer of the control panel with indication of date and time of beginning and end of alarm.



### **2.3.4 BATTERY LED (YELLOW)**

The yellow battery LED signals low battery alarm. This alarm is direct and is always detected, even if the control panel is in stand-by, in case of:

- Battery voltage drop below the minimum level guaranteeing correct functioning of the control panel (11V)
- Battery voltage drop below the minimum level guaranteeing correct functioning of a wireless device (2.7V)

The LED produces the following signaling:

- LED blinking = alarm active  
The LED starts blinking upon voltage drop below the limit and continues blinking until battery restore.
- LED on = alarm stored (alarm memory)  
The LED becomes lit upon battery restore and remains lit on disarming of the control panel (if it is armed), and in any case until it is armed again.

Both events, low battery and battery restore, are stored in the event buffer with indication of date and time.



### **2.3.5 KEY LED (RED)**

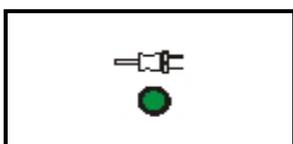
The red key LED signals false code or false key alarm:

- False key (attempt at arming with unknown key)
- False code (pressing of 32 keys without entering a valid code)

The LED produces the following signaling:

- LED blinking = alarm active  
The LED blinks for 2 minutes and the buzzers of the consoles are activated at intermittance for 2 minutes. In addition, the keypad of the console that has released the alarm is inhibited for 2 minutes. The keypad block can be undone by entering a valid code on another console/electronic keypad of the system.
- LED on = alarm stored (alarm memory)

False code or false key alarms are stored in the event buffer of the control panel with indication of date and time.



### **2.3.6 MAINS LED (GREEN)**

The green mains LED signals power failure (230V AC):

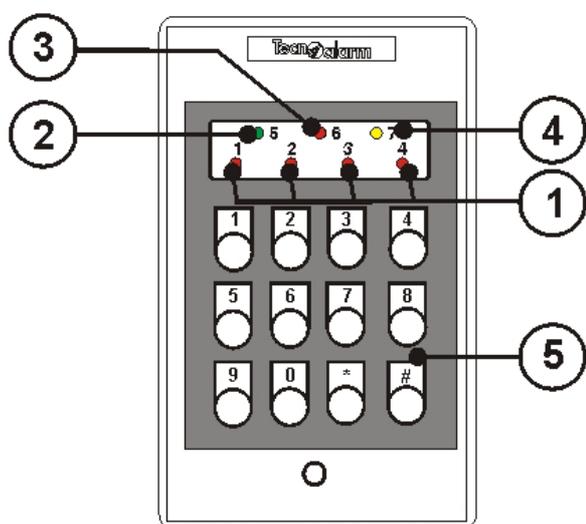
- LED on = mains power ok
- LED off = power failure

The LED is switched off immediately on power failure, whereas alarm release can be delayed by 10 minutes to maximum 9 hours and 50 minutes.

Both events, power failure and mains restore, are stored in the event buffer of the control panel with indication of date and time.

## 2.4 TP SDN ELECTRONIC KEYPAD

The electronic keypad permits program status signaling through a series of coloured LED. It does not provide signaling of the status of the individual zones.



PROGRAM STATUS LED (1...4)	
LED off	Program in stand-by
1 LED blinking quickly	Program in arming phase
LED blinking slowly	Program partset
LED on	Program armed
COMMAND MODE LED	
LED off	Keypad in stand-by
2 LED blinking quickly	Other keypad in use
1 flash	Keystroke
LED on	Keypad in use (confirmation of valid code)
GENERAL ALARM LED	
3 LED off	No alarm
LED blinking	General alarm active
LED on	Alarm stored (alarm memory)
GENERAL CONTROL LED	
LED off	No alarm
4 LED blinking quickly	Open direct zones during arming phase
LED blinking slowly	Alarm active
LED on	Alarm stored (alarm memory)
5 KEYPAD	

### 2.4.1 LED 7 - OCG/GENERAL CONTROL

The yellow OCG LED signals program alarm. The program alarm is detected if the control panel is armed only. The LED produces the following signaling:

- LED blinking quickly = Open direct zones during arming phase  
During the arming phase, the LED signals open direct zones. The LED starts blinking upon the detection of an alarm on one of the zones included in the program and continues blinking during the entire alarm time. Depending on programming, the indoor and/or outdoor sirens and/or the logic outputs OUT1- and OUT2- are activated, too. Once the alarm has stopped, the LED is switched off.
- LED blinking slowly = program alarm active
- LED on = alarm stored (alarm memory)  
The LED becomes lit on disarming of the control panel, and is lit until the control panel is armed again. Program alarms are stored in the event buffer of the control panel.

### 2.4.2 LED 6 - GENERAL ALARM

The red general alarm LED signals trouble and general alarm. These alarms are direct and are detected always, even if the control panel is in stand-by, in case of:

- Antimasking alarm of the wireless receiver (significant interferences)
- Supervision alarm of a wireless device (the device fails to carry out the test transmission towards the control panel for more than the time programmed)
- False key (attempt at arming with unknown key)
- False code (pressing of 32 keys without entering a valid code)
- GSM trouble (GSM section defect or SIM card missing)
- Low battery (voltage of the battery of the control panel has dropped below the limit of 11V or that of the battery of a wireless device has dropped below the limit of 2.7V)
- Power failure (230V AC)

The general alarm LED produces the following signaling:

- LED blinking = alarm active
- LED on = alarm stored (alarm memory)

The general alarms are stored in the event buffer of the control panel with indication of date and time. Antimasking, supervision, cut telephone line and GSM trouble alarm is stored with indication of date and time of beginning and end of alarm.

### 2.4.3 LED 5 - COMMAND MODE

The green CM (command mode) LED signals console status:

- LED on = console in use (key pressed)
- LED off = console in stand-by (no key pressed)
- LED blinking quickly = other keypad in use
- One flash = keystroke

## 2.4.4 LED 1, 2, 3, 4 - PROGRAM STATUS

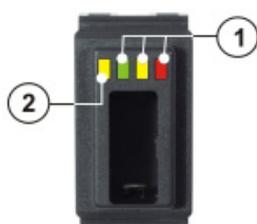
The red program status LED signals program status:

- LED blinking quickly = program during arming phase  
The arming phase is the lapse of time from entering the code until actual arming of the control panel. It depends on the exit time programmed (if the system contains delayed zones).
- LED blinking slowly = program partset
- LED on = program armed  
The LED remains lit until disarming of the program.
- LED off = program disarmed

The events, arming, disarming and bypass, are stored in the event buffer of the control panel with indication of date and time.

## 2.5 ATPK KEY READER

The key reader permits signaling of the status of the first 3 programs through a series of coloured LED. It does not provide signaling of the status of the individual zones.



PROGRAM STATUS LED (1...3)	
LED off	Program in stand-by
1 LED blinking quickly	Program in arming phase
LED blinking slowly	Program partset
LED on	Program armed
GENERAL CONTROL LED	
2 LED off	No alarm
LED blinking	Alarm active
LED on	Alarm stored (alarm memory)

### 2.5.1 LED 4 - OCG/GENERAL CONTROL

The yellow OCG LED signals program as well as trouble and general alarm. The general alarms are direct and are detected always, even if the control panel is in stand-by, in case of:

- Antimasking alarm of the wireless receiver (significant interferences)
- Supervision alarm of a wireless device (the device fails to carry out the test transmission towards the control panel for more than the time programmed)
- False key (attempt at arming with unknown key)
- False code (pressing of 32 keys without entering a valid code)
- GSM trouble (GSM section defect or SIM card missing)
- Low battery (voltage of the battery of the control panel has dropped below the limit of 11V or that of the battery of a wireless device has dropped below the limit of 2.7V)
- Power failure (230V AC)

The general alarm LED produces the following signaling:

- LED blinking = alarm active
- LED on = alarm stored (alarm memory)

The general alarms are stored in the event buffer. Antimasking, supervision, cut telephone line, GSM trouble, low battery and power failure alarms are stored with indication of date and time of beginning and end of alarm.

### 2.5.2 LED 1, 2, 3 - PROGRAM STATUS

The key reader supplies indications regarding the status of no more than 3 programs.

The program status LED produces the following signaling:

- LED blinking quickly = program during arming phase  
The arming phase is the lapse of time from entering the code until actual arming of the control panel. It depends on the exit time programmed (if the system contains delayed zones).
- LED blinking slowly = program partset
- LED on = program armed  
The LED remains lit until disarming of the program.
- LED off = program disarmed

The events, arming, disarming and bypass, are stored in the event buffer of the control panel with indication of date and time.

## 2.6 RESET OF LED SIGNALING

Once the alarm has been stopped, the alarm LED become permanently lit indicating that the alarm has been recognized, the programmed alarm calls have been executed and the alarm has been stored in the event buffer. Alarm memory signaling persists when the control panel is put into stand-by.

On the other hand, blinking LED indicate the presence of active alarms, active alarm call cycles or persisting alarms, e.g. low battery or power failure.

In stand-by, alarm memory signaling (LED lit) can be reset by the holder of the master code even though it does not compromise smooth functioning of the control panel.



### WARNING

Even though alarm memory signaling has no effect on functioning of the control panel and can therefore remain active, it is recommended to reset it to avoid confusion once the reason of alarm has been identified.

Reset of LED signaling is permitted by the holder of the master code only, exception made of tamper LED signaling, which is permitted by the holder of the installer code only.

- ACCESS -  
Master

Viewing  
Events

Tue 19 JUN 07  
Work. 11:15 vodaf

### LCD CONSOLES (LCD020 - LCD012)

To reset LED signaling enter the master code (default code 12345), followed by the MEM and the CL-EX key, e.g.:

☞ 1 2 3 4 5 MEM CL-EX

All the LED previously lit are switched off. The alarms remain however stored in the event buffer of the control panel.

### LED CONSOLE (LED06)

To reset LED signaling enter the master code (default code 12345), followed by the \*(star) and the MEM CLR key, e.g.:

☞ 1 2 3 4 5 \* MEM CLR

All the LED previously lit are switched off. The alarms remain however stored in the event buffer of the control panel.



### WARNING

The active alarms are not stopped upon reset of alarm memory signaling. Alarm memory signaling, if it is not reset manually during stand-by, is however reset on arming.

## 3. PROGRAMMING

Programming of the control panel is only possible by PC or LCD console (LCD020 or LCD012). The LED consoles (LED06) and the secondary control units (indicated as keypoints) do not permit programming.

### 3.1 MASTER MENU

ACCESS TO THE MASTER MENU

Tue 19 JUN 07 Work. 10:45 Vodaf	<b>MASTER CODE</b> (default 12345)	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px 5px;">1</div> <div style="border: 1px solid black; padding: 2px 5px;">2</div> <div style="border: 1px solid black; padding: 2px 5px;">3</div> <div style="border: 1px solid black; padding: 2px 5px;">4</div> <div style="border: 1px solid black; padding: 2px 5px;">5</div> </div> <div style="text-align: right; margin-top: 5px;"> </div>	- Access - Master	CM LED on
------------------------------------	---------------------------------------	---	----------------------	--------------

MASTER MENU

1	<b>ARMING/DISARMING PROGRAM 1</b>		Arming Program 1	Program LED blinking
2	<b>ARMING/DISARMING PROGRAM 2</b>		Arming Program 2	Program LED blinking
3	<b>ARMING/DISARMING PROGRAM 3</b>		Arming Program 3	Program LED blinking
4	<b>ARMING/DISARMING PROGRAM 4</b>		Arming Program 4	Program LED blinking
#	<b>TOTAL ARMING (ALL OF THE ASSOCIATED PROGRAMS) WITH ZONE EXCLUSION</b>		Arming Ctrl panel OK	All program LED blinking
*	<b>TOTAL DISARMING (ALL OF THE ASSOCIATED PROGRAMS)</b>		Tue 19 JUN 07 Work. 10:45 Vodaf	All program LED off

MEM	<b>CONSULTATION OF THE EVENT BUFFER</b>		Viewing Events	
MEM CL-EX	<b>RESET OF ALARM MEMORY SIGNALING</b>		Tue 19 JUN 07 Work. 10:45 Vodaf	
CL-EX	<b>TELEPHONE CHANNEL BLOCK</b>		Abort telephone? * NO # YES	

<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid gray; padding: 2px 5px;">↓</div> <div style="border: 1px solid gray; padding: 2px 5px;">↑</div> </div>	<b>ACCESS TO THE MASTER PROGRAMMING MENU</b>		Menu Remote ctrl 1
--	--	--	-----------------------

## MASTER PROGRAMMING MENU

↓ ↑	<b>ACCESS TO THE MASTER PROGRAMMING MENU</b> >>>>	Menu Remote ctrl 1
<b>MASTER PROGRAMMING MENU</b>		
↓ ↑	<b>REMOTE CONTROLS</b> >>>>	Menu Remote ctrl 1
↓ ↑	<b>CLOCK</b> >>>>	Menu Clock 2
↓ ↑	<b>FUNCTIONS</b> >>>>	Menu Functions 5
↓ ↑	<b>PROGRAMS</b> >>>>	Menu Programs 6
↓ ↑	<b>TIMERS</b> >>>>	Menu Timers 9
↓ ↑	<b>TELEPHONE</b> >>>>	Menu Telephone 10
↓ ↑	<b>CODES</b> >>>>	Menu Codes 11
↓ ↑	<b>KEYS</b> >>>>	Menu Keys 12
↓ ↑	<b>WIRELESS KEYS</b> >>>>	Menu WL keys 13
↓ ↑	<b>EXCLUSION</b> >>>>	Menu Exclusion 16
↓ ↑	<b>TEST</b> >>>>	Menu Test 17
↓ ↑	<b>OPTIONS</b> >>>>	Menu Options 20

- ACCESS -  
Master

Menu Remote ctrl 1

### ACCESS TO THE MASTER PROGRAMMING MENU

In stand-by, i.e. all the programs of the control panel are disarmed and the date and the time are viewed on the display of the LCD console, enter the master menu by entering the master code (default code 12345), e.g.:

☞ 1 2 3 4 5

On the display is viewed **ACCESS Master**.

To enter and navigate the master programming menu, press the keys:

☞ ↑ ↓

To enter the submenu selected, press:

☞ # (YES)



### WARNING

While a console is in use, all the other consoles of the system are disabled and view **Waiting**.

### Commands available

☞ ↑ ↓ to select the submenu

☞ # (YES) to enter the submenu selected

☞ CL-EX to confirm programming and quit

Menu Remote ctrl 1

Remote ctrl Rem. ctrl 1 1

Rem. ctrl 1 Activation [ ]

Menu Clock 2

Tue 19 JUN 07  
Work. 11:15 vodaf

Menu Functions 5

Functions Chime 5

Chime Ctrl panel Z 1 [ # ] 9

Menu Programs 6

Programs Program 01 1

Program 01 Associate zones

Associate zones Ctrl panel Z 1 [ # ]

### 3.1.1 ACTIVATION/DEACTIVATION OF THE REMOTE CONTROLS

#### SELECTION OF THE REMOTE CONTROL

- ☞   to select the remote control (1 to 2)
- ☞  (YES) to confirm the selection

On the display is viewed the current status:

- [ ] Remote control deactivated (in stand-by)
- [ # ] Remote control active

#### Commands available

- ☞  (YES) to activate the remote control selected
- ☞  (NO) to deactivate the remote control selected
- ☞ CL-EX to confirm and quit

### 3.1.2 CLOCK SETTING

From the master programming menu select the clock menu.

#### Commands available

- ☞   to select the parameter to be modified
- ☞ ... to program the date and the time
- ☞ CL-EX to confirm and quit

### 3.1.3 ACTIVATION OF CHIME

The function chime permits to define a zone or a group of zones the opening of which is signalled by buzzer if the control panel is in stand-by. According to programming, the buzzer can be activated once for 2 seconds on every opening of the zone or for 3 seconds on every opening and continuously if the zone remains open.

From the master programming menu select the function menu and select the chime parameter, by pressing:

- ☞   to select the parameter chime
- ☞  (YES) to confirm the selection

#### SELECTION OF THE ZONE

- ☞   to select the zone (1 to 20)
- ☞  (YES) to confirm the selection

On the display is viewed current programming:

- [ ] Function chime inactive
- [ # ] Function chime active

#### Commands available

- ☞  (YES) to activate the function chime on the zone selected
- ☞  (NO) to deactivate the function chime on the zone selected
- ☞ CL-EX to confirm and quit

### 3.1.4 CREATION/MODIFICATION OF THE PROGRAMS

It is possible to create 4 programs that group the zones (1 to 20 each) to be activated, i.e. enabled for the detection of alarms, simultaneously. The programs can be modified afterwards including or removing zones from it.

From the master programming menu select the program menu.

#### SELECTION OF THE PROGRAM

- ☞   to select the program (1 to 4)
- ☞  (YES) to confirm the selection

Initiate the creation/modification of the program by pressing:

- ☞  (YES) to create/modify the program selected

#### SELECTION OF THE ZONES

- ☞   to select the zones (1 to 20)
- ☞  (YES) to confirm the selection

On the display is viewed current programming:

- [ ] Zone not included in the program selected
- [ # ] Zone included in the program selected

#### Commands available

- ☞  (YES) to include the zone in the program selected
- ☞  (NO) to remove the zone from the program selected
- ☞ CL-EX to confirm and quit



#### WARNING

If a zone is included in more than one program and is defined common zone, it is only activated when all the programs it belongs to are armed.

### 3.1.5 PARAMETERIZATION OF THE TIMERS AND ACCESS PERIODS

Menu Time 9

From the master programming menu select the time menu.

**Submenus**

- Timers
- Access periods of the codes/keys

**Commands available**

- ☞ to select the submenu
- ☞ **#(YES)** to confirm the selection

Time Timers 2

#### 3.1.5.1 TIMERS

The timers permit scheduling of determined functions, such as arming/disarming of the programs and activation/deactivation of bypass. The control panel provides 4 independent timers.

**SELECTION OF THE TIMER**

- ☞ to select the timer to be programmed
- ☞ **#(YES)** to confirm the selection

**Submenus**

- Action (e.g. arming/disarming, activation/deactivation of bypass)
- Attribute (frequency of activation of the timer)
- Programs (the timer is to act on)
- Time (activation time of the timer)
- Temporary block (skip the next activation)

**Commands available**

- ☞ to select the parameter to be programmed
- ☞ **#(YES)** to confirm the selection

Timers Timer 01 1

**ACTION**

Every timer can execute one of the following actions:

- Arming of the programs
- Disarming of the programs
- Activation of bypass
- Deactivation of bypass
- Activation of the remote controls
- Deactivation of the remote controls
- Arming with system status control

**Commands available**

- ☞ to select the action to be executed
- ☞ **#(YES)** to confirm the selection
- ☞ **CL-EX** to confirm programming and quit

Timer 01 Action 1

**ATTRIBUTE**

Every timer can be activated with the following frequencies:

- |                     |                 |                   |
|---------------------|-----------------|-------------------|
| ● Inactive          | ● Every holiday | ● Every Wednesday |
| ● Every day         | ● Every Sunday  | ● Every Thursday  |
| ● Every working day | ● Every Monday  | ● Every Friday    |
| ● Every holiday eve | ● Every Tuesday | ● Every Saturday  |

**Commands available**

- ☞ to select the attribute of activation
- ☞ **#(YES)** to confirm the selection
- ☞ **CL-EX** to confirm programming and quit

Timer 01 Attribute 2

**PROGRAMS**

Every timer can act on the programs associated.

On the display is viewed current programming for every program:

- [ ] Program not associated to the timer selected
- [ # ] Program associated to the timer selected

**Commands available**

- ☞ **#(YES)** to associate the program to the timer selected
- ☞ **\* (NO)** to undo the existing association
- ☞ **CL-EX** to confirm and quit

Timer 01 Programs 3

Programs Program 01 [ # ] 1

**TIME**

Every timer can be activated at a determined hour.

**Commands available**

- ☞ to select the parameter to be modified
- ☞ **0...9** to program the hour of activation
- ☞ **CL-EX** to confirm and quit

Timer 01 Time 4

Time 12 : 32 [hh:mm]

Timer 01 Blocked	5 [ # ]
---------------------	------------

### TEMPORARY BLOCK

Permits the temporary block of the timer selected, i.e. its next activation is skipped. The timer is activated again upon the subsequent activation.

On the display is viewed current programming:

- [ ] Timer not blocked
- [ # ] Timer blocked on the next activation

#### Commands available

- [ # ] (YES) to skip the next activation of the timer selected
- [ \* ] (NO) to undo the temporary block
- CL-EX to confirm and quit

### 3.1.5.2 ACCESS PERIODS OF THE CODES/ELECTRONIC KEYS/WIRELESS KEYS

The access periods permit scheduling of the access to the system with code, electronic key and wireless key. The control panel provides a total of 2 independently programmable access periods.

#### SELECTION OF THE ACCESS PERIODS

- to select the access period to be programmed
- [ # ] (YES) to confirm the selection

#### Submenus

- Attribute beginning (frequency of activation)
- Attribute end (frequency of deactivation)
- Time beginning (activation time)
- Time end (deactivation time)

#### Commands available

- to select the parameter to be programmed
- [ # ] (YES) to confirm the selection

Time Acc. periods	3
----------------------	---

Acc. periods Period 01	1
---------------------------	---

Period 01 Attrib. beg.	1
---------------------------	---

Period 01 Attrib. end	2
--------------------------	---

#### ATTRIBUTE

Every access period can be activated with the following frequencies:

- Inactive
- Every day
- Every working day
- Every holiday eve
- Every holiday
- Every Sunday
- Every Monday
- Every Tuesday
- Every Wednesday
- Every Thursday
- Every Friday
- Every Saturday

#### Commands available

- to select the parameter to be programmed
- [ # ] (YES) to confirm the selection
- CL-EX to confirm programming and quit

#### TIME OF BEGINNING/END

For every access period it is possible to program the time of beginning and end of the access to the system, i.e. enabling and disabling of the codes, electronic keys and wireless keys.

#### Commands available

- to select the parameter a programar
- to program the time of beginning and end
- CL-EX to confirm and quit

Period 01 Hour beg.	3
------------------------	---

Period 01 Hour end	4
-----------------------	---

### 3.1.6 PARAMETERIZATION OF THE TELEPHONE SECTION

From the master programming menu select the telephone menu.

#### Submenus

- Setting
- Channel A (parameters of channel A)
- Channel B (parameters of channel B)
- Channel C (parameters of channel C)
- Channel D (parameters of channel D)
- Channel E (parameters of channel E)
- Channel F (parameters of channel F)
- Channel G (parameters of channel G)
- Channel H (parameters of channel H)
- Call back (numbers and condition of execution of the call back)
- Mobile (parameters of the GSM GPRS module)

#### Commands available

- to select the parameter to be programmed
- [ # ] (YES) to confirm the selection

Menu Telephone	10
-------------------	----

Telephone Setting 1

### 3.1.6.1 GENERAL SETTINGS

#### Submenus

- Answering mode (enables answering to incoming calls)
- Number of rings prior to answering

#### Commands available

- ☞ to select the parameter to be programmed
- ☞ (YES) to confirm the selection

#### ANSWERING MODE

Permits enabling of the control panel for answering to incoming calls. Enabling of the answering mode is indispensable in order to give the installer access to the system for remote programming or call back.

On the display is viewed current programming:

- [ # ] Answering mode enabled
- [ ] Answering mode disabled

#### Commands available

- ☞ (YES) to enable the answering mode
- ☞ (NO) to disable the answering mode
- ☞ **CL-EX** to confirm and quit

Setting Answer 1 [ ]

Setting Rings 11

#### NUMBER OF RINGS PRIOR TO ANSWERING

The control panel can be programmed so as to answer to incoming calls after a minimum of 3 and a maximum of 17 rings.

#### Commands available

- ☞ ... to program the number of rings prior to answering
- ☞ **CL-EX** to confirm and quit

Rings 11 17

### 3.1.6.2 PARAMETERIZATION OF THE TELEPHONE CHANNELS (A...H)

The control panel supplies 8 independent telephone channels (A...H). For every channel it is possible to program 2 telephone numbers, one principal that is always called first and one reserve number that is only called if the line is busy or if there is no answer. The control panel makes 4 attempts per channel alternating the principal and the reserve number.

#### SELECTION OF THE CHANNEL

- ☞ to select the telephone channel to be programmed
- ☞ (YES) to confirm the selection

#### Submenus

- Principal number (max. 15 digits)
- Reserve number (max. 15 digits)

Telephone Channel A 3

#### TELEPHONE NUMBERS

Select the telephone number to be programmed by pressing:

- ☞ to select the telephone number to be programmed
- ☞ (YES) to confirm the selection

#### Commands available

- ☞ to delete the last digit
- ☞ ... to program the telephone number
- ☞ to program the DTMF symbols # (hash) and \* (star) inside the number
- ☞ **MEM** to program a pause
- ☞ **CL-EX** to confirm and quit

Channel A First number 1

First number 011555666677777

### 3.1.6.3 DIRECT CALL BACK

The call back is a procedure designed to protect the installer as well as the owner of the system against attempts at sabotage. If the installer (or monitoring station) calls the control panel, after the first data exchange, the control panel interrupts the communication and recalls the call back number programmed. Enabling this function, the direct call back is enabled.

#### Commands available

- ☞ (YES) to enable the call back
- ☞ (NO) to disable the call back
- ☞ **CL-EX** to confirm and quit

Call back Call 5

Call \* NO # YES

### 3.1.6.4 PARAMETERIZATION OF THE GSM GPRS MODULE

If prepaid SIM cards are used, some of the mobile service providers allow to request the remaining airtime via SMS message.

#### Submenus

- Provider no. The telephone number the service provider has reserved for receiving the SMS with the remaining airtime request.
- Enabl.credit SMS Enables the remaining airtime request via SMS message as

Telephone Mobile 12

Mobile Provider no. 4

Mobile 7  
Enabl.credit SMS [ ]

Mobile 8  
Prog. credit SMS

Mobile 9  
Prog.SMS heading

an alternative to the phone call. If the function is disabled, a phone call is made instead of sending an SMS message to the programmed provider number.

- Prog. credit SMS Programming of the credit request SMS (if necessary)
- Prog.SMS heading Programming of the heading to precede the SMS alarm messages, similar to the opening message of the voice calls (max. 40 characters).

#### SELECTION OF THE FUNCTION

- ☞ [↓] [↑] to select the function
- ☞ [#] (YES) to confirm the selection

#### Commands available

- ☞ [#] (YES) to enable the function
- ☞ [\*] (NO) to disable the function
- ☞ [0]...[9] to enter the value
- ☞ CL-EX to accept programming and quit the submenu

#### ENABLING OF THE REMAINING AIRTIME REQUEST VIA SMS

Permits enabling/disabling of the request of the remaining airtime via SMS message at the programmed provider number:

- [ ] Request of remaining airtime through phone call
- [#] Request of remaining airtime via SMS

Prog. credit SMS  
Waiting

Prog. credit SMS  
Completed

#### PROGRAMMING OF THE CREDIT REQUEST SMS

Permits programming of the text of the SMS message requesting the remaining airtime (if necessary), e.g. PRE CRE SIN for Italian service provider TIM. Use a mobile telephone to program the text of the credit request SMS and send it to the number of the SIM card of the control panel.

#### Reception of the credit request SMS

Press the hash key # (YES) to put the control panel into the reception mode. On the display of the console is viewed **Waiting**.

On reception of the credit request SMS, on display of the console is viewed **Completed**. The credit request SMS has been stored.

#### Commands available

- ☞ [#] (YES) to start the reception
- ☞ CL-EX to accept programming and quit the submenu

#### REMAINING AIRTIME REQUEST

Once the provider number and the credit request SMS have been programmed, it is possible to check the remaining airtime via SMS message proceeding as follows:

- Send an SMS message saying "TP420GSM CREDIT" (small or capital letters, the input is not case sensitive) to the telephone number of the prepaid SIM card of the control panel
- On reception of the SMS message the control panel interrogates the remaining airtime by sending the programmed credit request SMS to the provider number
- On reception of the SMS with the remaining airtime from the provider the control panel transmits the SMS message to the mobile phone number you have used for the request.

Prog.SMS heading  
Waiting

Prog.SMS heading  
Completed

#### PROGRAMMING OF THE SMS HEADING

Permits programming of the heading of the SMS alarm messages, similar to the opening message of the voice calls. Use a mobile telephone to program the SMS heading and send it to the number of the SIM card of the control panel.

#### Reception of the SMS heading

Press the hash key # (YES) to put the control panel into the reception mode. On the display of the console is viewed **Waiting**.

On reception of the SMS heading, on display of the console is viewed **Completed**. The SMS heading has been stored.

#### Commands available

- ☞ [#] (YES) to start the reception
- ☞ CL-EX to accept programming and quit the submenu



#### WARNING

The heading of the SMS messages should not exceed a maximum length of 40 characters. Any further characters will be cut off.

## GENERAL NOTES ON SMS MESSAGES

### SMS FORMAT

The SMS are always composed of a heading (introductory frase) containing general information and the event description.

A typical heading would be "TP4-20 GSM Smith".

The event description is identical with that stored in the event log, e.g. "Arming Program 1 [Perimeter]".

### SMS TYPE

There are two types of SMS messages:

- Traditional SMS (protocol 166)
- SMS with warning signal (protocol 167)  
Prior to transmitting the SMS message, the control panel makes the addressee's mobile phone ring until the latter answers the phone. If the addressee does not answer the call, the transmission is cancelled.  
This is to ensure that the addressee notices the arrival of the SMS message.

## 3.1.7 PROGRAMMING OF THE CODES

From the master programming menu select the code menu.

### Submenus

- Master (definition of the functions the code is to be enabled for)
- Standard user (definition of the functions every single one of the 20 codes is to be enabled for)

### Commands available

- ☞  to select the code to be programmed
- ☞  (YES) to confirm the selection

### 3.1.7.1 MASTER CODE

The master code is usually reserved to the owner of the system. By default, it is enabled for acting on all the programs of the system. It is always enabled, i.e. the period of recognition of the code cannot be limited.

### Submenus

- Code (programming of the code)
- Programs (association of the programs (1 to 4) the selected code is to act on)
- Attribute (programming of the function of the code)

### Commands available

- ☞  to select the parameter to be programmed
- ☞  (YES) to confirm the selection

### CODE

According to programming effected by the installer it is possible to program a code of 4, 5 to 6 digits.

### Commands available

- ☞  to delete an existing code
- ☞  to program the master code
- ☞ **CL-EX** to confirm and quit

### PROGRAMS

The association code-programs determines the programs (1 to 4) the code is to act on, i.e. the programs it may arm/disarm or partset (by default all 4 programs)

On the display is viewed current programming:

- [ ] Program not associated to the code selected
- [ # ] Program associated to the code selected

### Commands available

- ☞  to select the program
- ☞  (YES) to associate the program to the code selected
- ☞  (NO) to undo the association
- ☞ **CL-EX** to confirm and quit

### ATTRIBUTE

The following functions can be programmed:

- Bypass (enables the code for the bypass of the programs)
- Bypass general alarms (enables the code for arming of the system in presence of general alarms, i.e. tamper, low battery, power failure, supervision, trouble modules)
- Hold-up (enables the code for the release of a silent alarm in case of hold-up. The hold-up alarm is released by entering a valid code reducing the last digit by one, e.g. default master code 12345, hold-up code 12344. If the code ends in 0

Menu Codes 11

Codes Master code 3

Master code Code 1

Master code 12345

Master code Programs 3

Programs Program 01 [ # ]

Master code Attribute 4

- (e.g. 12340), the hold-up code ends in 9 (e.g. 12349))
- Automatic abort on disarming (enables the code for the automatic block of the alarm call cycles of all the active telephone channels and those waiting upon disarming of the system)
- Manual general abort (enables the code for the block of the alarm call cycles of all the active telephone channels and those waiting entering the master code again and pressing CL-EX on the console once the system has been disarmed)
- Disabling remote arming/disarming by telephone (**disables** the code from arming/disarming of the programs by telephone)
- Disabling direct arming/disarming (**disables** the code from direct arming/disarming, i.e. pressing # (hash) for simultaneous arming of all the programs enabled)
- Disabling exclusion (**disables** the code from the exclusion of zones (manual or automatic) upon arming. In case of arming in presence of open zones, these are activated and release the alarm.)

On the display is viewed current programming:

[ ] Function disabled  
[ # ] Function enabled

#### Commands available

- ☞ to select the function
- ☞ **# (YES)** to enable the function
- ☞ **\* (NO)** to disable the function
- ☞ **CL-EX** to confirm and quit

### 3.1.7.2 STANDARD USER CODES

The control panel recognizes up to 20 standard user codes to be used for arming/disarming or bypass of the programs associated.

The standard user codes have the same length as the master code and they can be enabled for arming of the system using the programs analogously to the master code.

#### SELECTION OF THE CODE

- ☞ to select the code to be programmed (1 to 20)
- ☞ **# (YES)** to confirm the selection

#### Submenus

- Code (programming of the code)
- Access periods (association of the access periods (de 1 a 8) during which the selected code is enabled, i.e. recognized by the control panel)
- Programs (association of the programs (1 to 4) the selected code is to act on)
- Attribute (programming of the function of the code)

#### CODE

According to programming effected by the installer it is possible to program a code of 4, 5 or 6 digits.

#### Commands available

- ☞ to delete an existing code
- ☞ **0...9** to program the standard user code
- ☞ **CL-EX** to confirm and quit

#### ACCESS PERIODS

The access periods (1 to 2) limit the period of recognition of the code selected by the control panel. Outside the access periods associated, the entering of the code will have no effect.

On the display is viewed current programming:

[ ] Access period not associated to the code selected  
[ # ] Access period associated to the code selected

#### Commands available

- ☞ to select the access period
- ☞ **# (YES)** to associate the access period to the code selected
- ☞ **\* (NO)** to undo the association
- ☞ **CL-EX** to confirm and quit

#### PROGRAMS

The association code-programs determines the programs (1 to 4) the code is to act on, i.e. the programs it may arm/disarm or partset.

On the display is viewed current programming:

[ ] Program not associated to the code selected  
[ # ] Program associated to the code selected

#### Commands available

- ☞ to select the program
- ☞ **# (YES)** to associate the program to the code selected

Codes User codes	4
---------------------	---

User codes Code 01	1
-----------------------	---

Code 01 Code	1
-----------------	---

Code 01 11111	
------------------	--

Code 01 Acc. periods	2
-------------------------	---

Acc. periods Period 01	[ # ]
---------------------------	-------

Code 01 Programs	3
---------------------	---

Programs Program 01	[ # ]
------------------------	-------

- ☞ \* (NO) to undo the association
- ☞ CL-EX to confirm and quit

Code 01 Attribute	4
----------------------	---

### ATTRIBUTE

The following functions can be programmed:

- Bypass (enables the code for the bypass of the programs associated)
- Bypass general alarms (enables the code for arming of the system in presence of general alarms, i.e. tamper, low battery, power failure, supervision, trouble modules)
- Hold-up (enables the code for the release of a silent alarm in case of hold-up. The hold-up alarm is released by entering a valid code reducing the last digit by one, e.g. standard user code 11115, hold-up code 11114. If the code ends in 0 (e.g. 11110), the hold-up code ends in 9 (e.g. 11119))
- Automatic abort on disarming (enables the code for the automatic block of the alarm call cycles of all the active telephone channels and those waiting upon disarming of the system)
- Manual general abort (enables the code for the block of the alarm call cycles of all the active telephone channels and those waiting entering the master code again and pressing CL-EX on the console once the system has been disarmed)
- Disabling remote arming/disarming by telephone (**disables** the code from arming/disarming of the programs by telephone)
- Disabling direct arming/disarming (**disables** the code from direct arming/disarming, i.e. simultaneous arming/disarming of all the programs enabled for by pressing # (hash))
- Disabling exclusion (**disables** the code from the exclusion of zones (manual or automatic) upon arming. In case of arming in presence of open zones, these are activated and release the alarm.)

On the display is viewed current programming:

[ ] Function disabled  
[ # ] Function enabled

#### Commands available

- ☞ ↑ ↓ to select the function
- ☞ # (YES) to enable the function
- ☞ \* (NO) to disable the function
- ☞ CL-EX to confirm and quit

Menu Keys	12
--------------	----

### 3.1.8 PROGRAMMING OF THE KEYS

From the master programming menu select the key menu.

The control panel recognizes up to 16 electronic keys to be used for arming/disarming or bypass of the programs associated.

#### SELECTION OF THE KEY

- ☞ ↑ ↓ to select the key to be programmed (1 to 16)
- ☞ # (YES) to confirm the selection

#### Submenus

- Access periods (association of the access periods (1 to 2) during which the key selected is to be enabled, i.e. recognized by the control panel)
- Programs (association of the programs (1 to 4 - **max. 3**) the code selected is to act on)
- Attribute (programming of the function of the key)
- Learning (reading of the code of the key).

#### Commands available

- ☞ ↑ ↓ to select the parameter to be programmed
- ☞ # (YES) to confirm the selection

Keys Key 01	1
----------------	---

Key 01 Acc. periods	2
------------------------	---

#### ACCESS PERIODS

The access periods (1 to 2) limit the period of recognition of the key selected by the control panel. Outside the access periods associated the introduction of the key will have no effect.

On the display is viewed current programming:

[ ] Access period not associated to the key selected  
[ # ] Access period associated to the key selected

#### Commands available

- ☞ ↑ ↓ to select the access period
- ☞ # (YES) to associate the access period to the key selected
- ☞ \* (NO) to undo the association
- ☞ CL-EX to confirm and quit

Acc. periods Period 01	[ # ]
---------------------------	-------

Key 01                      3  
Programs

Programs  
Program 01            [ # ]

Key 01                      4  
Attribute

### PROGRAMS

The association key-programs determines the programs (1 to 4) the key is to act on, i.e. the programs it may arm/disarm or partset.

On the display is viewed current programming:

[ ]     Program not associated to the key selected

[ # ]   Program associated to the key selected

#### Commands available

- ☞ to select the program
- ☞ **(YES)** to associate the program to the key selected
- ☞ **(NO)** to undo the association
- ☞ **CL-EX** to confirm and quit

### ATTRIBUTE

The following functions can be programmed:

- Bypass (enables the key for the bypass of the programs associated)
- Bypass general alarms (enables the key for arming of the system in presence of general alarms, i.e. tamper, low battery, power failure, supervision, trouble modules)
- Confirmation of disarming (hold-up block, i.e. on disarming with electronic key a timer (programmable by the installer) is activated on rundown of which a hold-up alarm is released unless a valid user code is entered on one of the consoles connected)
- Automatic abort on disarming (enables the key for the automatic block of the alarm call cycles of all the active telephone channels and those waiting on disarming of the system)
- Disabling exclusion (**disables** the key from the exclusion of zones (manually or automatically) upon arming. In case of arming in presence of open zones, these are activated and release the alarm.)
- Quick disarming  
If enabled and the control panel is armed, on introducing the electronic key into the key reader, all the associated programs are disarmed. Consider that this key will always arm and disarm only the first program associated.

On the display is viewed current programming:

[ ]     Function disabled

[ # ]   Function enabled

#### Commands available

- ☞ to select the function
- ☞ **(YES)** to enable the function
- ☞ **(NO)** to disable the function
- ☞ **CL-EX** to confirm and quit

Key 01                      5  
Learning

Key 01  
Learning                      [ # ]

Learning  
Waiting



Learning  
Completed

### LEARNING

Before it is recognized by the control panel, the key must be learnt. This process consists in storing the ID code of the device in the memory of the control panel.

On the display is viewed current programming:

[ ]     Key not learnt (unknown)

[ # ]   Key learnt (recognized)

#### Deletion of an existing key

Prior to learning of a new key, a possible existing one must be deleted by pressing:

- ☞ **(NO)** to delete an existing key

### LEARNING OF A NEW KEY

If the key selected has not yet been programmed (or the existing key has been deleted), the control panel is waiting.

On the display is viewed **Learning Waiting** and the third led on the key reader (yellow) is blinking.

- Insert the key to be learnt into the key reader  
The code of the key is stored in the memory of the control panel. Once the process has been completed, on the display is viewed **Learning Completed** and the led becomes lit.
- Remove the key from the key reader  
The led is switched off and the control panel returns to the key menu for programming of further electronic keys.

### 3.1.9 PROGRAMMING OF THE WIRELESS KEYS

Menu WL keys	13
-----------------	----

WL keys WL key 01	1
----------------------	---

From the master programming menu select the wireless key menu. The control panel recognizes up to 16 wireless keys to be used for total arming/disarming, arming/disarming of the programs associated as well as activation/deactivation of a remote control. Every wireless key provides 3 programmable function keys.

#### SELECTION OF THE WIRELESS KEYS

☞ to select the wireless key to be programmed (1 to 16)  
☞ (YES) to confirm the selection

#### Submenus

- Access periods (association of the access periods (1 to 2) during which the wireless key selected is to be enabled, i.e. recognized by the control panel)
- Association function keys (association of arming/disarming of the programs (1 to 4) or the activation/deactivation of the remote controls (1 to 2) to the 3 function keys of the wireless keys)
- Attribute (programming of the function of the wireless key)
- Learning (storage of the code of the wireless key).

#### Commands available

☞ to select the parameter to be programmed  
☞ (YES) to confirm the selection

WL key 01 Acc. periods	1
---------------------------	---

Acc. periods Period 01	[ # ]
---------------------------	-------

#### ACCESS PERIODS

The access periods (1 to 2) limit the period of recognition of the wireless key selected by the control panel. Outside the access periods associated pressing of the function keys of the wireless key will have no effect.

On the display is viewed current programming:

[ ] Access period not associated to the wireless key selected  
[ # ] Access period associated to the wireless key selected

#### Commands available

☞ to select the access period  
☞ (YES) to associate the access period to the wireless key selected  
☞ (NO) to undo the association  
☞ **CL-EX** to confirm and quit

WL key 01 Ass. buttons	2
---------------------------	---

Ass. buttons Button 01	1
---------------------------	---

#### FUNCTION KEYS

Every wireless key provides 3 function keys freely associable to various functions.

#### SELECTION OF THE FUNCTION KEY

☞ to select the key to be programmed  
☞ (YES) to confirm the selection

The following functions can be programmed:

- Deactivated (key not associated to any function)
- Total disarming (disarming of all the programs armed by this wireless key)
- Arming program (arming of the program associated)
- Disarming program (disarming of the program associated)
- Activation/deactivation remote control (inversion of status of the remote control associated, i.e. pressing the key the first time activates and the second time deactivates the wireless key)
- Activation remote control (activation of the function associated to the remote control associated)
- Deactivation remote control (deactivation of the function associated to the remote control associated)

On the display is viewed current programming:

[ ] Function disabled  
[ # ] Function enabled

#### Commands available

☞ to select the function  
☞ (YES) to enable the function  
☞ (NO) to disable the function  
☞ **CL-EX** to confirm and quit

Button 01 Arm. program	3
---------------------------	---

Arm. program Program 01	
----------------------------	--

#### PROGRAM

The association function key-program determines the program (1 to 4) that is armed or disarmed on pressing of the function key selected.

Every key can be associated only one program to.

#### Commands available

☞ to select the program  
☞ (YES) to associate the program to the key selected  
☞ **CL-EX** to confirm and quit

Button 01      6  
ON/OFF rem ctrl

ON/OFF rem ctrl  
Rem. ctrl 01

WL key 01      3  
Attribute

WL key 01      4  
Learning

WL key 01  
Learning      [ ]

Learning  
Waiting

Learning  
Completed

### REMOTE CONTROL

The association function key-remote control determines the remote control (1 to 2) that is activated or deactivated on pressing of the function key selected. Every key can be associated only one remote control to.

#### Commands available

- ☞ to select the remote control
- ☞ (YES) to associate the remote control to the key selected
- ☞ **CL-EX** to confirm and quit

### ATTRIBUTE

The following functions can be programmed:

- Bypass (enables the wireless key for the bypass of the program associated)
- Bypass general alarms (enables the code for arming of the system in presence of general alarms, i.e. tamper, low battery, power failure, supervision, trouble modules)
- Confirmation of disarming (hold-up block, i.e. on disarming with wireless key a timer (programmable by the installer) is activated on rundown of which a hold-up alarm is released unless a valid user code is entered on one of the consoles connected)
- Panic alarm (simultaneous pressing of the keys 2 and 3 of the wireless key selected causes release of a panic alarm)
- Automatic abort on disarming (enables the wireless key for the automatic block of the alarm call cycles of all the active telephone channels and those waiting on disarming of the system)
- Disabling exclusion (**disables** the wireless key for the exclusion of zones (manually or automatically) on disarming. In case of arming in presence of open zones, these are activated and release the alarm.)

On the display is viewed current programming:

- [ ] Function disabled
- [ # ] Function enabled

#### Commands available

- ☞ to select the function
- ☞ (YES) to enable the function
- ☞ (NO) to disable the function
- ☞ **CL-EX** to confirm and quit

### LEARNING

Before it is recognized by the control panel, the wireless key must be learnt. This process consists in storing the ID code of the device in the memory of the control panel.

On the display is viewed current programming:

- [ ] Wireless key not learnt (unknown)
- [ # ] Wireless key learnt (recognized)

#### Deletion of an existing key

Prior to learning of a new wireless key, a possible existing one must be deleted by pressing:

- ☞ (NO) to delete an existing wireless key

### LEARNING OF A NEW KEY

If the wireless key selected has not yet been programmed (or the existing wireless key has been deleted), the control panel is waiting.

On the display is viewed **Learning Waiting**.

- Press the function key 1 for at least 10 seconds to initiate the process. During this period of time, the device transmits its ID code to the control panel. Once the process has been completed, on the display is viewed **Learning Completed**.

The control panel returns to the wireless key menu for programming of further wireless keys.

**Menu Exclusion** 16

**Exclusion Zones** 1

**Zones Ctrl panel Z 4** [ # ]

**Menu Test** 17

**Test Zones** 2

**Zones** - - -

**Zones Zone 25**

**Test Indoor siren** 3

**Test Outdoor siren** 4

### 3.1.10 EXCLUSION OF MODULES

It is possible to voluntarily exclude a device or a zone of the system (e.g. in case of detector fault).

From the master programming menu select the exclusion menu.

#### Submenus

- Zones (exclusion of the zones selected (1 to 20))
- Wireless keys (exclusion of the wireless keys selected (1 to 16))
- Consoles (exclusion of the consoles selected (1 to 8))
- Keypoints (exclusion of the secondary control units selected (1 to 8))
- Supervisory boards (exclusion of the LED signaling panels selected (1 to 4))
- Modules (exclusion of the external input extension module)
- Wireless modules (exclusion of the wireless receiver selected (1 to 2))
- Control panel (exclusion of the control panel)

#### SELECTION OF THE DEVICE

☞ to select the device/zone to be excluded

☞ **#(YES)** to confirm the selection

On the display is viewed current programming:

[ ] Device active/zone active

[ # ] Device excluded/zone excluded

#### Commands available

☞ to select the number of the device/zone to be excluded

☞ **#(YES)** to exclude the device/zone selected

☞ **\* (NO)** to enable the device/zone selected

☞ **CL-EX** to confirm and quit

### 3.1.11 FUNCTIONING TEST

From the master programming menu select the test menu.

#### Submenus

- Zone test (test of opening of the zone inputs)
- Indoor siren test (test of the indoor sirens)
- Outdoor siren test (test of the outdoor sirens)
- Version (viewing of the firmware version of the control panel)
- Led console (test of the leds of the consoles)

#### Commands available

☞ to select the test/viewing to be initialized

☞ **#(YES)** to initialize the test/viewing

#### 3.1.11.1 ZONE TEST

The zone test permits verifying of smooth functioning of the wired zone inputs and of the wireless zones.

On initiating the test, the control panel enters the wait mode and on the display is viewed **Zones** followed by three hyphens (- - -).

Pass by the detectors or open the contacts.

For every zone found open, the buzzer on the consoles sounds for approximately 2 seconds.

After the test, the open zones can be viewed in sequence by pressing:

☞ to view the open zones

The test has no determined duration.

It is possible to interrupt the test at any time by pressing:

☞ **CL-EX** to interrupt the test and quit

#### 3.1.11.2 INDOOR SIREN TEST

The indoor siren test permits the verification of smooth functioning of the sirens as well as of battery charge of the control panel battery.

On initiating the test, the indoor sirens are activated and powered by battery.

After the test, if battery charge is too low, the battery led starts blinking. Verify the battery of the control panel and if need be replace it.

The test takes 60 seconds.

It can be interrupted at any time by pressing:

☞ **CL-EX** to quit

#### 3.1.11.3 OUTDOOR SIREN TEST

The outdoor siren test permits verifying of smooth functioning of the sirens as well as of battery charge of the control panel battery.

On initiating the test, the outdoor sirens are activated and powered by battery.

After the test, if battery charge is too low, the battery led starts blinking. Verify the battery of the control panel and if need be replace it.

The test takes 60 seconds.  
It can be interrupted at any time by pressing:  
☞ **CL-EX** to quit



**WARNING**

During the test, the wireless sirens behave according to programming, i.e. deactivated, sounding only, flashing light only, sounding and flashing light.  
The sounding or flashing time programmed, however, is not considered during the test that has a fix duration of 60 seconds unless it is interrupted by pressing **CL-EX**.

Test Version 5

**3.1.11.4 VIEWING OF THE FIRMWARE VERSION**

On initiating the option, in the second line of the display appears the version and the language of the firmware of the control panel.

(c) Tecnoalarm  
v. 0.9.07 ENG

Test Led console 7

**3.1.11.5 FUNCTIONING TEST OF THE LEDS OF THE CONSOLES**

On initiating the option, all the led of the consoles connected are lit.  
If the led are ok, they are lit.  
The led that are off, are burnt.

Led console

Menu Options 20

**3.1.12 CONTROL PANEL OPTIONS**

From the master programming menu select the option menu.

**Submenus**

- Remote access (enabling of remote programming and monitoring by the installer)
- Protocol (enabling of the communication protocol)

**Commands available**

- ☞ to select the option
- ☞ **(YES)** to confirm the selection
- ☞ **CL-EX** to confirm programming and quit

Options Remote acc. [ # ]

**3.1.12.1 ENABLING OF REMOTE ACCESS**

It is possible to enable the control panel so that the installer may accede to the system using the monitoring station in order to modify programming and monitor the system.  
On the display is viewed current programming:

- [ ] Remote access disabled
- [ # ] Remote access enabled

**Commands available**

- ☞ **(YES)** to enable remote access
- ☞ **(NO)** to disable remote access
- ☞ **CL-EX** to confirm and quit

Options Protocol

**3.1.12.2 PROTOCOL**

Permits to select one of the following communication protocols (usually software):

- Software (standard communication with the monitoring station)
- Ethernet (communication with the ethernet interface PROG NET)

Protocol Software

### 3.2 STANDARD USER MENU

ACCESS TO THE STANDARD USER MENU

Tue 19 JUN 07  
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**USER CODE**  
(e.g. user 1 11111)    1 1 1 1 1    >>>>>

- Access -  
Code 1

    CM LED on

STANDARD USER MENU

### STANDARD USER PROGRAMMING MENU

↓ ↑	ACCESS TO THE STANDARD USER PROGRAMMING MENU	>>>>>	Menu Remote ctrl 1	
-----	--	-------	--------------------	--

STANDARD USER PROGRAMMING MENU

↓ ↑	REMOTE CONTROLS	>>>>>	Menu Remote ctrl 1	
↓ ↑	CLOCK	>>>>>	Menu Clock 2	
↓ ↑	TELEPHONE	>>>>>	Menu Telephone 10	

- ACCESS -  
User 01

Menu Remote ctrl 1

### ACCESS TO THE STANDARD USER PROGRAMMING MENU

In stand-by, i.e. all the programs of the control panel are disarmed and the date and the time are viewed on the display of the LCD console, enter the standard user menu by entering the code (e.g. standard user code 1), e.g.:

☞ **1 1 1 1 1**

On the display is viewed **ACCESS User 01**.

To enter and navigate the standard user programming menu, press the keys:

☞ **↑ ↓**

To enter the submenu selected, press:

☞ **# (YES)**



### WARNING

While a console is in use, all the other consoles of the system are disabled and view **Waiting**.

### Commands available

☞ **↑ ↓** to select the submenu

☞ **# (YES)** to enter the submenu selected

☞ **CL-EX** to confirm programming and quit

Menu Remote ctrl 1

Remote ctrl Rem. ctrl 1 1

Rem. ctrl 1 Activation [ ]

### 3.2.1 ACTIVATION/DEACTIVATION OF THE REMOTE CONTROLS

#### SELECTION OF THE REMOTE CONTROL

☞ **↑ ↓** to select the remote control (1 to 2)

☞ **# (YES)** to confirm the selection

On the display is viewed the current status:

[ ] Remote control deactivated (in stand-by)

[ # ] Remote control active

#### Commands available

☞ **# (YES)** to activate the remote control selected

☞ **\* (NO)** to deactivate the remote control selected

☞ **CL-EX** to confirm and quit

Menu Clock 2

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### 3.2.2 CLOCK SETTING

From the standard user programming menu select the clock menu.

#### Commands available

☞ **↑ ↓** to select the parameter to be modified

☞ **0...9** to program the date and the time

☞ **CL-EX** to confirm and quit

Menu Telephone 10

Telephone Channel A 3

Channel A First number 1

First number 011555666677777

### 3.2.3 PARAMETERIZATION OF THE TELEPHONE SECTION

From the standard user programming menu select the telephone menu.

The standard user is merely entitled to program the telephone channels. The control panel supplies 8 independent telephone channels (A...H).

For every channel it is possible to program 2 telephone numbers, one principal that is always called first and one reserve number that is only called if the line is busy or if there is no answer. The control panel makes 4 attempts per channel alternating the principal and the reserve number.

#### SELECTION OF THE CHANNEL

☞ **↑ ↓** to select the telephone channel to be programmed

☞ **# (YES)** to confirm the selection

The following parameters can be programmed:

- Principal number (max. 15 digits)
- Reserve number (max. 15 digits)

#### TELEPHONE NUMBERS

Select the telephone number to be programmed by pressing:

☞ **↑ ↓** to select the telephone number to be programmed

☞ **# (YES)** to confirm the selection

#### Commands available

☞ **↑ ↓** to delete the last digit

☞ **0...9** to program the telephone number

☞ **# \*** to program the DTMF symbols # (hash) and \* (star) inside the number

☞ **MEM** to program a pause

☞ **CL-EX** to confirm and quit



## 4. CONTROL BY CONSOLE

The control panel can be controlled and programmed through LCD console (LCD020 and LCD012) and controlled through LED console (LED06) by different operators using different access codes.

Each code is enabled to accede to a specific operating level of the control panel.

The system distinguishes the following codes:

- 1 installer code (default code 54321)  
The installer code is reserved for the installer and gives access to the installer programming menu.



**WARNING**

If the control panel is armed, the installer will not be able to execute any programming via console, i.e. he will not have access to the installer programming menu (access denied).

- 1 master code (default code 12345)  
The master code is usually reserved for the owner of the system and gives access to the master programming menu as well as the standard arming/disarming and bypass functions.

ACCESS TO THE MASTER MENU

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**MASTER CODE**  
(default 12345)

1

2

3

4

5

➡

- Access -  
Master

CM LED  
on

MASTER MENU

1	<b>ARMING/DISARMING PROGRAM 1</b>	➡	Arming Program 1	Program LED blinking
2	<b>ARMING/DISARMING PROGRAM 2</b>	➡	Arming Program 2	Program LED blinking
3	<b>ARMING/DISARMING PROGRAM 3</b>	➡	Arming Program 3	Program LED blinking
4	<b>ARMING/DISARMING PROGRAM 4</b>	➡	Arming Program 4	Program LED blinking
#	<b>TOTAL ARMING (ALL OF THE ASSOCIATED PROGRAMS) WITH ZONE EXCLUSION</b>	➡	Arming Ctrl panel OK	All program LED blinking
*	<b>TOTAL DISARMING (ALL OF THE ASSOCIATED PROGRAMS)</b>	➡	Tue 19 JUN 07 Work. 10:45 Vodaf	All program LED off

ACCESS TO THE MASTER PROGRAMMING MENU

MEM	<b>CONSULTATION OF THE EVENT BUFFER</b>	➡	Viewing Events
MEM CL-EX	<b>RESET OF ALARM MEMORY SIGNALING</b>	➡	Tue 19 JUN 07 Work. 10:45 Vodaf
CL-EX	<b>TELEPHONE CHANNEL BLOCK</b>	➡	Abort telephone? * NO # YES

ACCESS TO THE MASTER PROGRAMMING MENU

↓ ↑	<b>ACCESS TO THE MASTER PROGRAMMING MENU</b>	➡	Menu Remote ctrl 1
-----	--	---	-----------------------



**WARNING**

The user who is in possession of the master code, by default, can act on all of the system's programs.

- 20 standard user codes (default code 00000)  
Each code can be enabled singularly for arming/disarming or partset of determined programs.

ACCESS TO THE STANDARD USER MENU			
Tue 19 JUN 07 Work. 10:45 Vodaf	<b>USER CODE</b> (e.g. user 1 11111)	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px 5px;">1</div> </div> <div style="text-align: right; margin-top: 5px;"> </div>	<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">- Access - Code 1</div> <div style="margin-left: 10px;">CM LED on</div>
STANDARD USER MENU			
<div style="border: 1px solid black; padding: 2px 5px;">1</div>	<b>ARMING/DISARMING PROGRAM 1 *</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Arming Program 1</div> <div style="margin-left: 10px;">Program LED blinking</div>
<div style="border: 1px solid black; padding: 2px 5px;">2</div>	<b>ARMING/DISARMING PROGRAM 2 *</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Arming Program 2</div> <div style="margin-left: 10px;">Program LED blinking</div>
<div style="border: 1px solid black; padding: 2px 5px;">3</div>	<b>ARMING/DISARMING PROGRAM 3 *</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Arming Program 3</div> <div style="margin-left: 10px;">Program LED blinking</div>
<div style="border: 1px solid black; padding: 2px 5px;">4</div>	<b>ARMING/DISARMING PROGRAM 4 *</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Arming Program 4</div> <div style="margin-left: 10px;">Program LED blinking</div>
<div style="border: 1px solid black; padding: 2px 5px;">#</div>	<b>TOTAL ARMING (ALL OF THE ASSOCIATED PROGRAMS) WITH ZONE EXCLUSION</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Arming Ctrl panel OK</div> <div style="margin-left: 10px;">All program LED blinking</div>
<div style="border: 1px solid black; padding: 2px 5px;">*</div>	<b>TOTAL DISARMING (ALL OF THE ASSOCIATED PROGRAMS)</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Tue 19 JUN 07 Work. 10:45 Vodaf</div> <div style="margin-left: 10px;">All program LED off</div>
<div style="border: 1px solid black; padding: 2px 5px;">MEM</div>	<b>CONSULTATION OF THE EVENT BUFFER</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Viewing Events</div>
<div style="border: 1px solid black; padding: 2px 5px;">MEM</div> <div style="border: 1px solid black; padding: 2px 5px; margin-left: 5px;">CL-EX</div>	<b>RESET OF ALARM MEMORY SIGNALING</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Tue 19 JUN 07 Work. 10:45 Vodaf</div>
<div style="border: 1px solid black; padding: 2px 5px;">CL-EX</div>	<b>TELEPHONE CHANNEL BLOCK</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Abort telephone? * NO # YES</div>
<div style="border: 1px solid black; padding: 2px 5px;">↓</div> <div style="border: 1px solid black; padding: 2px 5px; margin-left: 5px;">↑</div>	<b>ACCESS TO THE STANDARD USER PROGRAMMING MENU</b>		<div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">Menu Remote ctrl 1</div>

\* IF THE PROGRAM IS ASSOCIATED TO THE CODE ONLY





**WARNING**

If 32 keys are pressed without entering a valid code, a false code alarm is released. In case of false code alarm, the buzzers of all the consoles connected are activated for 30 seconds and the console that has released the alarm is disabled for 2 minutes. To stop the alarm, enter a valid code (master or standard user) on any other console.

## 4.1 ARMING

The control panel can be armed through the programs (1 to 4) in one of the following ways:

- with master code or standard user code enabled for the program in question
- with quick arming command
- with contact connected to a key zone
- automatically by timer

The programs group the zones (1 to 20) to be activated, i.e. enabled for the detection of alarms, simultaneously upon arming of the program. The programs can be armed one at a time (single arming) or simultaneously (multiple arming).

**Common zones (if multiple arming is enabled only)**

If a zone is included in several programs and is defined common zone, it is enabled for the detection of alarms only when all the programs it is included in are armed.

Example: if a system is used by two apartments that share the same entrance zone, the owners of the apartments can arm the proper part of the system independently through the program/s associated to it and with the proper user codes. The common zone (entrance), however, is activated only if the programs of both apartments it is included in are armed simultaneously.

The system distinguishes two types of consoles:

- LCD020 Program-oriented LCD console
- LCD012 Zone-oriented LCD console
- LED06 Zone-oriented LED console

All the three consoles permit arming/disarming and partset of the 4 programs. In addition, they permit arming with the exclusion of open zones.

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OPEN ZONES  
None

OPEN ZONES  
Zone 2

**CHECK SYSTEM STATUS**

Prior to arming of the control panel, when the control panel is in stand-by, always check the system status through the LED of the consoles.

**LCD CONSOLES (LCD020 - LCD012)**

On the LCD consoles, in addition to the LED status, it is possible to view the open zones by pressing # (hash):

 # (YES)

On the display, the open zones are listed in sequence with an interval of approx. 2 seconds between one another. After scanning of the zones the control panel returns to stand-by.

**LED CONSOLE (LED06)**

On the LED consoles, the system status is signaled through the program and zone LED.



**WARNING**

If the program is armed in the presence of open zones, the programmed alarm devices (sirens/logic outputs/telephone channels) are activated unless the open zones are excluded with a procedure explained lateron.

## VIEWING OF SYSTEM STATUS

LED ON (YELLOW) PROGRAM STATUS	
On	program armed
blinking	program partset
slowly blinking	program in arming phase, i.e. exit or entry time (prealarm) or end of bypass warning or automatic arming warning active
blinking quickly	
off	program in stand-by

LED ALARM (RED) PROGRAM ALARM	
On	= alarm stored (alarm memory)
blinking	= program alarm active*
off	= no alarm*

\* In case of hold-up alarm, the LED remain off.

**LED CG (YELLOW)  
GENERAL CONTROL**  
Blinks to signal open direct zones.

LCD020  
Program-oriented  
LCD console

LED P1..P4 (YELLOW) PROGRAM STATUS	
On	= program armed
blinking	program partset
slowly blinking	program in arming phase, i.e. exit or entry time (prealarm) or end of bypass warning or automatic arming warning active
blinking quickly	
off	program in stand-by

ZONE ALARM LED (RED)	
On	= alarm stored (alarm memory)
blinking	= zone alarm active or open zone in arming phase
off	= no alarm

**LED P1..P4 (YELLOW)  
PROGRAM STATUS**

**ZONE ALARM LED (RED)**

LCD012  
Zone-oriented  
LCD console

LED P1..P4 (YELLOW) PROGRAM STATUS	
On	= program armed
blinking	program partset
slowly blinking	program in arming phase, i.e. exit or entry time (prealarm) or end of bypass warning or automatic arming warning active
blinking quickly	
off	program in stand-by

ZONE ALARM LED (RED)	
On	= alarm stored (alarm memory)
blinking	= zone alarm active or open zone in arming phase
off	= no alarm

**LED P1..P4 (YELLOW)  
PROGRAM STATUS**

**ZONE ALARM LED (RED)**

LED06  
Zone-oriented  
LCD console

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Tue 19 JUN 07  
Work. 11:15 ....\*

Tue 19 JUN 07  
Work. 11:15 ...\*\*

Tue 19 JUN 07  
Work. 11:15 ..\*\*\*

Tue 19 JUN 07  
Work. 11:15 .\*\*\*\*

Tue 19 JUN 07  
Work. 11:15 \*\*\*\*\*

### VIEWING OF SERVICE PROVIDER AND SIGNAL POWER (LCD CONSOLES ONLY)

On the display of the LCD020 and LCD012 consoles, in the second line, the service provider (Vodafone etc.) is viewed alternately with the GSM signal power.

### VIEWING OF SIGNAL POWER

The GSM signal power is signaled by means of 1 to 5 stars:

- 1 star lit                   insufficient signal
- 2 stars lit                 bad signal
- 3 stars lit                 reasonable signal
- 4 stars lit                 good signal
- 5 stars lit                 optimum signal

To guarantee the correct functioning, at least two of the stars must be lit.



#### WARNING

Install the control panel in a place with a good GSM signal. To guarantee the correct functioning, at least two of the stars must be lit. If need be, move the control panel to obtain a better coverage.

- ACCESS -  
Master

Arming  
Program x

### 4.1.1 ARMING WITH MASTER CODE

Enter the master code (default code 12345), e.g.:

1 2 3 4 5

During the 10 seconds to come, it is possible to select the programs to be armed/disarmed (pressing the program number the first time the program is selected, pressing it the second time it is deselected).

On every keystroke the counter is reset.

Select the programs to be armed, e.g.:

1 2

#### LCD CONSOLES (LCD020 - LCD012)

Once you have selected the programs, for 10 seconds, on the display is viewed **Arming** followed by the number/name of the programs selected.

#### ALL CONSOLES

The LED corresponding to the programs selected start blinking.

#### IMMEDIATE CONFIRMATION OF ARMING (ABORT OF THE PROGRAM SELECTION TIME)

For 10 seconds after selecting the programs, it is possible to exclude voluntarily some of the zones from the detection of alarms, by means of a procedure explained later on. If you do not wish to exclude any zone, it is possible to confirm the selection without waiting for expiry of the zone exclusion time, by pressing # (hash):

# (YES)



#### WARNING

To abort arming of the selected programs press CL-EX on the LCD020 and LCD012 consoles. The process is aborted and the control panel returns to stand-by.

The abort of the program selection time and the immediate confirmation of arming are only possible through the LCD consoles, the LED console does not allow them.

#### EXIT TIME

The zones defined as delayed, upon arming observe the exit time programmed by the installer. If the programs selected contain delayed zones, on expiry of the zone exclusion time the exit time is to follow. The programs in question are only armed on its expiry. On expiry of the exit time, the program LED become lit and remain lit until

**Arming  
Ctrl panel OK**

disarming of these programs.

**LCD CONSOLES (LCD020 - LCD012)**

On condition that there are no open zones and arming has been completed correctly, on the display is viewed **Arming ctrl panel OK**.

**ALL CONSOLES**

If the programs selected do not contain delayed zones, on expiry (or abort) of the zone exclusion time, the programs in question are armed and the corresponding program LED become lit immediately.

**4.1.1.1 EXCLUSION OF OPEN ZONES**

If there are open zones (direct or delayed type 2), these can be excluded during the 10 seconds zone exclusion time.

A zone may result open, for instance, in case of fault of the detector connected.

**LCD CONSOLES (LCD020 - LCD012)**

The open zones are viewed in sequence on the display.

To arm the programs selected excluding the open zones, press:

  **(YES)**

**LED CONSOLE (LED06)**

In case of open zones the red zone LED blink quickly.

To arm the programs selected excluding the open zones, press:

   **(EXCL)**

**ALL CONSOLES**

The zones remain excluded until disarming of the program. They are activated automatically again the next time the program is armed.

**OPEN ZONES  
Zone xxx**

**ZONES EXCLUDED**



**WARNING**

If the open zones are not excluded, on expiry of the zone exclusion time (and a potential exit time) the programs are armed and the open zones are activated. As a consequence, the alarm is released.

**4.1.1.2 SINGLE ARMING BY KEY**

**LED CONSOLE (LED06)**

If the option **Single arming by key** is enabled (see paragraphs 4.1.4 and 5.16), the LED console permits arming of only one program at a time.

Therefore, after entering the master code it is possible to select only one program.

In case the program selected contains open zones, the corresponding LED start blinking quickly.

Continue as explained in paragraph 4.1.1.1.

**4.1.1.3 VOLUNTARY EXCLUSION OF ZONES**

**LCD CONSOLES (LCD020 - LCD012)**

After selecting the programs to be armed, during the 10-second zone exclusion time, it is possible to exclude some of the zones voluntarily from the detection of alarms.

Select the zones to be excluded pressing:

On the display are viewed in sequence all the zones included in the programs selected.

Exclude the zone selected pressing:

  **(YES)**

Select the next zone to be excluded with the arrow up and arrow down keys or exclude successive zones by pressing # (hash) repeatedly.

Once you have excluded all the zones you wanted to exclude, it is possible to confirm the exclusion and proceed with arming without waiting for expiry of the zone exclusion time by pressing:

 **CL-EX**

If all the zones are excluded, the process is stopped automatically.

**Arming  
Program x**

**EXCLUDE ? with #  
Zone xxx**

**IMMEDIATE CONFIRMATION OF ARMING**

The zone exclusion time expires approximately after 10 seconds from the exclusion of the last zone. It is possible to abort the waiting time and obtain immediate arming by pressing:

  **(YES)**

The zones remain excluded until disarming of the program. They are activated automatically again the next time the program is armed.



**WARNING**

The zones defined as NOT EXCLUDIBLE are not listed. If a zone is already excluded it does not appear in the list either.  
The voluntary exclusion of zones and the immediate confirmation of arming are only possible through the LCD consoles, the LED console does not allow them.

**4.1.1.4 TOTAL ARMING  
LCD CONSOLES (LCD020 - LCD012)**

After entering the master code and during the 10 seconds destined for the selection of the programs, it is possible to obtain total arming, i.e. arming of all of the programs by pressing:

**# (YES)**

The control panel initiates the zone exclusion time.  
The corresponding program LED start blinking.



**WARNING**

Los programas que ya están conectados no se afectan.  
Para abortar la conexión de los programas seleccionados pulsar sobre CL-EX. El proceso se interrumpe y la central vuelve en condición de reposo.  
La conexión total es posible únicamente con las consolas LCD, la consola LED no lo permite.

**4.1.2 ARMING WITH STANDARD USER CODE**

Whereas the master code is always enabled for all the programs, the user codes control merely those programs they have been enabled for by the installer or the holder of the master code.

Enter the user code appropriately programmed, e.g. standard user code number 1:

**1 1 1 1 1**

For the 10 seconds to come, it is possible to select the programs to be armed/disarmed (pressing the program number once the program is selected, pressing it again the program is deselected).

On every keystroke the counter is reset.

Select the programs to be armed, e.g.:

**1 2**

Procede as for arming with master code.

**4.1.2.1 TOTAL ARMING**

See paragraph 4.1.1.4

**4.1.3 QUICK ARMING (IF ENABLED)**

If the function is enabled, it is possible to speed up the arming process by means of the quick arming command.

**LCD CONSOLES (LCD020 - LCD012)**

To arm the system with the quick arming command press \* (star) followed by the program number, e.g.:

**\* 1**

**\* 2**

Repeat the command for all the programs to be armed.

**LED CONSOLE (LED06)**

To arm the system with the quick arming command press \* (star) and 0 (ARM) followed by the program number, e.g.:

**\* 0 (ARM) 1**

**\* 0 (ARM) 2**

Repeat the command for all the programs to be armed.

**- ACCESS -  
User 001**



**WARNING**

Quick arming is only permitted through those consoles that have been programmed appropriately by the installer. It is not permitted in case of trouble/general alarm or fault (low battery, power failure etc.). On the LCD consoles, at the attempt at doing so, on the display is viewed **! ARM. DENIED !** followed by the kind of alarm.

#### 4.1.4 ARMING THROUGH KEY ZONE

The control panel can be armed through a contact connected to a zone programmed as key zone by the installer.  
Every time the contact is opened, all the programs that contain the key zone are armed.



##### WARNING

Arming through key zone is direct, i.e. the exclusion of zones is **not** possible. It is not permitted in case of trouble/general alarm or fault (low battery, power failure etc.). On the LCD consoles, at the attempt at arming the control panel in the presence of trouble/general alarm, on the display is viewed **! ARM. DENIED !** followed by the kind of alarm.

##### EXIT TIME

The zones defined as delayed, upon arming observe the exit time programmed by the installer.

If the programs selected contain delayed zones, on expiry of the zone exclusion time the exit time is to follow. The programs in question are only armed on its expiry.

On expiry of the exit time, the program LED become lit and remain lit until disarming of these programs.

If the programs selected do not contain delayed zones, on expiry (or abort) of the zone exclusion time, the programs in question are armed and the corresponding program LED become lit immediately.

#### 4.1.5 AUTOMATIC ARMING

The control panel can be armed automatically using the 4 timers. Therefore, it is possible to schedule arming of determined programs with a determined frequency and at a determined time.

Arming  
Automatic

##### WARNING OF IMMINENT AUTOMATIC ARMING LCD CONSOLES (LCD020 - LCD012)

At the time and for the period of time programmed by the installer, a warning of imminent automatic arming is displayed.

##### ALL CONSOLES

The program LED on the console are blinking. According to programming, the buzzers of the consoles are activated, too.

##### EXIT TIME

The zones defined as delayed upon arming observe an exit time programmed by the installer.

If the programs selected contain delayed zones, on expiry of the zone exclusion time the exit time is to follow. The programs in question are only armed on its expiry.

Once the exit time has expired, the program LED become lit and remain lit until disarming of these programs.

If the programs selected do not contain delayed zones, the programs in question are armed immediately on disappearance of warning of automatic arming.



##### WARNING

Automatic arming is direct, i.e. the exclusion of zones is **not** possible. It is **always** executed even in the presence of trouble/general alarm or fault (low battery, power failure etc.).

##### ABORT OF AUTOMATIC ARMING

Automatic arming can be aborted in the following way:

- ⇨ Enter the master code
- ⇨ Select the timer menu
- ⇨ Select the timer to be blocked



##### WARNING

Automatic arming can only be aborted by the holder of the master code and only on the LCD consoles. The LED console does not allow it.

#### 4.1.6 ARMING DURING THE ACCESS PERIODS

It is possible to define up to 2 access periods and associate them to the codes. As a consequence, the codes will only be enabled for arming and disarming during the access periods associated by the installer or the holder of the master code.



##### **WARNING**

Outside the access periods associated the codes are not accepted by the control panel and any attempt at acceding to the system will have no effect. On the LCD consoles, at the attempt at doing so, on the display is viewed **ACCESS ! DENIED !**.

**! ARM. DENIED !  
LOW BATTERY**

#### 4.1.7 ARMING DENIED

In the presence of trouble/general alarm arming is not permitted with:

- Code (master or standard user) unless it is enabled for the bypass of general alarms
- Quick arming command
- Key zone

On the LCD consoles, at the attempt at arming the control panel in the presence of trouble/general alarm, on the display is viewed **! ARM. DENIED !** followed by the kind of alarm. Remove the reason of alarm or use a code enabled for the bypass of general alarms.

## 4.2 DISARMING

The control panel can be disarmed through the programs (1 to 4) in one of the following ways:

- with master code or standard user code enabled for the program in question
- with quick disarming command
- with contact connected to a key zone
- automatically by timer

### 4.2.1 DISARMING WITH MASTER CODE

Enter the master code (default code 12345), e.g.:

☞ 1 2 3 4 5

For the 10 seconds to come, it is possible select the programs to be armed/disarmed (pressing the program number once the program is selected, pressing it again the program is deselected).

On every keystroke the counter is reset.

Select the programs to be disarmed, e.g.:

☞ 1 2

#### LCD CONSOLES (LCD020 - LCD012)

During the 10 seconds available for the selection of programs, on the display is viewed **Disarm.** followed by the number/name of the programs selected.

#### ALL CONSOLES

The LED corresponding to the selected programs start blinking.

#### IMMEDIATE CONFIRMATION OF DISARMING (ABORT OF THE PROGRAM SELECTION TIME)

It is possible to confirm the selection without waiting for expiry of the program selection time, by pressing # (hash):

☞ # (YES)

- ACCESS -  
Master

Disarm.  
Program x



#### WARNING

To abort disarming of the selected programs, press **CL-EX** on the LCD consoles (LCD020 and LCD012). The process is aborted and the programs previously armed remain such. The abort and the immediate confirmation of disarming are only possible through the LCD consoles, the LED console does not allow them.

#### 4.2.1.1 DISARMING IN CASE OF SINGLE ARMING BY KEY LED CONSOLE (LED06)

If the option **Single arming by key** is enabled (see paragraphs 4.1.4 and 5.16), the LED console permits arming of only one program at a time.

Therefore, after entering the master code the program that was previously armed is automatically disarmed.

#### 4.2.1.2 TOTAL DISARMING LCD CONSOLES (LCD020 - LCD012)

After entering the master code and during the 10 seconds destined for the selection of the programs it is possible to obtain total disarming, i.e. disarming of all the programs, by pressing:

☞ \* (NO)

The corresponding program LED are switched off and the control panel returns to stand-by.

### 4.2.2 DISARMING WITH STANDARD USER CODE

Whereas the master code is always enabled for all the programs, the standard user codes merely control the programs the have been enabled for by the installer or the holder of the master code.

Enter a user code appropriately programmed, e.g. standard user code number 1:

☞ 1 1 1 1 1

For the 10 seconds to come, it is possible to select the programs to be armed/disarmed (pressing the program number once the program is selected, pressing it again the program is deselected).

On every keystroke the counter is reset.

Select the programs to be disarmed, e.g.:

☞ 1 2

Procede as for disarming with master code.

- ACCESS -  
User 001

#### 4.2.2.1 TOTAL ARMING

See paragraph 4.2.1.2

#### 4.2.3 DISARMING UNDER DURESS (IF ENABLED)

In case of hold-up and/or disarming under duress it is possible to simulate disarming of the system and release simultaneously a hold-up alarm.

For this enter the master code or a standard user code (enabled for the armed programs) reducing the last digit by one unit, e.g. master code (default code 12345):

☞ 1 2 3 4 4

The control panel is apparently disarmed, i.e. all the program LED are switched off, and if appropriately programmed by the installer, the logic outputs of the CPU board and a potential expansion module and a telephone call for hold-up alarm are activated.



#### WARNING

The hold-up alarm does not generate any signaling, neither optical nor acoustic. The event is stored in the event buffer of the control panel.

If the code ends in 0 (e.g. 43670), the hold-up code ends in 9, so 43679.

#### 4.2.4 QUICK DISARMING (IF ENABLED)

If the function is enabled, it is possible to speed up the disarming process by means of the quick disarming command.

##### LCD CONSOLES (LCD020 - LCD012)

To disarm the system with the quick disarming command press the \* (star) key followed by the program number, e.g.:

☞ \* 1

☞ \* 2

Repeat the command for all the programs to be disarmed.

##### LED CONSOLE (LED06)

To disarm the system with the quick arming command press \* (star) and 0 (ARM) followed by the program number, e.g.:

☞ \* 0 (ARM) 1

☞ \* 0 (ARM) 2

Repeat the command for all the programs to be armed.

#### 4.2.5 DISARMING THROUGH KEY ZONE

The control panel can be disarmed through a contact connected to a zone programmed as key zone by the installer.

Every time the contact is opened, all the programs that contain the key zone are disarmed.

#### 4.2.6 AUTOMATIC DISARMING

The control panel can be disarmed automatically using the 4 timers. Therefore, it is possible to schedule disarming of determined programs with a determined frequency and at a determined time. At the set time the timer disarms the associated programs.

#### 4.2.7 DISARMING DURING THE ACCESS PERIODS

It is possible to define up to 2 access periods and associate them to the codes. As a consequence, the codes will only be enabled for arming and disarming during the access periods associated by the installer or the holder of the master code.



#### WARNING

Outside the access periods associated the codes are not accepted by the control panel and any attempt at acceding to the system will have no effect. On the LCD consoles, at the attempt at doing so, on the display is viewed **ACCESS ! DENIED !**.

## 4.3 BYPASS

When the control panel is armed, it is possible to deactivate temporarily part of the system. Upon activation of the bypass, the zones enabled for bypass and included in the armed and partset program/s are deactivated. The other zones are not affected.

The exclusion of zones persists until deactivation of bypass or disarming of the programs they are included in.

### 4.3.1 ACTIVATION OF BYPASS WITH CODE

**Act. bypass  
Program 1**

Enter a code enabled for bypass (master or standard user code enabled for the programs armed) followed by the number of the program to be partset, e.g.:

☞ 6 6 7 7 8  
☞ 1

#### LCD CONSOLES (LCD020 - LCD012)

On the display is viewed **Act. bypass** followed by the program partset.

#### ALL CONSOLES

For the time the bypass is active the corresponding program LED is blinking.



#### WARNING

The zones excluded are those associated to the bypass function and included in the program/s selected.

#### 4.3.1.1 BYPASS IN CASE OF SINGLE ARMING BY KEY LED CONSOLE (LED06)

If the option **Single arming by key** is enabled (see paragraphs 4.1.4 and 5.16), the LED console permits arming of only one program at a time.

Therefore, if the armed program has already been partset, on entering of a code enabled for the bypass of this program, the program is completely armed again. By contrast, if the program is not partset, on entering of the code the aforesaid program is partset.

### 4.3.2 AUTOMATIC ACTIVATION OF BYPASS

The control panel can be partset automatically using the 4 timers. Therefore, it is possible to schedule the activation of bypass of determined programs with a determined frequency and at a determined time. At the set time the timer partsets the associated programs.

### 4.3.3 ACTIVATION OF BYPASS DURING THE ACCESS PERIODS

It is possible to define up to 2 access periods and associate them to the codes. As a consequence, the codes will only be enabled for bypass during the access periods associated by the installer or the holder of the master code.



#### WARNING

Outside the access periods associated the codes are not accepted by the control panel and any attempt at accessing to the system will have no effect. On the LCD consoles, at the attempt at doing so, on the display is viewed **ACCESS ! DENIED !**.

### 4.3.4 DEACTIVATION OF BYPASS WITH CODE

Enter a code enabled for bypass (master or standard user enabled for the programs armed) followed by the number of the program to be reactivated in its integrity, e.g.:

☞ 6 6 7 7 8  
☞ 1

#### LCD CONSOLES (LCD020 - LCD012)

On the display is viewed **Deact. bypass** followed by the program to be re-armed in its integrity.

#### ALL CONSOLES

The LED of the program previously partset becomes lit.

#### 4.3.4.1 BYPASS IN CASE OF SINGLE ARMING BY KEY

See paragraph 4.3.1.1

**Deact. bypass  
Program 1**

### 4.3.5 AUTOMATIC DEACTIVATION OF BYPASS

The bypass can be deactivated automatically using the 4 timers. Therefore, it is possible to schedule the deactivation of the bypass of determined programs with a determined frequency and at a determined time.

At the set time the timer deactivates the bypass and reactivates the associated programs in their integrity.

Arming  
Automatic

#### WARNING OF IMMINENT AUTOMATIC ARMING LCD CONSOLES (LCD020 - LCD012)

At the time and for the period of time programmed by the installer a warning of imminent automatic arming is displayed

#### ALL CONSOLES

The program LED of the console are blinking.

According to programming, the buzzers of the consoles are activated, too.

### 4.3.6 DEACTIVATION OF BYPASS ON EXPIRY OF THE MAXIMUM BYPASS TIME

If a maximum bypass time has been programmed by the installer, on expiry of this time, the bypass is automatically deactivated.

Arming  
Deact. bypass

#### WARNING OF IMMINENT ARMING LCD CONSOLES (LCD020 - LCD012)

For a period of time programmed by the installer before expiry of the maximum bypass time, a warning of imminent arming due to expiry of maximum bypass time is displayed.

#### ALL CONSOLES

The program LED on the console are permanently lit.

According to programming, the buzzers of the consoles are activated, too.

## 4.4 ACTIVATION/DEACTIVATION OF REMOTE CONTROLS

The master and standard user programming menus permit the manual activation and deactivation of the remote controls.

#### LCD CONSOLES (LCD020 - LCD012)

Enter the code, e.g. master code (de fault code 12345):

☞

select the remote control menu:

☞

and select the remote control:

☞

#### Commands available

☞  (YES)

to activate the selected remote control

☞  (NO)

to deactivate the selected remote control

☞ CL-EX

to confirm and quit

#### QUICK ACTIVATION/DEACTIVATION (IF ENABLED)

If the quick menu of the consoles is enabled (see paragraph 5.12) the activation and deactivation of the remote controls without code is possible.

#### LCD CONSOLES (LCD020 - LCD012)

☞   to select the remote control

☞  (YES) to activate the selected remote control

☞  (NO) to deactivate the selected remote control

☞ CL-EX to confirm and quit

#### LED CONSOLE (LED06)

☞   (ARM)  to activate/deactivate the remote control 1

☞   (ARM)  to activate/deactivate the remote control 2

The first time you enter the command, the remote control is activated, the second time it is deactivated.

Menu Remote ctrl 1

Remote ctrl Rem. ctrl 01 1

Rem. ctrl 01 Activation [ # ]

## 4.5 MANUAL ABORT OF TELEPHONE CALLS

**Abort telephone?**  
\* NO # YES

During a telephone call, to stop the active alarm call cycle and those queued up enter a code enabled for the manual abort of the telephone calls followed by the CL-EX key, e.g. master code (default code 12345):

☞ 1 2 3 4 5 **CL-EX**

**Commands available**

☞ # to abort the telephone calls

☞ \* to undo the abort of the telephone calls and quit



**WARNING**

The abort command stops both the active alarm call cycles as well as those queued up. The abort of the telephone calls is not permitted in case of hold-up alarm. In this case, the cycle continues uninterrupted.

## 4.6 CONSULTATION OF THE EVENT BUFFER

**Viewing Events**

30/12 14:18:36  
Access user

30/12 14:18:36  
Master code

30/12 14:18:36  
Keypad 1

The event buffer of the control panel contains the register of all the arming/disarming and bypass processes, alarms and modifications of programming etc.

When the control panel is in stand-by, to consult the event buffer enter the master code (default code 12345) followed by the MEM key, e.g.:

☞ 1 2 3 4 5 **MEM**

**Commands available**

☞ 1 4 to select the events

☞ **CL-EX** to quit

On the display are viewed all the information available for the selected event:

- The first line always shows the date and time the event has occurred
- The second line views in sequence up to 4 parameters, e.g. for access with user code (master or standard user):
  1. Name of the event
  2. Code used
  3. Device used

For those events causing a telephone call the information available on the telephone calls are displayed, too:

- The first line always shows the date and time the event has occurred
- The second line views the issue of the telephone call cycles:
 

Tel. call	Event with telephone call
Issue call X	Issue of the telephone call cycle of the channel indicated (X = channel A...H)
1 - [issue]	Issue of the call on the first number associated to the channel
2 - [issue]	Issue of the call on the second number associated to the channel (see table below)

TELEPHONE CALL ISSUES	
- - -	No call made
Chan. Fault	No call made - telephone section missing
Abt by user	No call made - manual abort by user
No number	No call made - telephone number missing
No tone	No call made - dial tone missing
GSM error	No call made - GSM module fault
Busy	Line busy
No answer	No answer
M. busy	Line busy - GSM
M. no answer	No answer - GSM
Answ. ko	Answer without confirmation - no event confirmed
Answ. part	Answer with partial confirmation - not all events confirmed
Answ. ok	Answer with confirmation - all events confirmed
Answer	Answer ok
M. answ. ko	Answer without confirmation - no event confirmed - GSM
M. answ. ok	Answer with confirmation - all events confirmed - GSM



**WARNING**

The events cannot be deleted from the event buffer.

## 4.7 RESET OF LED SIGNALING

Once the alarm has been stopped, the alarm LED become permanently lit indicating that the alarm has been recognized, the programmed alarm calls have been executed and the alarm has been stored in the event buffer. Alarm memory signaling persists when the control panel is put into stand-by.

On the other hand, blinking LED indicate the presence of active alarms, active alarm call cycles or persisting alarms, e.g. low battery or power failure.

In stand-by, alarm memory signaling (LED lit) can be reset by the holder of the master code even though it does not compromise smooth functioning of the control panel.



**WARNING**

Even though alarm memory signaling has no effect on functioning of the control panel and can therefore remain active, it is recommended to reset it to avoid confusion once the reason of alarm has been identified.

Reset of LED signaling is permitted by the holder of the master code only, exception made of tamper LED signaling, which is permitted by the holder of the installer code only.

- ACCESS -  
Master

Viewing  
Events

Tue 19 JUN 07  
Work. 11:15 vodaf

### LCD CONSOLES (LCD020 - LCD012)

To reset LED signaling enter the master code (default code 12345), followed by the MEM and the CL-EX key, e.g.:

☞ 1 2 3 4 5 MEM CL-EX

All the LED previously lit are switched off. The alarms remain however stored in the event buffer of the control panel.

### LED CONSOLE (LED06)

To reset LED signaling enter the master code (default code 12345), followed by the \*(star) and the MEM CLR key, e.g.:

☞ 1 2 3 4 5 \* MEM CLR

All the LED previously lit are switched off. The alarms remain however stored in the event buffer of the control panel.



**WARNING**

The active alarms are not stopped upon reset of alarm memory signaling. Alarm memory signaling, if it is not reset manually during stand-by, is however reset on arming.

## QUICK COMMANDS - OPERATIONS WITHOUT CODE

Quick arming and disarming as well as the quick activation and deactivation of remote controls count among the quick commands. They are explained in the relative section of this chapter:

- Quick arming paragraph 4.1.3
- Quick disarming paragraph 4.2.4
- Quick activation/deactivation of remote controls paragraph 4.4

### 4.8 RELEASE OF PANIC ALARM

In case of danger, the user can release a panic alarm by pressing the arrow up and arrow down keys (↑ ↓) on the console simultaneously even if the control panel is in stand-by.

If programmed accordingly, the control panel activates a call for panic alarm.



**WARNING**

The release of the panic alarm is only possible through the LCD consoles (LCD020 and LCD012). The LED console does not allow it.

### 4.9 VIEWING OF ZONE STATUS

Viewing  
Control panel

**LCD CONSOLES (LCD020 - LCD012)**

When the control panel is in stand-by, the LCD consoles permit viewing of open zones, by pressing # (hash):

☞ # (YES)

OPEN ZONES  
Zone 2

On the display, all the open zones are displayed in sequence with an interval of approximately 2 seconds between one and the next. After scanning of the zones the control panel returns to stand-by.

**LED CONSOLE (LED06)**

When the control panel is in stand-by, on both the LCD and LED consoles the LED corresponding to the open zones are blinking.

Viewing  
Program 1

**VIEWING OF OPEN ZONE OF A SPECIFIC PROGRAM**

To view the open zones of a specific program, precede the hash key with the program number, e.g.:

☞ 1 # (YES)

### 4.10 VIEWING OF ALARM MEMORY

Viewing  
Control panel

**LCD CONSOLES (LCD020 - LCD012)**

When the control panel is in stand-by, the LCD consoles permit viewing of the alarms that have occurred during the last arming period, by pressing:

☞ MEM

MEM. ALARM  
Zone 2

On the display, all the alarms that have occurred and that have been stored in the event buffer during the last arming period are displayed in sequence with an interval of approximately 2 seconds between one and the next. After scanning of the alarm memory the control panel returns to stand-by.

**LED CONSOLE (LED06)**

When the control panel is in stand-by, on both the LCD and LED consoles the LED corresponding to the alarms that have occurred during the last arming period are lit.

Viewing  
Program 1

**VIEWING OF ALARM MEMORY OF A SPECIFIC PROGRAM**

To view the stored alarms of a specific program, precede the MEM key with the program number, e.g.:

☞ 1 MEM



## 5. CONTROL BY KEYPOINT AND WIRELESS KEY

Among the keypoints count all the secondary control units, i.e.:

- TP PK key interface with key readers for electronic keys  
Permits the control of the first 3 programs
- TP SDN electronic keypad  
Permits the control of the first 4 programs
- TX240-3 wireless key  
The control by wireless key is equivalent to that by key.

### 5.1 CONTROL BY THE TP PK KEY INTERFACE AND THE ATPK KEY READERS

The interface for electronic keys comprises a series of key readers for electronic keys connected via serial bus and permits the control of the first 3 programs with electronic key.

#### 5.1.1 ARMING

The control panel can be armed through the programs (1 to 4). The interface for electronic keys permits arming/disarming and bypass of the programs 1 to 3 with electronic key. The programs group the zones (1 to 20) that are activated, i.e. enabled for the detection of alarms, simultaneously upon arming of the program. The programs can be armed one at a time (single arming) or simultaneously (multiple arming).

The interface for electronic keys permits arming with exclusion of open zones.

#### **Common zones (if multiple arming is enabled only)**

If a zone is included in several programs and is defined as common zone, it is enabled for the detection of alarms only when all the programs it is included in are armed.

Example: if a system is used by two appartments that share the same entrance zone, the owners of the appartments can arm the proper part of the system independently through the program/s associated to it and with the proper electronic keys. The common zone (entrance), however, is activated only if the programs of both appartments it is included in are armed simultaneously.



#### **CHECK SYSTEM STATUS**

Prior to arming of the control panel, always check system status with the help of yellow OCG LED:

- LED blinking quickly = general alarm (e.g. low battery, power failure, tamper) active or system armed (i.e. at least one program is armed) and program alarm active
- LED on = alarm memory
- LED off = system ok

#### **CHECK PROGRAM LED STATUS**

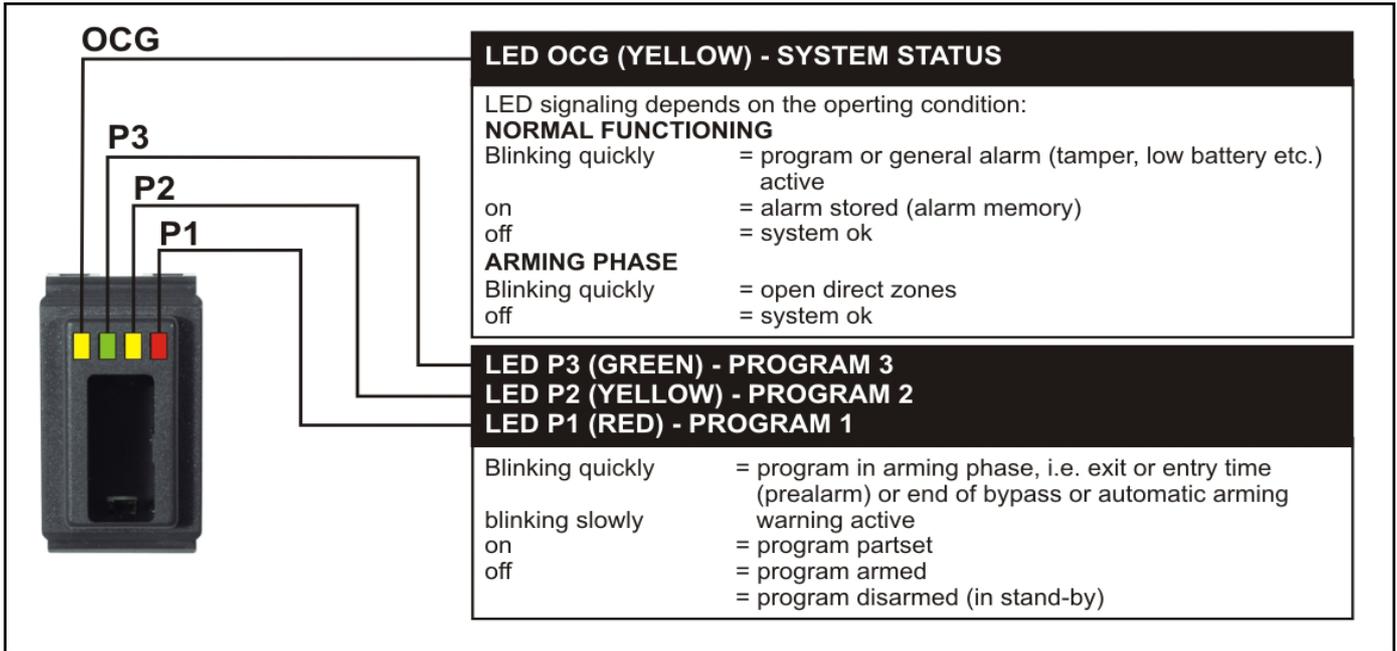
The 3 LED (green, yellow, red) indicate the status of the 3 programs associated:

- LED on = program armed
- LED off = program disarmed
- LED blinking quickly = program in arming phase (i.e. exit or entry time or end of bypass or automatic arming warning active)
- LED blinking slowly = program partset



#### **WARNING**

The interface for electronic keys permits to control merely 3 of the 4 programs through the key readers connected. Program status is signaled by the leds on the key readers.



### 5.1.1.1 SINGLE ARMING

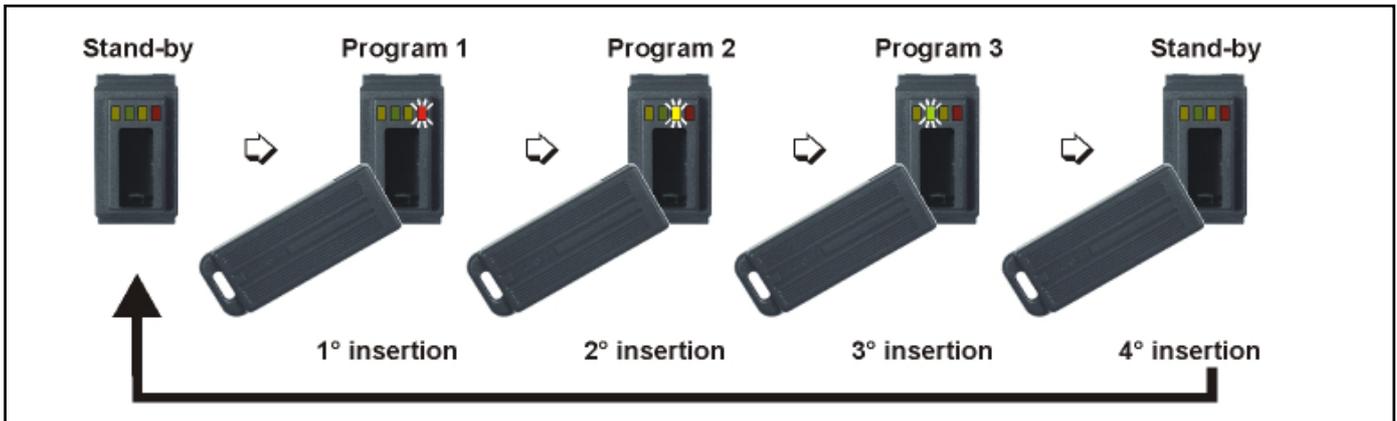
Introduce the electronic key into the key reader.

The LED of the first program associated to the key blinks quickly for 3 seconds. After 3 seconds, the LED corresponding to the program selected starts blinking slowly and the 10-seconds zone exclusion time is started. Remove the key from the key reader.



#### WARNING

If the key is removed and reintroduced within 3 seconds, the next program is selected etc. After selecting the third program, the key reader returns to stand-by.



### ZONE EXCLUSION TIME

For 10 seconds after selecting the program, it is possible to exclude manually the open zones with a procedure explained lateron.

If you do not wish to exclude any zone, it is however possible to select another program deselecting the one you have only just selected by introducing the key into the key reader again.



#### WARNING

On arming of a program in the presence of open zones, the alarm devices programmed (sirens/logic outputs/telephone channels) are activated unless the open zones are excluded with a procedure explained lateron.

### EXIT TIME

The zones defined as delayed upon arming observe the exit time programmed by the installer.

If the program selected contains delayed zones, on expiry of the zone exclusion time follows the exit time and the

program in question is only armed on expiry of the exit time. Once the exit time has expired, the program LED becomes lit and remains lit until disarming of the program.  
If the program selected does not contain delayed zones, on expiry (or abort) of the zone exclusion time, the program in question is armed and the corresponding LED becomes lit immediately.  
Remove the key from the key reader.

#### 5.1.1.2 MULTIPLE ARMING

Introduce the key into the key reader.

The LED of the first program associated to the key blinks quickly for 3 seconds. After 3 seconds, the LED corresponding to the program selected starts blinking slowly and the 10-seconds zone exclusion time is started.  
Remove the key from the key reader.



#### WARNING

If the key is removed and reintroduced within 3 seconds the next program is selected etc. After selecting the third program, the key reader returns to stand-by.

#### ZONE EXCLUSION TIME

For 10 seconds after selecting the program, it is possible to exclude manually the open zones with a procedure explained later on.

If you do not wish to exclude any zone, it is however possible to select other programs in addition to the one you have only just selected by introducing the key into the key reader again.

#### EXIT TIME

The zones defined as delayed upon arming observe the exit time programmed by the installer.

If the programs selected contain delayed zones, on expiry of the zone exclusion time follows the exit time and the programs in question are only armed on expiry of the exit time. Once the exit time has expired, the program LED become lit and remain lit until disarming of these programs.

If the programs selected do not contain delayed zones, on expiry (or abort) of the zone exclusion time, the programs in question are armed and the corresponding leds become lit immediately.

#### 5.1.1.3 EXCLUSION OF OPEN ZONES

After selecting the programs to be armed, during the 10-seconds zone exclusion time, if there are open (direct) zones, the yellow OCG LED is blinking.

A zone may result open for instance in case of fault of the detector connected.

To arm the programs selected with exclusion of open zones introduce and remove the key until the program required is selected. Leave the key in the key reader for the entire zone exclusion time.

The zones remain excluded until disarming of the program. They are activated automatically again the next time the program is armed.



#### WARNING

If the open zones are not excluded, on expiry of the zone exclusion time (or at the latest of the exit time) the programs are armed and the open zones are activated. As a consequence, the alarm is released.

#### 5.1.2 DISARMING

##### 5.1.2.1 SINGLE ARMING

Introduce an electronic key enabled for the program armed into the key reader.

The program is disarmed and the corresponding LED is switched off.

Remove the key from the key reader.

##### 5.1.2.2 MULTIPLE ARMING DIRECT DISARMING ENABLED

Introduce a key enabled for the programs armed into the key reader.

All the programs associated are disarmed simultaneously and the corresponding LED are switched off.

Remove the key from the key reader.

##### DIRECT DISARMING DISABLED

Introduce a key enabled for the programs armed into the key reader and remove it until the program to be disarmed is selected.

The program selected is disarmed and the corresponding led is switched off.

Remove the key from the key reader.



#### WARNING

The electronic key introduced will effect disarming exclusively of the programs it is enabled for. Possible other programs armed are not affected.

### 5.1.3 BYPASS

When the control panel is armed, it is possible to deactivate temporarily part of the system. Upon activation of the bypass, the zones enabled for bypass and included in the program/s armed and partset are deactivated. The other zones are not affected.

The exclusion of zones persists until deactivation of the bypass or disarming of the programs they are included in. Introduce an electronic key enabled for bypass into the key reader:

The corresponding program LED start blinking.

Remove the key from the key reader.



#### **WARNING**

The zones excluded are those associated to the bypass function and included in the programs associated to the key. All the programs associated to the electronic key introduced are partset simultaneously. If one of the programs associated is already partset, the introduction of the key causes the reactivation of this program in its integrity.

#### 5.1.3.1 ACTIVATION OF BYPASS DURING THE ACCESS PERIODS

It is possible to define up to 2 access periods of the electronic keys. As a consequence, the electronic keys are enabled for bypass during the access periods associated by the installer or the holder of the master code only.



#### **WARNING**

Outside the access periods associated the electronic keys are not accepted by the control panel and any attempt at accessing to the system will have no effect. When trying to do so, access denied is signaled.

#### 5.1.3.2 DEACTIVATION OF BYPASS

Introduce an electronic key enabled for bypass into the key reader.

The corresponding program LED start blinking quickly signaling that the arming phase is active. After the arming phase, the LED become lit.

Remove the key from the key reader.

### 5.1.4 SPECIAL OPERATING CONDITIONS

#### 5.1.4.1 FALSE KEY ALARM

The alarm is released when an unknown key is introduced into the key reader.

In case of false key alarm, the yellow OCG LED starts blinking. The control unit in question is disabled for 2 minutes. Simultaneously the buzzers of the consoles connected are activated and the OCG and key leds of all the consoles as well as the led 6 general alarm of the electronic keypads start blinking.

To stop the alarm introduce a valid key or enter a valid user code (master or standard user) on one of the other control units connected.

#### 5.1.4.2 SIMULTANEOUS ARMING BY SEVERAL CODE AND KEY

During the arming process by console or electronic keypad, all the key readers are disabled.

When trying to arm the control panel by key, the 4 LED on the key readers blink for approximately 3 seconds.



#### **WARNING**

It is possible to use only one control unit at a time.

#### 5.1.4.3 AUTOMATIC DISARMING FOR ALARM

If you introduce the key in the presence of a program alarm, all the programs associated to the key and in alarm are disarmed automatically.

#### 5.1.4.4 AUTOMATIC ABORT OF THE TELEPHONE CALLS

If the key has been programmed appropriately, upon disarming of the program the active telephone channels are blocked automatically.

#### 5.1.4.5 GENERAL ALARM

If a general alarm is active (yellow OCG LED is blinking), arming of the control panel by key is not permitted unless the key has been enabled for the bypass of the general alarms.

## 5.2 CONTROL BY THE TP SDN ELECTRONIC KEYPAD

The electronic keypad permits the control of the 4 programs with code. It does not accept the installer code and does not permit programming.

### 5.2.1 ARMING

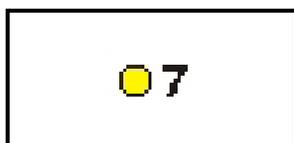
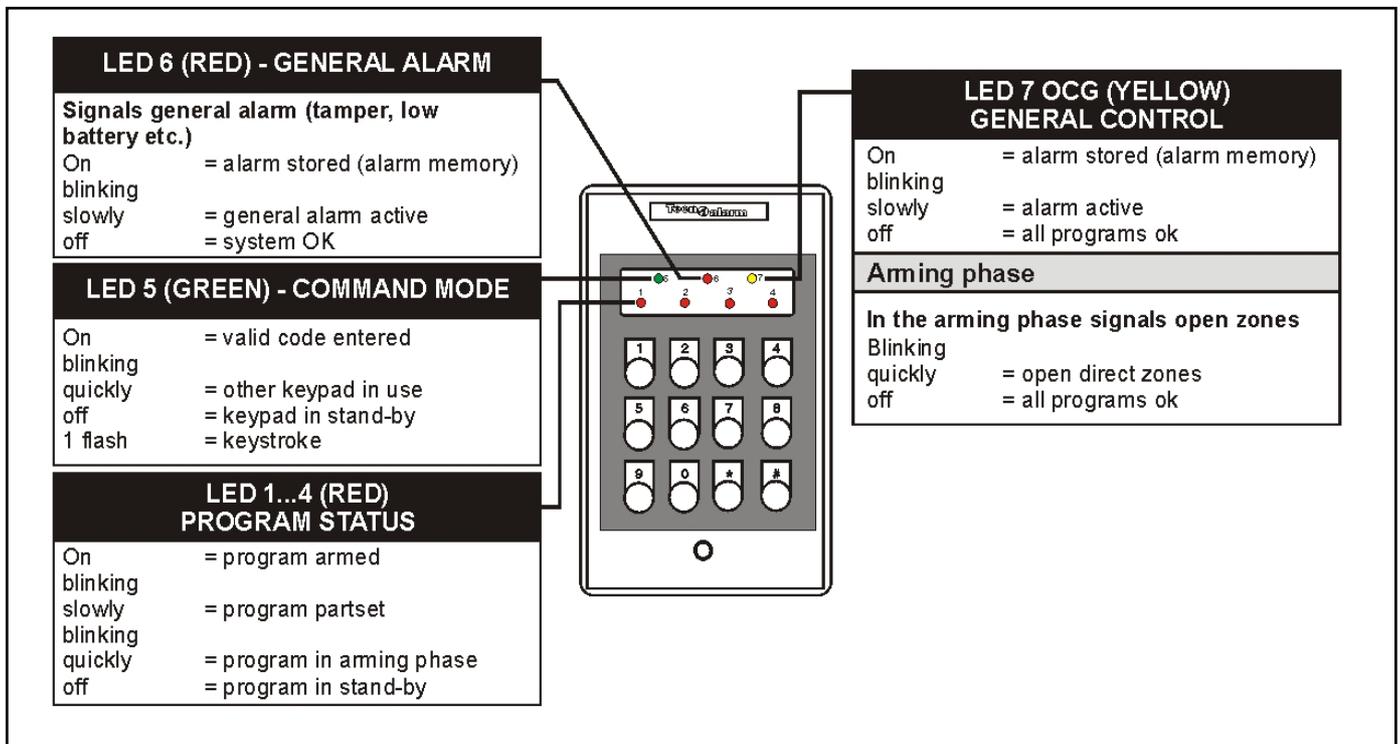
The control panel can be armed through the programs (1 to 4). The electronic keypad permits arming/disarming and bypass of maximum 4 programs with master code or standard user code enabled for the program in question. The programs group the zones (1 to 20) that are activated, i.e. are enabled for the detection of alarms, simultaneously upon arming of the program. The programs can be armed one at a time (single arming) or simultaneously (multiple arming).

The electronic keypad permits arming with exclusion of open zones.

#### Common zones (if multiple arming is enabled only)

If a zone is included in several programs and is defined as common zone, it is enabled for the detection of alarms only when all the programs it is included in are armed.

Example: if a system is used by two apartments that share the same entrance zone, the owners of the apartments can arm the proper part of the system independently through the program/s associated to it and with the proper user codes. The common zone (entrance), however, is activated only if the programs of both apartments it is included in are armed simultaneously.



#### CHECK SYSTEM STATUS

Prior to arming of the control panel always check system status with the help of the LED on the keypad:

- LED 7 OCG (YELLOW)
  - blinking = control panel armed and one of the programs associated in alarm
  - on = alarm stored (alarm memory)
- LED 6 GENERAL ALARM (RED)
  - blinking = trouble or general alarm active (e.g. low battery, power failure, tamper)
  - on = alarm stored (alarm memory)

#### CHECK ZONE STATUS

Open zones/active zone alarms are not signaled unless you try to arm the control panel. In the arming phase the yellow LED 7 OCG signals zone status:

- LED blinking = open zones
- LED off = zones ok



#### 5.2.1.1 ARMING WITH CODE

Enter a valid code (master or standard user code enabled for the programs to be armed), e.g. master code (default code 12345):

☞ 1 2 3 4 5

The green LED 5 is lit.

For the 8 seconds to come it is possible to select the programs to be armed/disarmed (pressing the program number the first time the program is selected, pressing it the second time it is deselected). On every keystroke the counter is reset.

Select the programs to be armed, e.g.:

☞ 1 3

The corresponding red program LED start blinking.

☞ # to confirm the selection and stop the counter without waiting for 8 seconds



#### WARNING

Whereas the master code is always enabled for all the programs, the user codes control merely the programs they have been enabled for by the installer or the holder of the master code.

#### ZONE EXCLUSION TIME

For 8 seconds after selecting the programs, it is possible to exclude manually some of the zones from the detection of alarms with a procedure explained lateron.

If you do not wish to exclude any zone, it is possible to confirm the selection without waiting for expiry of the zone exclusion time by pressing # (hash) again:

☞ # to confirm the selection and abort the zone exclusion time

#### EXIT TIME

The zones defined as delayed upon arming observe the exit time programmed by the installer.

If the programs selected contain delayed zones, on expiry of the zone exclusion time follows the exit time and the programs in question are only armed on expiry of the exit time. Once the exit time has expired, the program LED become lit and remain lit until disarming of these programs.

If the programs selected do not contain delayed zones, on expiry (or abort) of the zone exclusion time, the programs in question are armed and the corresponding red LED become lit immediately.



#### 5.2.1.2 EXCLUSION OF OPEN ZONES

After selecting the programs to be armed, during the 8-seconds zone exclusion time, if there are open zones (direct or delayed type 2), the yellow LED 7 OCG is blinking.

A zone can result open for instance in case of fault of the detector connected.

To arm the programs selected excluding the open zones press:

☞ \*



#### WARNING

If the open zones are not excluded, on expiry of the zone exclusion time (at the latest of the exit time) the programs are armed and the open zones are activated. As a consequence, the alarm is released.

#### 5.2.1.3 QUICK ARMING

Not permitted

#### 5.2.1.4 ARMING DURING THE ACCESS PERIODS

It is possible to define 2 access periods of the codes. As a consequence, the codes are enabled for arming and disarming during the access periods associated by the installer or the holder of the master code only.



#### WARNING

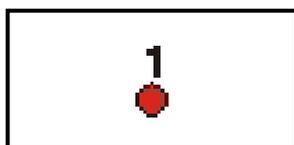
Outside the access periods associated, the codes are not accepted by the control panel and any attempt at acceding to the system will have no effect.

When trying to do so, the system ignores the command.

The green LED 5 remains lit and the red program LED remain off.

After 5 seconds, the electronic keypad returns to stand-by.

## 5.2.2 DISARMING



### 5.2.2.1 DISARMING WITH CODE

Enter a valid code (master or standard user code enabled for the programs armed), e.g. master code (default code 12345):

☞ 1 2 3 4 5

The green LED 5 is lit.

For the 8 seconds to come it is possible to select the programs to be armed/disarmed (pressing the program number the first time the program is selected, pressing it the second time it is deselected). On every keystroke the counter is reset.

Select the programs to be disarmed, e.g.:

☞ 1 3

After 8 seconds the corresponding red program LED are switched off and the programs return to stand-by.

☞ # to confirm the selection and stop the counter without waiting for 8 seconds



#### WARNING

Whereas the master code is always enabled for all the programs, the user codes control merely the programs they have been enabled for by the installer or the holder of the master code.

### 5.2.2.2 DISARMING UNDER DURESS (IF ENABLED)

Under duress it is possible to simulate disarming of the system and release simultaneously a silent hold-up alarm.

For this enter the master code or a standard user code (enabled for the programs armed) reducing the last digit by one unit, e.g. master code (default code 12345):

☞ 1 2 3 4 4

The control panel is apparently disarmed, i.e. all the program LED are switched off, and if programmed appropriately by the installer, the logic outputs OUT1 or OUT2 of the CPU board and all the modules connected and a telephone call for hold-up alarm are activated.

## 5.2.3 BYPASS

When the control panel is armed, it is possible to deactivate temporarily part of the system. Upon activation of the bypass, the zones enabled for bypass and included in the program/s armed and partset are deactivated. The other zones are not affected. The exclusion of zones persists until deactivation of the bypass or disarming of the programs they are included in.

### 5.2.3.1 ACTIVATION OF BYPASS WITH CODE

Enter a code enabled for bypass (master or standard user code enabled for the programs armed) followed by the number of the program to be partset, e.g.:

☞ 6 6 7 7 8

☞ 1

For the time the bypass is active the corresponding program LED is blinking.



#### WARNING

The zones excluded are those associated to the bypass function and included in the program selected.

### 5.2.3.2 ACTIVATION OF BYPASS DURING THE ACCESS PERIODS

It is possible to define 2 access periods of the codes. As a consequence, the codes are enabled for bypass during the access periods associated by the installer or holder of the master code only.



#### WARNING

Outside the access periods associated the codes are not accepted by the control panel and any attempt at accessing to the system will have no effect.

When trying to do so, the system ignores the command.

The green LED 5 remains lit and the red program LED remain off.

After 5 seconds, the electronic keypad returns to stand-by.

### 5.2.3.3 DEACTIVATION OF BYPASS WITH CODE

Enter a code enabled for bypass (master or standard user code enabled for the programs armed) followed by the number of the program to be reactivated in its integrity, e.g.:

☞ 6 6 7 7 8  
☞ 1

The led of the program previously partset becomes lit.

### 5.2.4 SPECIAL OPERATING CONDITIONS

#### 5.2.4.1 FALSE CODE ALARM

The alarm is released if 32 keys are pressed without entering a valid code.

In case of false code alarm, the red LED 6 general alarm is blinking. The keypad on which the false code has been entered is disabled for 2 minutes. Simultaneously, the buzzers of the consoles connected are activated for 30 seconds and the OCG and key leds of all the key readers and consoles are blinking.

To stop the alarm introduce a valid key or enter a valid code (master or standard user code) on one of the other control units connected.

#### 5.2.4.2 SIMULTANEOUS ARMING BY SEVERAL CONTROL UNITS

During the arming process by console, all the electronic keypads and key readers are disabled.

In this situation, if you try to arm the control panel by electronic keypad, the 3 leds on the keypad blink for approximately 3 seconds.



#### WARNING

It is possible to use only one control unit at a time.

#### 5.2.4.3 AUTOMATIC ABORT OF THE TELEPHONE CALLS

If enabled by the holder of the master code, on disarming of a program the active telephone channels are blocked automatically.

#### 5.2.4.4 GENERAL ALARM

If a general alarm is active (the corresponding LED is blinking), arming of the control panel is not permitted with code unless the code is enabled for the bypass of the general alarms.

## 5.3 CONTROL BY THE TX240-3 WIRELESS KEY

If the control panel is equipped with a wireless receiver, it is possible to control the system by wireless key. The wireless receiver RX300/433868 accepts up to 16 wireless keys type TX240-3. According to programming, the wireless key permits the control of the 4 programs and/or the 2 remote controls through 3 programmable function keys.

### 5.3.1 ARMING

The control panel can be armed through the programs (1 to 4). If the system is equipped with a wireless receiver, it is possible to arm and disarm as well partset the programs by a wireless key programmed accordingly. The programs group the zones (1 to 20) that are activated, i.e. are enabled for the detection of alarms, simultaneously upon arming of the program. The wireless key permits to arm only one program at a time (single arming).

The wireless key permits arming with exclusion of open zones if it is programmed accordingly.

The wireless key used behaves according to its configuration (see chapter 5.13 - Configuration of the wireless keys):

- Access periods (1 to 2)
- Association of the function keys
  - Disarming (all the programs that have been armed previously by the wireless key)
  - Arming program (1 to 4)
  - Disarming program (1 to 4)
  - Activation/deactivation remote control (1 to 2)
  - Activation remote control (1 to 2)
  - Deactivation remote control (1 to 2)



#### WARNING

The function Disarming permits disarming of the programs associated to the wireless key only.

- Attributes:
  - Bypass
  - Confirmation of disarming (hold-up block)
  - Automatic abort of the telephone channels on disarming
  - Bypass of general alarms
  - Hold-up
  - Zone exclusion disabled

**Disables** both the voluntary zone exclusion and the automatic exclusion of open zones. If the control panel is armed in the presence of open zones, the alarm is released on expiry of the arming phase.
- Impulse on outdoor siren output  
If the function is enabled, in case of arming by wireless key, on expiry of the exit time, there is a 500ms impulse on the outdoor siren output (of the CPU board).

#### CHECK SYSTEM STATUS

The wireless keys do not permit viewing of system status.



#### WARNING

The wireless key does not possess any LED for system status viewing. This means that for checking of system status and for verifying the execution of the arming/disarming command, the user has to approach a console.

#### 5.3.1.1 SINGLE ARMING

To arm a program, simply press the corresponding function key.

##### Example (function key 2 associated to arming of program 1)

- Press the function key 2
  - On the console the LED corresponding to the program 1 starts blinking slowly (1 flash per second) and continues blinking for 10 seconds (zone exclusion time).  
During this period of time, it is possible to exclude possible open zones if the wireless key has been programmed accordingly.
  - The buzzer of the console is activated for approx. 2 seconds
  - The chime output of the output expansion module ESP32-OCN (if present) is activated for approx. 2 seconds
- After 10 seconds, the program selected is armed.

### 5.3.2 DISARMING

To disarm the control panel, it is necessary that one function key of the wireless key used is programmed for disarming of the program previously armed or for disarming of all the programs associated to the wireless key. If so, press the corresponding key.

**Example (function key 3 associated to total disarming)**

- Press the function key 3
  - On the console the LED corresponding to the programs previously armed by this wireless key are switched off.
  - The buzzer of the console is activated for approx. 2 seconds
- The programs previously armed by this wireless key, are disarmed.

### 5.3.3 BYPASS

If the wireless key is programmed for the activation and deactivation of bypass, the arming and disarming functions change as follows:

- Arming program becomes activation bypass program
- Disarming program becomes deactivation bypass program
- Disarming becomes deactivation general bypass

To activate bypass, simply press the corresponding function key.

## 6. CONTROL BY TELEPHONE

This chapter treats the operations that can be executed by telephone both calling the control panel for system status check and during an alarm call received from the control panel.  
The operations explained are only possible if the control panel is equipped with the vocabulary (option).



The telephone menu permits system status check and the initiation of a number of operations (telephone menu) calling the control panel on purpose, whereas it permits the verification of the alarms (RDV<sup>®</sup>) during a vocal alarm call received.

### 6.1 TELEPHONE MENU

The telephone menu permits the execution of the following functions:

- System status check (system OK or in alarm)
- Arming/disarming of programs and system status check (in stand-by or armed)
- Activation/deactivation and check of the status of the remote controls
- Remote digital verification (RDV<sup>®</sup>) by the selected detectors
- Recording of the telephone opening message

Dial the telephone number of the SIM card of the control panel.

On answering, the control panel emits a long beep.

To enter the telephone menu, enter the master code or a standard user code programmed accordingly, e.g. master code (default code 12345):

☎ 1 2 3 4 5

The control panel reproduces the following voice messages:

TELEPHONE MENU		
	FOR CONTROL PANEL STATUS PRESS	ONE
	FOR PROGRAM ACTIVATION PRESS	TWO
	FOR REMOTE CONTROL ACTIVATION PRESS	THREE
	FOR RDV CONTROL PRESS	FOUR
	FOR OPENING MESSAGE PRESS	FIVE <span style="float: right;">(requires master code)</span>
	TO CLOSE COMMUNICATION PRESS	HASH

### 6.1.1 SYSTEM STATUS CHECK

To check system status press:



The message relating to the current system status is played:

*Message relating to the system status*

### 6.1.2 ARMING/DISARMING OF THE PROGRAMS

To enter the program menu press:



The following message is played:

Menu program - to return to menu press hash

#### Submenus

- Check program status
- Arming/disarming of programs

#### CHECK PROGRAM STATUS

To check the status of the programs, enter the program number:



Selection of the program (1 to 4)

The control panel plays the message relating to the current program status (armed or in stand-by) and the alarms stored (alarm memory):

*Message relating to the program status*  
*Message relating to the stored alarms*

to return to the main menu

#### ARMING/DISARMING OF THE PROGRAMS

To arm or disarm the programs, enter the program number preceding it with the \* (star) key, e.g.:

Arming/disarming program 1

Arming/disarming program 2

Arming/disarming program 3

Arming/disarming program 4

Repeat the command for all the programs to be armed.

The control panel signals possible open zones or those in trouble.

*Message relating to the open zones or those in trouble*

to return to the main menu

#### EXCLUSION OF OPEN ZONES

To arm a program excluding the open zones repeat the number of the corresponding program:

Exclusion of the open zones contained in program 1

Exclusion of the open zones contained in program 2

Exclusion of the open zones contained in program 3

Exclusion of the open zones contained in program 4

The control panel plays the message relating to the exclusion of open zones.

**WARNING**  
 The zones in trouble cannot be excluded.

to return to the main menu

### 6.1.3 ACTIVATION/DEACTIVATION OF THE REMOTE CONTROLS

To enter the remote control menu press:

 **3**

The following message is played:

 Menu remote control - to return to menu press hash

#### Submenus

- Check status of remote controls
- Activation/deactivation of remote controls

#### CHECK STATUS OF THE REMOTE CONTROLS

To check the status of the remote controls, enter the number of the remote control:

 **1...2** Selection of the remote control (1 to 2)

The control panel plays the message relating to the current status of the remote control (active or in stand-by).

 *Message relating to the status of the remote control*

 **#** to return to the main menu

#### ACTIVATION/DEACTIVATION OF THE REMOTE CONTROLS

To activate or deactivate the remote controls, enter the number of the remote control preceding it with the \* (star) key, e.g.:

 **\*1** Activation/deactivation remote control 1

 **\*2** Activation/deactivation remote control 2

The control panel plays the message relating to the current status of the remote control (active or in stand-by).

 *Message relating to the status of the remote control*

 **#** to return to the main menu

### 6.1.4 REMOTE DIGITAL VERIFICATION (RDV)

To enter the RDV menu press:

 **4**

The following message is played:

 Menu RDV - to return to menu press hash

The RDV detectors are doppler detectors that permit the control of the protected zone by means of a sound wave proportionate to the movement detected.

To check the status of the RDV zones, enter the zone number, e.g.:

 **1...20** Selection of the zone (1 to 20)

If the selected zone is not associated to any RDV detector, the control panel emits a vocal error message. If the selected zone is an RDV zone, the control panel activates the remote digital verification of the connected doppler detector for approximately 30 seconds.

 **#** to return to the main menu

### 6.1.5 RECORDING OF THE OPENING MESSAGE

 **WARNING**  
Access to the opening message menu requires the master code.

The opening message is played each time the control panel makes a phone call.

To enter the opening message menu press:

 **5**

The following message is played:

 Menu opening message - to return to menu press hash

**Submenus**

- Recording of opening message
- Playing of opening message

**RECORDING OF THE OPENING MESSAGE**

The duration is fix. Therefore, it is recommended to record a message of a duration of approximately 10 seconds in order to avoid silent periods during play-back.

To record the opening message press:



The control panel emits two beeps. After the beeps it is possible to start recording. Speak loud and clearly into the microphone of the telephone (max. 10 seconds). On expiry of the recording time, the control panel emits 4 beeps.

 to return to the main menu

**PLAYING OF OPENING MESSAGE**

To play the opening message press:



The control panel plays the opening message.

 <i>Opening message</i>
--

 to return to the main menu

## 6.2 ALARM CALL

During an alarm call, it is possible to initiate the following functions:

- Playing of the opening message
- Playing of the alarm messages
- Remote digital verification (RDV) through the active detectors (of the program in alarm)

On answering, the control panel plays the opening message of approximately 10 seconds, followed by the voice message regarding the first alarm detected.

 <i>Opening message</i>
 <i>First alarm message</i>

To pass on to the next alarm, press # (hash):



Once all the alarm messages have been played, if there are RDV detectors and if they are active, the remote digital verification is activated automatically for approximately 20 seconds.

To close the communication and block the telephone channels press the # (hash) key again:



 <b>WARNING</b> The call takes about 60 seconds. If the communication is not shut down, the messages are repeated until expiry of the call time.
--



# **TP4-20 GSM USER MANUAL**