TP8-64

TP8-64 MET

CE

RDV REMOTE DIGITAL VERIFICATION

USER MANUAL

Release:	3.0
Update:	June 2009
Language:	English
FW version:	2.3

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.

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IMPORTANT NOTES
The system TP8-64 is very easy to use.
Thus, we recommend to arm the system every time you leave your rooms unattended, even if for short periods of time.
For your own safety keep all the codes secret.
In case you are robbed of your keys or you lose them, contact your installer immediately for their replacement.

APPLICATION NOTES
When you are at home
Never leave the doors and windows open. If possible, arm the system partially in order to protect the perimeter and the rooms that you do not use.
When you go out
Verify thoroughly that all the doors and windows protected are closed.
Verify on the console that the system is functioning correctly and that there is no alarm or error signaling active.
Arm the system completely (all the programs needed to protect all the zones of the system).
When you go on holiday
Verify that all the batteries of the system have been checked and replaced with the frequency prescribed by the installer.
Verify thoroughly that all the doors and windows protected are closed.
Arm the system for test and verify that it works correctly (sirens, detectors etc.).
Arm the system completely (all the programs needed to protect all the zones of the system).

1. GENERAL FEATURES

The control panel TP8-64 is a new generation microprocessor-based control panel. It controls a minimum of 8 and a maximum of 64 zones, which can be freely associated to the inputs of the CPU board, the plug-in expansion module, the input modules connected via serial line and the plug-in radio expansion.
The control panel is programmed by the installer using a PC or an LCD console (LCD200 or LCD300/S).
The holder of the master code can execute simple settings through LCD console whereas all of the users can arm/disarm or partset the system by code or electronic key.

1.1 CODES

LCD200

The system distinguishes two user levels:
Master
The master code permits limited programming as well as arming/disarming and partset of the system. This code is usually reserved to the owner of the system as it can program or modify the standard user codes.
Enter the master code to enter the master menu.
The default code is 12345, and can be modified by the master.
Standard user
The standard user codes (max. 62) permit merely arming/disarming and partset of the system.
Enter the user code to arm/disarm or partset the programs it has been enabled for.
The standard user codes are programmed and modified by the master, there are no default settings.

1.1.1 MASTER MENU

LCD300/S

The master code permits:
- Date and time setting
- Association of chime to the zones (acoustic open zone signaling with the program in stand-by)
- Creation and modification of the programs
- Programming of 16 timers for automatic arming
- Programming of 8 access periods (periods of time during which the codes and keys are enabled)
- Programming of the telephone parameters:
  - Enabling of the answering mode (answering to incoming calls)
  - Defines the number of ringback
  - Programming of the PABX number if the control panel is connected behind a PABX internal switch board
  - Programming of the telephone numbers (2 numbers per channel)
  - Volontary execution of a call back
  - Enabling of the answering mode on the GSM interface TECNOCELL
  - Programming of the emergency number of the GSM interface (to be called if the communication between the control panel and the communicator is interrupted)
- Programming or modification of the values of the user codes (master and standard user codes 1...62) and the functions they are enabled for
- Programming of the electronic keys (1...32)
- Programming of the wireless keys (1...32)
- Enabling of the consoles connected (1...15)
- Programming of the volume of sounding of the console for the vocal message
- Volontary exclusion of modules (e.g. in case of bad functioning)
- Enabling of remote access (permitting the installer to control or program the system via telephone line using the remote control software)
- Access to ambiente di test per il controllo della funzionalità della centrale.
- Remote control (activation/deactivation of 1...8 devices)
- Arming/disarming of the programs 1...8
- Total disarming (disarming of all programs)
- Partial disarming (disarming of some of the programs armed)
- Quick arming/disarming (using the keys [#] and [*])
- Viewing of the contents of the event buffer
- Erasement of the events stored
- Communicator block (interruption of the active telephone calls)

1.1.2 STANDARD USER MENU

The standard user codes (1...62) do not permit programming but merely:
- Remote control (activation/deactivation of 1...8 devices)
- Arming/disarming of the programs 1...8
- Total disarming (disarming of all programs)
- Partial disarming (disarming of some of the programs armed)
- Quick arming/disarming (using the keys # and *)

WARNING
Every code arms/disarms merely those programs it has been enabled for.

- Viewing of the contents of the event buffer
- Erasement of the events stored
- Communicator block (interruption of the active telephone calls)

1.2 ELECTRONIC KEYS

The electronic keys permits:
- Arming
- Disarming
- By-pass

1.3 CONTROL BY TELEPHONE

Some operations can be executed via telephone line using the user codes (master or standard user codes):
- System status check (the control panel signals if alarms have occurred).
- Program status check (the control panel signals program status (stand-by/in alarm) and possible alarms that have occurred) and arming/disarming of the programs.
  After arming/disarming, the program status (stand-by/alarm) and possible alarms that have occurred are signaled again.

WARNING
Every code arms/disarms merely those programs it has been enabled for.

- Check of the remote control output status (on/off) and remote activation/deactivation of max. 8 devices.
  After remote activation/deactivation, the status of the remote control outputs is signaled again (on/off).
- Remote digital verification
  The RDV detectors are doppler detectors supplying a sound signal proportionate to the movement detected inside the protected area. The RDV detectors are activated for approx. 30s.
- Recording of the opening message
  Master code required.
  It is possible to record a 10s-message which is played every time the control panel executes an alarm call preceding the alarm message.

1.3.1 SKIP ANSWERING MACHINE

The control panel may be connected toghether with other devices such as answering machines to the same telephone line, which answer incoming calls with higher priority. In this case, it is possible to program the skip answering machine function.
The skip answering machine function is enabled by programming 17 rings.
Set the priority of the answering machine at more than 3 to 5 rings.
When call the control panel, procede as follows:
- Dial the number and replace the receiver after the first ring
- Call again after 6 but no later than 60 seconds from the first call.

If the control panel receives the second call within 6 to 60 seconds from the first one, that has been interrupted after the first ring, it answers immediately.

1.4 PROGRAMS

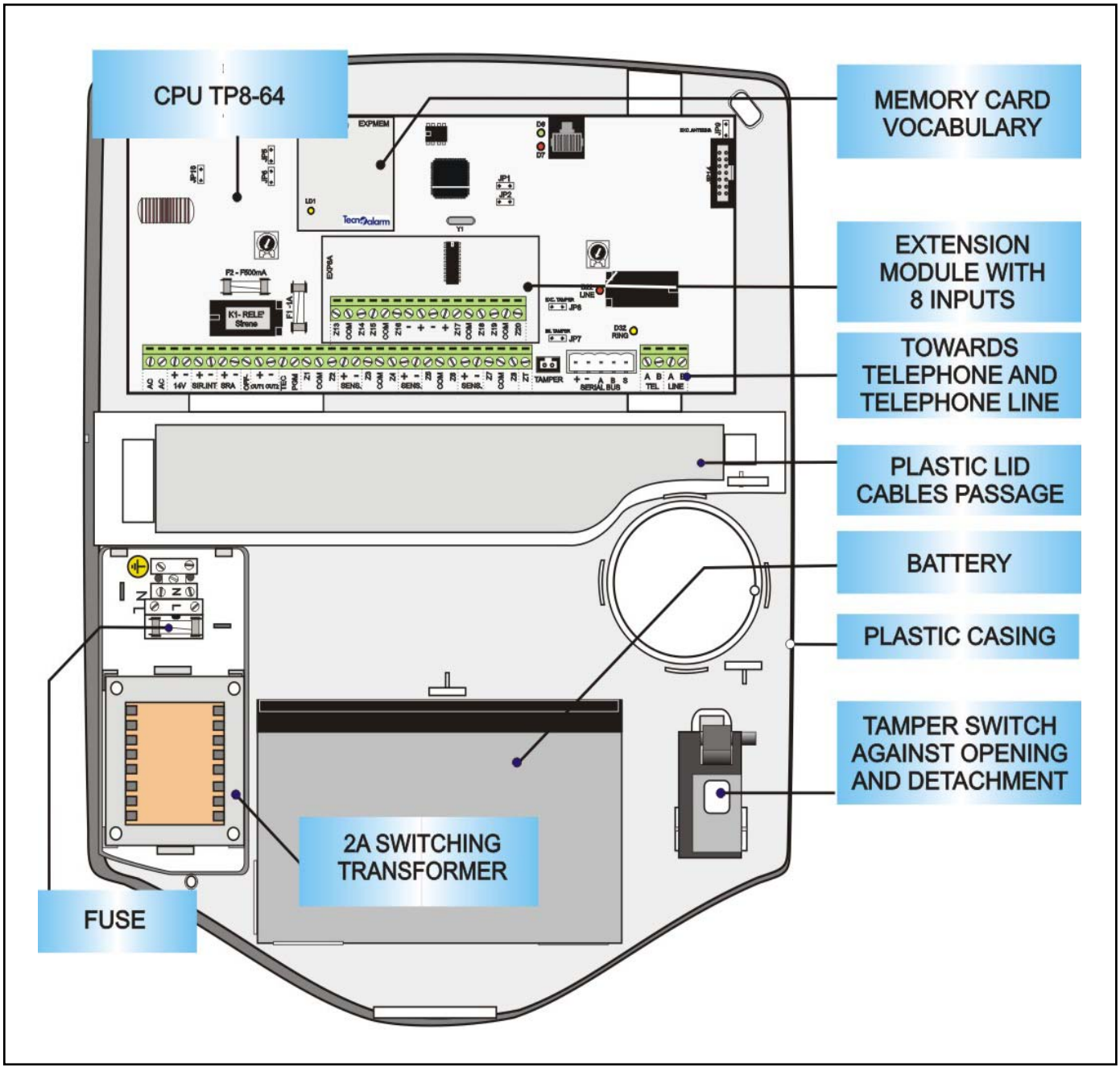
The control panel controls up 8 programs which can be programmed both by the installer or the Master. The programs group a certain number of zones that are enabled simultaneously for the detection of alarms on arming of the program. The programs can be armed singularly, i.e. one program at a time (single arming) or several programs simultaneously (multiarming) according to programming.

Common zones (relevant for multiarming only)

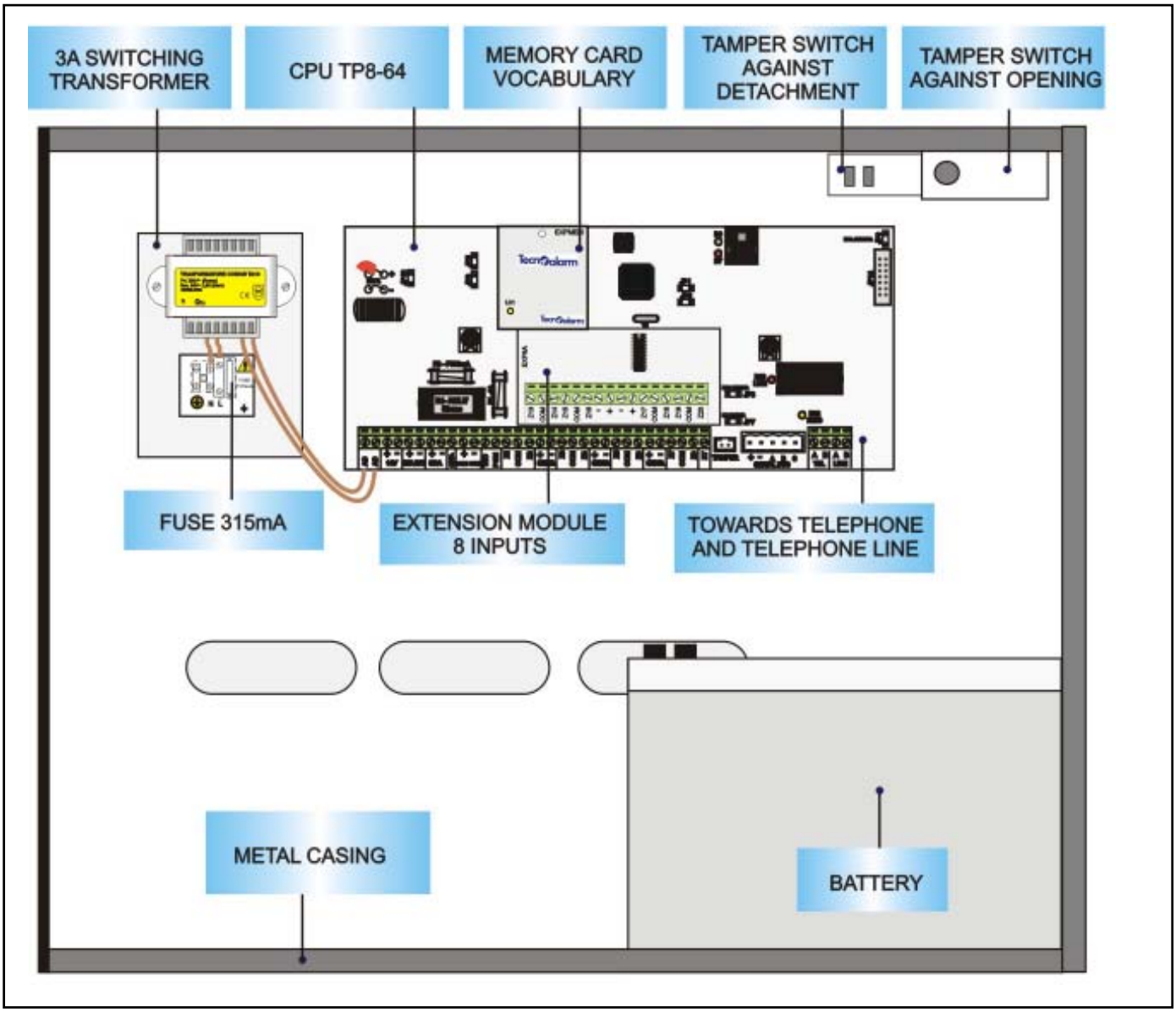
If one zone is included in more programs and has been enabled for the common zone function, it is enabled only if all the programs it belongs to are armed. For instance, if one system is divided into two appartments which share the same entrance, the owners of the appartments can arm/disarm the proper part of the system independently with two standard user codes, but they cannot arm the common zone (entrance) on their own. The common zone is enabled only if both programs it belongs to are armed contemporaneously.

1.5 COMPOSITION OF THE CONTROL PANEL

TP8-64



TP8-64 MET



WARNING
Do not open the control panel casing. Unauthorized opening of the casing causes a tamper alarm with activation of the sirens. The electronic components may be under high voltage.
For maintenance, consult a qualified installe.

2. SIGNALING

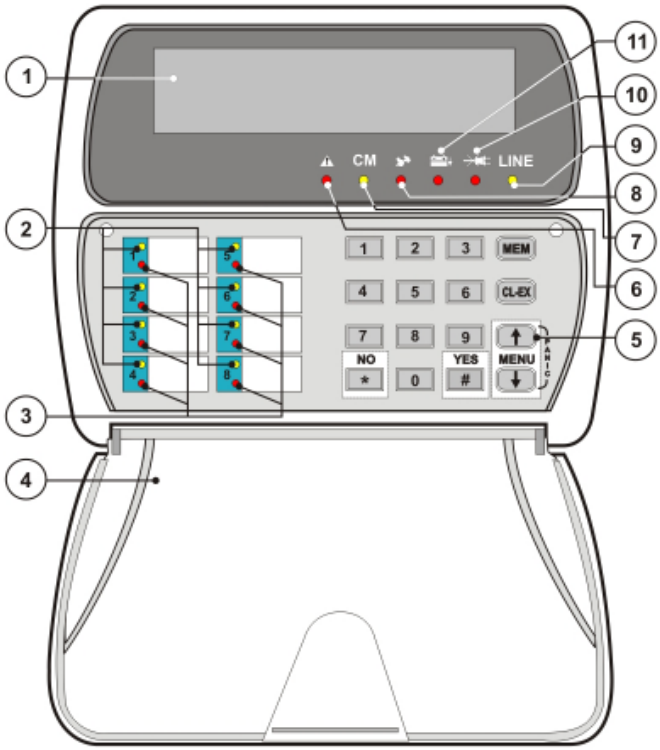
2.1 LED SIGNALING OF THE CONSOLES

The TP8-64 control panel controls up to 15 consoles:
- Console with liquid crystal display (LCD) LCD200
- Console with liquid crystal display (LCD) and speaker LCD300/S, design by pininfarina

The console provides coloured LED for signaling of the alarms and system status.

LCD200 CONSOLE
The LCD200 console is composed of:
- Rubber keypad with 16 keys
- 22 LED
- Backlit liquid crystal display (LCD) with two lines of 16 caracters each
- Blank labels for the program names
- Plastic lid

The console must be connected via RS485 serial bus to the control panel and its address must be configurate by SW1 dipswitch.
In addition it is possible to program the language of the console diagnostics by jumper.



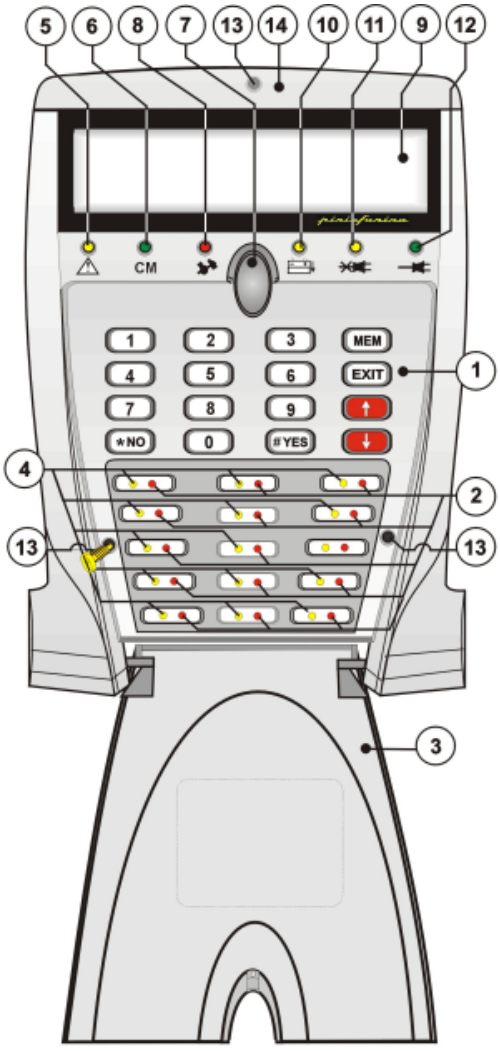
1	**DISPLAY**	
2	**PROGRAM STATUS LED (YELLOW)**	
	Off	Program in stand-by
	Blinking quickly	Arming phase active
	Blinking slow ly	Program partset
	On	Program armed
3	**PROGRAM ALARM LED (RED)**	
	Off	No alarm
	Blinking	Program alarm active
	On	Alarm stored (alarm memory)
4	**PROTECTION FLAP**	
5	**KEYPAD**	
6	**GENERAL ALARM LED (RED)**	
	Off	No alarm
	Blinking	General alarm active
	On	Alarm stored (alarm memory)
7	**COMMAND MODE LED (YELLOW)**	
	Off	No key pressed (console in stand-by)
	On	Keystroke
8	**TAMPER LED (RED)**	
	Off	No alarm
	Blinking	Tamper alarm active
	On	Alarm stored (alarm memory)
9	**LINE LED (YELLOW)**	
	Off	Serial bus disconnected or disturbed
	On	Connection and functioning ok
10	**POWER LED (RED)**	
	Off	No alarm
	Blinking	Pow er failure
	On	Alarm stored (alarm memory)
11	**BATTERY LED (RED)**	
	Off	No alarm
	Blinking	Low battery
	On	Alarm stored (alarm memory)

CONSOLE LCD300/S

The LCD300/S console is composed of:

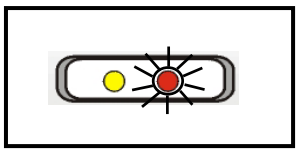
- Rubber keypad with 16 keys
- 22 LED
- Backlit liquid crystal display (LCD) with two lines of 16 caracters each
- Blank labels for the program names
- Speaker for vocal messages
- Plastic lid

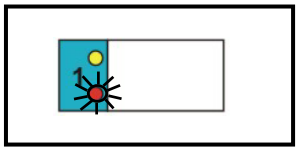
The console must be connected via RS485 serial bus to the control panel and its address must be configurated by SW1dipswitch.



1	**KEYPAD**	
2	**PROGRAM ALARM LED**	
	LED off	No alarm
	LED blinking	Alarm active
	LED on	Alarm memory
3	**RECLOSABLE PROTECTION LID**	
4	**PROGRAM STATUS LED**	
	LED off	Program in stand-by
	LED blinking quickly	Program in arming phase
	LED blinking slowly	Program partset
	LED on	Program armed
5	**GENERAL ALARM LED**	
	LED off	No alarm
	LED blinking	Alarm active
	LED on	Alarm memory
6	**COMMAND MODE LED**	
	LED off	Console in stand-by (no key pressed)
	LED on	Console in use (key pressed)
7	**PUSH-BUTTON OF THE PROTECTION LID**	
8	**TAMPER ALARM LED**	
	LED off	No alarm
	LED blinking	Alarm active
	LED on	Alarm memory
9	**DISPLAY** Shows date/time or active parameter	
10	**BATTERY LED**	
	LED off	No alarm
	LED blinking	Insufficient battery voltage
	LED on	Alarm memory
11	**MAINS (POWER FAILURE) LED**	
	LED off	No alarm
	LED blinking	Mains power (230V AC) missing
	LED on	Alarm memory
12	**MAINS LED**	
	LED off	Mains power (230V AC) missing
	LED on	Mains power (230V AC) ok
13	**SCREWS**	
14	**SCREW PROTECTION LID**	

WARNING
The hold-up alarm does not cause any LED signaling on the console. It is a silent alarm. It is, however, stored in the event buffer.





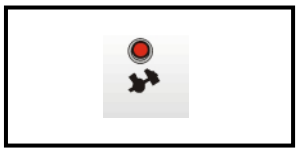
2.1.1 ALARM LED - RED

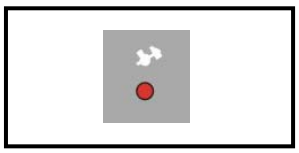
The red alarm LED signal the alarms as follows:
- LED on = the corresponding alarm has been stopped and stored in the event buffer of the control panel (alarm memory).
- LED blinking = the corresponding alarm is active.
- LED off = no alarm has occurred.

PROGRAM ALARM LED
The red program alarm LED signal the program alarms as follows:
- LED blinking = the corresponding program is in alarm.
  The LED starts blinking as soon as one of the zones grouped by the program is opened or in alarm. It remains blinking during the entire alarm time. On expiry of the alarm time, the alarm is stopped and the LED remains lit.
- LED on = the corresponding program alarm has been stopped and stored in the event buffer of the control panel (alarm memory)
  The LED remains lit until the control panel is armed again.
- LED off = no alarm has occurred.
  According to programming, the indoor and/or outdoor sirens are activated for program alarm.

ALARM
Expansion Z2

Signaling on display
In addition to LED signaling, program alarms are signalled on the display of the console with indication of the zone in alarm.





TAMPER LED
The tamper alarm is a direct alarm and always enabled (even if the control panel is in stand-by).
It is released for:
- Opening of the tamper input (ZT).
- Opening of the tamper contact of the console or of one of the modules or detectors connected via serial line.
- Tampering of one of the zones of the system (e.g. the cables have been cut).
  The zone tamper alarm is recognized merely by the double end-of-line resistor zones.
- Short circuit on the detector connection cables

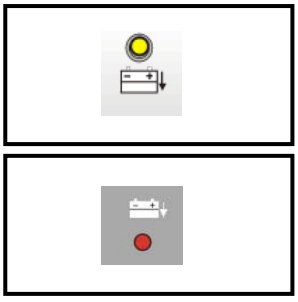
The red tamper LED signals tamper alarms as follows:
Control panel armed
- LED blinking = a tamper alarm is active.
  The LED starts blinking on detection of the alarm and remains blinking during the entire tamper alarm time.
  On expiry ot the tamper alarm time, the alarm is stopped and the LED remains lit.
- LED on = a tamper alarm has been stopped and stored in the event buffer of the control panel (alarm memory).
  If the control panel is armed, in case of tamper alarm, the outdoor and indoor sirens are activated.

Control panel in stand-by
- LED blinking = a tamper alarm is active.
  The LED starts blinking on detection of the alarm and remains blinking during the entire tamper alarm time. On expiry ot the tamper alarm time, the alarm is stopped and the LED remains lit.
- LED on = a tamper alarm has been stopped and stored in the event buffer of the control panel (alarm memory).
  To find out the zone violated, view the events logged in the buffer. If the control panel is in stand-by, in case of tamper alarm, the indoor sirens are activated.

TAMPER
Keypoint 1

Signaling on display
In addition to LED signaling, tamper alarms are signalled on the display of the console by a message indicating the kind of violation.

WARNING
In case of tamper alarm, arming is denied and is displayed **! Arming denied !**, unless the code used for arming has be enabled for the by-pass of general alarms (see programming). To re-establish normal functioning conditions, eliminate the reason for alarm.
Tamper alarm memory signaling cannot be cancelled by the user, address your installer.



LOW BATTERY
Ctrl panel

BATTERY LED
The battery LED signals low battery alarms as follows:
- LED blinking = battery voltage is inferior to 11V or voltage of the battery of the radio devices is inferior to 2.7V.
- LED on = battery voltage has returned to accepted values and the alarm has been stored in the event buffer of the control panel (alarm memory).

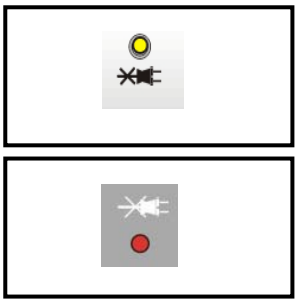
To find out the battery of which radio device has caused the alarm, view the events logged in the buffer.
Both events, beginning and end of low battery alarm, are logged in the event buffer of the control panel.

Signaling on display
In addition to LED signaling, low battery alarms are signalled on the display of the console with indication of the radio module interested, if necessary.

WARNING

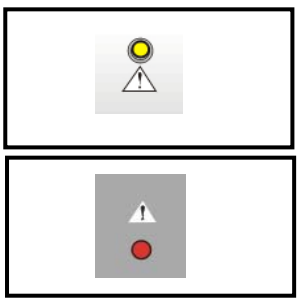
Fri 01 --- 00
Work. 00:01

If while mains power is missing, the voltage of the battery drops below the minimum value guaranteeing correct functioning of the control panel (inferior to 9V), the battery is automatically disconnected in order to protect it from final and irreversible discharge.
In this case, the system loses all date/time settings as, merely system status and alarm memory signaling in maintained.
On return of battery voltage or battery replacement, the displays of the consoles show the date and time with an invalid month field. All date/time settings must be programmed again, otherwise the scheduled functions such as automatic arming and test call will remain disabled.

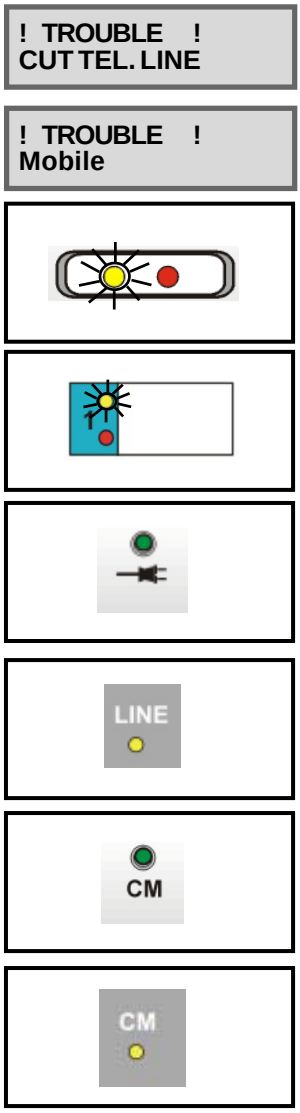


MAINS LED
The power failure alarm is a direct alarm and always enabled (even if the control panel is in stand-by).
It is released as soon as mains power (230V AC) is missing, unless a delay of power failure alarm has been programmed. The delay can be programmed in 10-minutes steps from a minimum of 10 minutes to a maximum of 9 hours and 50 minutes. This is avoid false alarms in case of sudden voltage drops or short-term mains disconnection for maintenance on the electric installation.
The mains LED signals power failure alarms as follows:
- LED blinking = power failure alarm active.
- LED on = mains power has returned to accepted values and the alarm has been stored in the event buffer of the control panel (alarm memory).

Both events, beginning and end of power failure alarm, are logged in the event buffer of the control panel.



GENERAL ALARM LED
The general alarms are direct alarms that are always enabled.
Among the general alarms count:
- Antimasking alarm
  The radio receiver has been jammed.
- Supervision alarm
  One of the radio devices has not transmitted any test signal/alarm for a period superior to the supervision interval programmed.
- False key
  An unknown key has been inserted in one of the key reader connected.
- False code
  32 or more keys have been pressed on one of the consoles and keypads connected without entering a valid code.
- GSM fault
  Communication with GSM telephone communicator lost, SIM card missing.



- Cut telephone line

Signaling on display

In case of GSM fault and cut telephone line alarm, in addition to LED signaling, on the display is viewed a specific alarm message.

- LED blinking = general alarm active.
- LED on = a general alarm has been stored in the event buffer of the control panel (alarm memory).

2.1.2 CONTROL LED - YELLOW

PROGRAM STATUS LED

The yellow program LED signal program status:

- LED blinking quickly = the pre-arming phase is active (10s after selecting the programs to be armed).
  The pre-arming phase permits arming/disarming of other programs. Then, the volontary exclusion of zones from the detection of alarms is possible.
- LED blinking slowly = the program is partset.
  The zones included in the by-pass program are temporarily disabled from the detection of alarms.
- LED on = the program is armed
- LED off = the program is in stand-by

Arming and disarming as well as the activation and deactivation of by-pass are logged in the event buffer of the control panel.

LINE LED 0

The LINE LED signals the status of the console connection:

- LED on = the console is connected and works correctly
- LED off = the serial line is disturbed or badly connected.

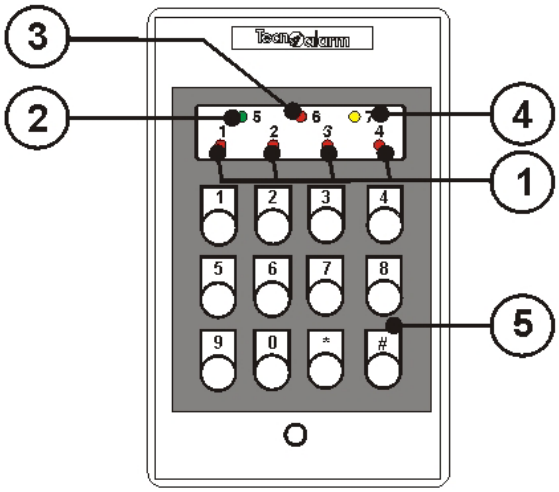
CONSOLE STATUS LED CM

The console status LED CM signals the status of the console:

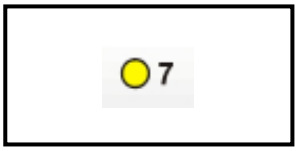
- LED on = keystroke
- LED off = the serial line is disturbed or badly connected.

2.2 LED SIGNALING OF THE TP SDN ELECTRONIC KEYPAD

The electronic keypad provides coloured LED for signaling of the alarms and system status.



1	**STATUS PROGRAM LED (1...4)**	
	LED off	Program in stand-by
	LED blinking quickly	Program in pre-arming phase active
	LED blinking slowly	Program partset
	LED on	Program armed
2	**COMMAND MODE LED**	
	LED off	Keypad in stand-by
	LED blinking quickly	Another keypad in use
	1 flash	Keystroke
	LED on	Keypad active (valid code)
3	**GENERAL ALARM LED**	
	LED off	No alarm
	LED blinking	Alarm active
	LED on	Alarm stored (alarm memory)
4	**GENERAL CONTROL LED (OCG)**	
	LED off	No alarm
	LED blinking quickly	Direct open zones on arming
	LED blinking slowly	Alarm active
	LED on	Alarm stored (alarm memory)
5	**KEYPAD**	

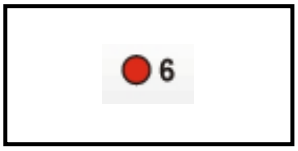


2.2.1 PROGRAM ALARM LED - YELLOW

The program alarm is detected only if the control panel is armed.
The yellow program alarm LED signal program alarms as follows:

- LED blinking = a program alarm is active.
  The LED starts blinking as soon as one of the zones of the program is opened or in alarm and remains blinking for the entire alarm time. On expiry of the alarm time, the alarm is stopped and the LED becomes lit.
- LED on = a program alarm has been stopped and stored in the event buffer (alarm memory).
  The LED remains lit until the control panel is armed again.
- LED off = no alarm has occurred.

The program alarm is logged in the event buffer of the control panel.
According to programming, the indoor and/or outdoor sirens as well as the logic output PGM are activated for program alarm.



2.2.2 GENERAL ALARM LED - RED

The general alarm is a direct alarm that is always enabled.
Among the general alarms count:

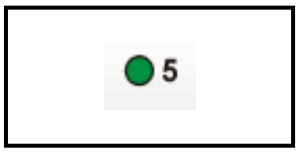
- Antimasking alarm
  The radio receiver has been jammed.
- Supervision alarm
  One of the radio devices has not transmitted any test signal/alarm for a period superior to the supervision interval programmed.
- False key
  An unknown key has been inserted in one of the keypoint connected.
- False code
  32 or more keys have been pressed on one of the consoles and keypads connected without entering a valid code.
- GSM fault
  The mobile phone does not answer to the interrogations by the GSM interface TECNOCELL for a period of approximately 10s.
- Cut telephone line
  The telephone line voltage is missing for a period of approximately 1 minute.
- Low battery
  The battery voltage has fallen to a value below the minimum guaranteeing correct functioning of the control panel (<11V) or voltage of the battery of one of the radio devices connected is insufficient (<2.7V).
- Power failure (230V AC)

The general alarm LED signals general alarms as follows:

- LED blinking = a general alarm is active
- LED on = a general alarm has been stopped and stored in the event buffer of the control panel (alarm memory).
- LED off = no alarm has occurred

The general alarms are logged in the event buffer of the control panel.

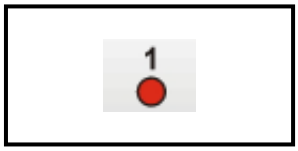
2.2.3 KEYPAD STATUS LED - GREEN



The green keypad status LED signals the status of the electronic keypad:

- LED on = a valid code has been entered (master or standard user code)
- LED off = the keypad is in stand-by
- LED blink.quickly = someone is arming the system through another console/ electronic keypad
- 1 flash = keystroke

2.2.4 PROGRAM STATUS LED - RED



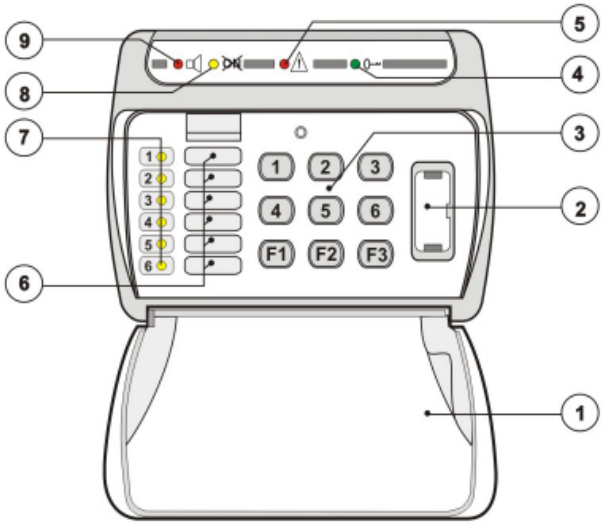
The red program status LEDs signal the status of the first 4 programs (1...4) as follows:

- LED blink. quickly = the pre-arming phase is active.
  The pre-arming phase permits arming/disarming of other programs. Then, the volontary exclusion of zones from the detection of alarms is possible.
- LED blink. slowly = the program is partset.
  The zones included in the by-pass program are temporarily disabled from the detection of alarms.
- LED on = the program is armed
- LED off = the program is in stand-by

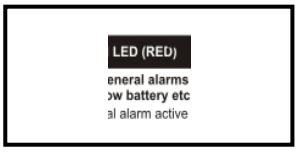
Arming and disarming as well as the activation and deactivation of by-pass are logged in the event buffer of the control panel.

2.3 LED SIGNALING OF THE TP SK6N KEY READER WITH MINI KEYPAD

The TP SK6N key reader with mini keypad provides coloured LED for signaling of the alarms and system status.



1	PLASTIC LID
2	KEYPOINT
3	KEYPAD
4	KEYPAD LED (GREEN) LED off : no key inserted LED blinking : key inserted in another keypoint or false key LED on : key recognized
5	GENERAL ALARM LED (RED) LED off : no alarm LED blinking : Alarm active LED on : alarm memory
6	BLANK LABELS FOR PROGRAM NAMES
7	PROGRAM STATUS LED (YELLOW) LED off : program in stand-by LED blinking quickly : pre-arming phase active LED blinking slowly : program partset LED on : program armed
8	ZONE STATUS LED (YELLOW) LED off : all zones OK LED blinking quickly :open zone on arming
9	PROGRAM ALARM LED (RED) LED off : no alarm LED blinking : one or more programs in alarm LED on : alarm memory

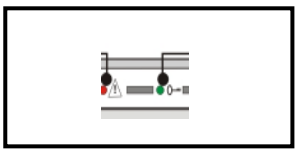


2.3.1 PROGRAM ALARM LED - RED

The program alarm LED signals the program alarms as follows:

- LED blinking = a progarm alarm is active.
  The LED starts blinking as soon as one of the zones of the program is opened or in alarm and remains blinking for the entire alarm time. On expiry of the alarm time, the alarm is stopped and the LED becomes lit.
- LED on = a program alarm has been stopped and stored in the event buffer of the control panel (alarm memory). The LED remains lit until the control panel is armed again.
- LED off = no alarm has occurred

The program alarms are logged in the event buffer of the control panel.



2.3.2 GENERAL ALARM LED - RED

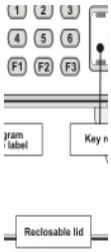
The general alarm is a direct alarm that is always enabled.
The general alarm LED signals general alarms as follows:

- LED blinking = a general alarm is active
- LED on = a general alarm has been stopped and stored in the event buffer of the control panel (alarm memory)
- LED off = no alarm has occurred

The general alarms are logged in the event buffer of the control panel.
Among the general alarms count:

- Antimasking alarm
  The radio receiver has been jammed.
- Supervision alarm
  One of the radio devices has not transmitted any test signal/alarm for a period superior to the supervision interval programmed.
- False key
  An unknown key has been inserted in one of the keypoint connected.
- False code
  32 or more keys have been pressed on one of the consoles and keypads connected without entering a valid code.
- GSM fault
  The mobile phone does not answer to the interrogations by the GSM interface TECNOCELL for a period of approximately 10s.
- Cut telephone line
  The telephone line voltage is missing for a period of approximately 1 minute.
- Low battery
  The battery voltage has fallen to a value below the minimum guaranteeing correct functioning of the control panel (<11V) or voltage of the battery of one of the radio devices connected is insufficient (<2.7V)
- Power failure (230V AC)

WARNING
If a general alarm is active, arming by key is denied.



2.3.3 PROGRAM STATUS LED - YELLOW

The program status LED signal the status of the first 6 programs (1...6) as follows:

- LED blinking quickly = the pre-arming phase is active.
  The pre-arming phase permits arming/disarming of other programs. Then, the volontary exclusion of zones from the detection of alarms is possible.
- LED blinking slowly = the program is partset
  The zones included in the by-pass program are temporarily disabled from the detection of alarms.
- LED on = the program is armed
- LED off = the program is in stand-by

Arming and disarming as well as the activation and deactivation of by-pass are logged in the event buffer of the control panel.

2.3.4 ZONE STATUS LED - YELLOW

The zone status LED signals zone status during arming:

- LED blinking = one of the zones is open
- LED off = none of the zones is open

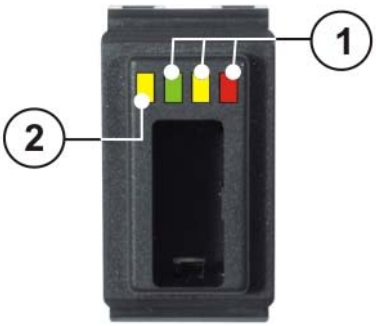
2.3.5 KEY LED - GREEN

The key LED signals:

- LED on = the key has been recognized
- LED off = no key has been inserted
- LED blinking = a key has been inserted into another keypoint or, if contemporaneously the red general alarm LED is lit, an unknown key has been inserted

2.4 LED SIGNALING OF THE ATPK KEY READER

The ATPK key reader provides coloured LED for signlaing of the alarms and system status.



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

2.4.1 PROGRAM STATUS LED - RED, YELLOW, GREEN

The program status LED signal the status of the first 3 programs (1...3) as follows:

- LED blinking quickly = the pre-arming phase is active.
  The pre-arming phase permits arming/disarming of other programs. Then, the volontary exclusion of zones from the detection of alarms is possible.
- LED blinking slowly = the program is partset.
  The zones included in the by-pass program are temporarily disabled from the detection of alarms.
- LED on = the program is armed
- LED off = the program is in stand-by

Arming and disarming as well as the activation and deactivation of by-pass are logged in the event buffer of the control panel.

2.4.2 PROGRAM AND GENERAL ALARM LED - YELLOW

The general alarm LED signals the alarms as follows:

- LED blinking = a program or general alarm is active
- LED on = a program or general alarm has been stopped and stored in the event buffer of the control panel (alarm memory)
- LED off = no alarm has occurred

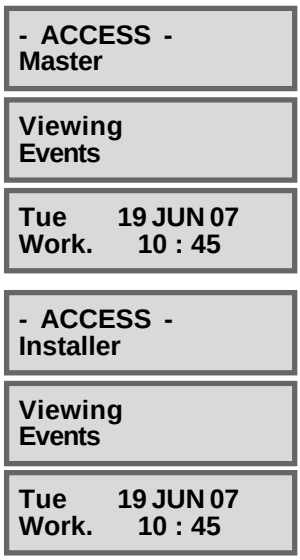
The alarms are logged in the event buffer of the control panel.
The alarm LED signals:

- Program alarm
  One of the first 3 programs is in alarm.
- Antimasking alarm
  The radio receiver has been jammed.
- Supervision alarm
  One of the radio devices has not transmitted any test signal/alarm for a period superior to the supervision interval programmed.
- False key
  An unknown key has been inserted in one of the keypoint connected.
- False code
  32 or more keys have been pressed on one of the consoles and keypads connected without entering a valid code.
- GSM fault
  The mobile phone does not answer to the interrogations by the GSM interface TECNOCELL for a period of approximately 10s.
- Cut telephone line
  The telephone line voltage is missing for a period of approximately 1 minute.
- Low battery
  The battery voltage has fallen to a value below the minimum guaranteeing correct functioning of the control panel (<11V) or voltage of the battery of one of the radio devices connected is insufficient (<2.7V).
- Power failure (230V AC)

2.5 RESET OF ALARM MEMORY SIGNALING

Once the alarm has been stopped, the alarm LED become lit indicating that the alarm has been recognized and the alarm calls programmed have been executed, and that 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, or active alarm call cycles or that the alarm call cycles have been finished but the alarm persists, e.g. low battery or power failure.
Alarm memory signaling in stand-by (LED lit) can be reset by the holder of the master code even if it does not affect functioning of the control panel.

WARNING
Even if alarm memory signaling has no effect on functioning of the control panel and can therefore remain lit, it is recommended to reset it for reasons of confusion once the reason of alarm has been identified.
LED signaling can be reset by the holder of the master code only.



2.5.1 RESET OF LED SIGNALING WITH MASTER CODE

Enter the master code (default code 12345), followed by the MEM and the EXIT keys, e.g:
☞ 1 2 3 4 5 **MEM EXIT**
All the LED previously lit are switched off. The alarms remain however stored in the event buffer of the control panel.

2.5.2 RESET OF LED SIGNALING WITH INSTALLER CODE (TAMPER LED SIGNALING)

Enter the installer code (default code 54321), followed by the MEM and the EXIT keys, e.g:
☞ 5 4 3 2 1 **MEM EXIT**
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.
LED signaling for tamper and general alarm (e.g. low battery, power failure) cannot be reset by the user. Consult the installer.

3. PROGRAMMING (MASTER CODE REQUIRED)

The Master (usually the owner of the system) can program a series of settings through the LCD console.

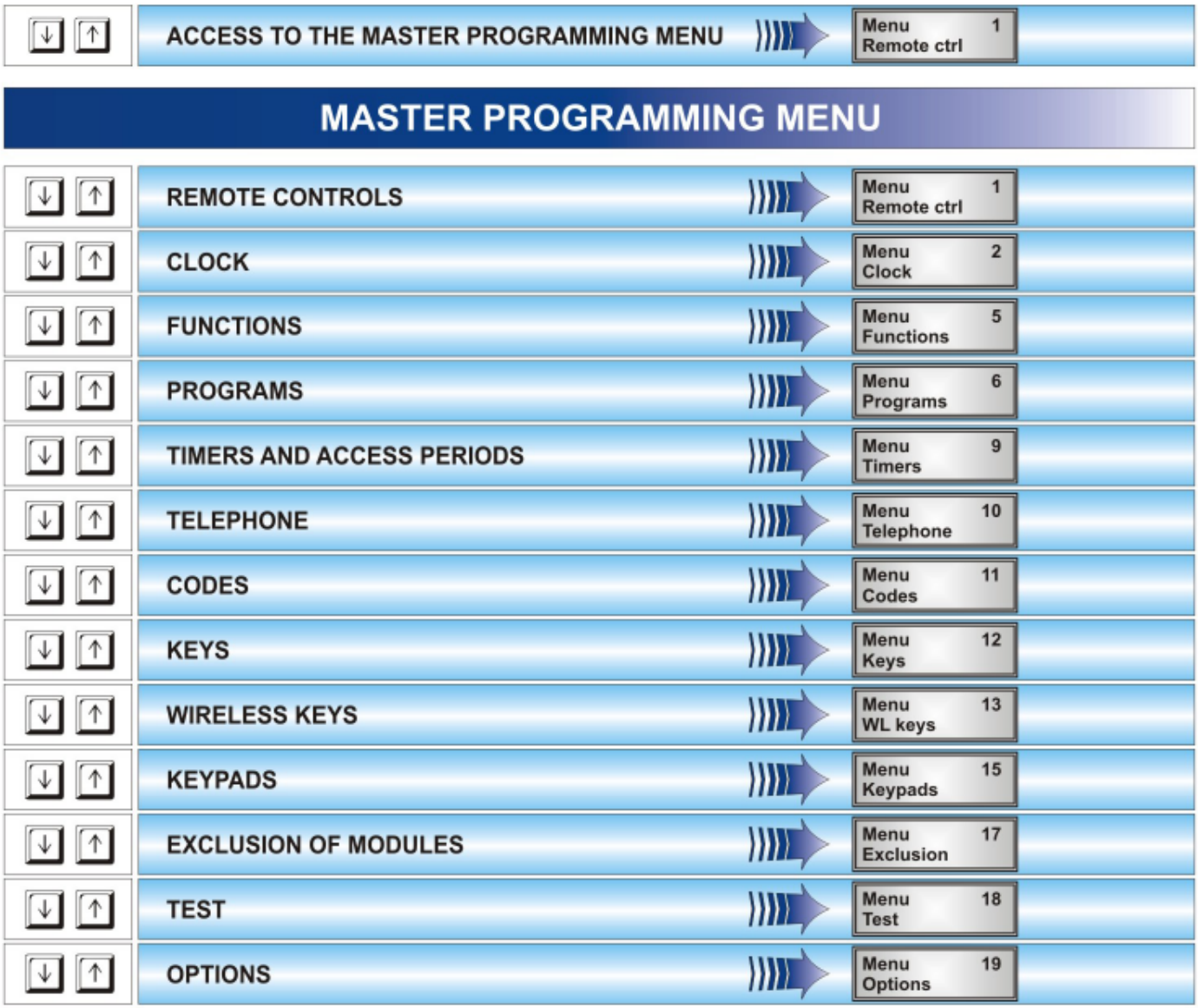
WARNING
If a console is in use, the other consoles connected are inhibited.

ACCESS TO THE MASTER MENU

Tue 19 JUN 07 Work. 10:45	MASTER CODE (default 12345)	1 2 3 4 5	- Access - Master — CM LED on

MASTER MENU

1	ARMING/DISARMING PROGRAM 1	Arming Program 1	Program LED blinking
2	ARMING/DISARMING PROGRAM 2	Arming Program 2	Program LED blinking
3	ARMING/DISARMING PROGRAM 3	Arming Program 3	Program LED blinking
4	ARMING/DISARMING PROGRAM 4	Arming Program 4	Program LED blinking
5	ARMING/DISARMING PROGRAM 5	Arming Program 5	Program LED blinking
6	ARMING/DISARMING PROGRAM 6	Arming Program 6	Program LED blinking
7	ARMING/DISARMING PROGRAM 7	Arming Program 7	Program LED blinking
8	ARMING/DISARMING PROGRAM 8	Arming Program 8	Program LED blinking
#	TOTAL ARMING (ALL OF THE ASSOCIATED PROGRAMS) WITH ZONE EXCLUSION	Arming Ctrl panel OK	All program LED blinking
*	TOTAL DISARMING (ALL OF THE ASSOCIATED PROGRAMS)	Tue 19 JUN 07 Work. 10:45	All program LED off
MEM	CONSULTATION OF THE EVENT BUFFER	Viewing Events	
MEM EXIT	RESET OF ALARM MEMORY SIGNALING	Tue 19 JUN 07 Work. 10:45	
EXIT	TELEPHONE CHANNEL BLOCK	Abort telephone? * NO # YES	
↓ ↑	ACCESS TO THE MASTER PROGRAMMING MENU	Menu 1 Remote ctrl	



- ACCESS -
Master

Menu 1
Remote ctrl

ACCESS TO PROGRAMMING
When the control panel is in stand-by digit the master code (defaut 12345) to access to the programming menu.
☞ 1 2 3 4 5
On the display is viewed "**Access - Master**".
Select the keypad
☞ ↓ ↑
On the display is viewed the first programming menu.
Commands available
☞ # to access to the programming menu
☞ ↓ ↑ to select the menu
☞ **EXIT** to confirm and quit

3.1 ACTIVATION/DEACTIVATION REMOTE CONTROLS

Menu	**1**
Remote ctrl	

Remote ctrl	**1**
Rem. ctrl 01	

Select the remote control menu and confirm by clicking on the [#] key.

Activation/deactivation of the remote devices

☞ [↓][↑] to select the remote device 1...8
☞ [#] to confirm

Commands available

☞ [#] to activate the remote device
☞ [*] to deactivate the remote device
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] remote control not active
[#] remote control active

Rem. ctrl 01	
Activation	**[ ]**

3.2 CLOCK SETTING

Menu	**2**
Clock	

Tue	**19 JUN 07**
Work.	**10 : 45**

Select the clock menu and confirm by clicking on the [#] key.

Commands available

☞ [↓][↑] to select the field to be modified
☞ [0]...[9] to enter the values requested
☞ **EXIT** to confirm and quit

3.3 FUNCTIONS

The chime function permits the activation of a sound signal (buzzer) every time one of the zones the chime is enabled for is opened while the control panel is in stand-by. Depending on programming, the buzzer can be activated either once for a 2s-beep or once for a 3s-beep and continuously, if the zone remains open.

Select the menu Functions and confirm by clicking on the [#] key.

Then select the menu Chime and confirm by clicking on the [#] key.

Menu	**5**
Functions	

Functions	**5**
Chime	

☞ [↓][↑] to select the zone 1...64
☞ [#] to confirm

Commands available

☞ [#] to enable the chime
☞ [*] to disable the chime
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] chime disabled
[#] chime enabled

Chime	**9**
Ctrl panel Z1	**[#]**

3.4 CREATION/MODIFICATION OF THE PROGRAMS

The programs group a certain number of zones (1...64) that are enabled simultaneously for the detection of alarms on arming of the program.

WARNING
The zones included in one program are enabled for the detection of alarms at the same time if they are part of only one program.
If they belong to more programs and they are programmed common zone, they are enabled only if all the programs they are included in are.

Menu	**6**
Programs	

Select the Programs menu and confirm by clicking on the [#] key.

☞ [↓][↑] to select the program 1...8
☞ [#] to confirm

Programs	**1**
Program 01	

Program 01	**1**
Associate zones	

Associate zones	
Ctrl panel Z1	**[#]**

Creation/modification of the program

☞ [#] to start creation/modification of the program selected
☞ [↓] [↑] to select the zone 1...64 to include in the program
☞ [#] to confirm

Commands available

☞ [#] to include the zone in the program
☞ [*] to remove the zone from the program
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] zone not included in the program
[#] zone included in the program

3.5 TIMERS AND THE ACCESS PERIODS

Menu	**9**
Timers	

Timers	**2**
Timers	

Timers	**3**
Access periods	

Select the timers menu and confirm by clicking on the [#] key.

Functions available

- Timers
- Access periods

Commands available

☞ [↓] [↑] to select the function
☞ [#] to confirm

3.5.1 TIMERS

Timers	**1**
Timer 01	

Timer 01	**1**
Action	

Timer 01	**2**
Attribute	

Timer 01	**3**
Programs	

The timers permit the automatic execution of scheduled functions (automatic arming/disarming or activation/deactivation of by-pass). The control panel provides 16 independent timers.

☞ [↓] [↑] to select the timer 1...8
☞ [#] to confirm

Submenus

- Action
- Attribute
- Programs
- Starting hour
- Temporary block

Commands available

☞ [↓] [↑] to select the option
☞ [#] to confirm

ACTION

Select the action the timer selected is to be activated for:

- Arming
- Disarming
- Activation of by-pass
- Deactivation of by-pass

Commands available

☞ [↓] [↑] to select the action
☞ [#] to confirm
☞ **EXIT** to confirm and quit

ATTRIBUTE

Select the frequency of activation of the timer selected:

- Not active
- every pre-holiday
- every Monday
- every Thursday
- every day
- every holiday
- every Tuesday
- every Friday
- every working day
- every Sunday
- every Wednesday
- every Saturday

Commands available

☞ [↓] [↑] to select the frequency
☞ [#] to confirm
☞ **EXIT** to confirm and quit

ASSOCIATION OF THE PROGRAMS
Select the programs to be associated to the timer.
Commands available
☞ [#] to associate the program
☞ [*] to undo the association of this program
☞ **EXIT** to confirm and quit
Viewing of the current settings
[ ] program not associated
[#] program associated

Programs 1
Program 01 [#]

STARTING TIME
Program the starting time of the activation cycle of the timer selected.
☞ [↓][↑] to select the field to be modified
☞ [0]...[9] to enter the values requested
☞ **EXIT** to confirm and quit

Period
12:32 [hh:mm]

TEMPORARY BLOCK OF THE TIMER
The temporary block of the timer permits the skipping of one activation of the timer selected. Afterwards the timer is automatically enabled again and continues its normal cycle.
Commands available
☞ [#] to block the timer
☞ [*] to enable
☞ **EXIT** to confirm and quit
Viewing of the current settings
[ ] timer active
[#] timer temporary disabled

Timer 01 5
Bloked [#]

3.5.2 ACCESS PERIODS

The access periods permit to limit the recognition of the codes/keys to the periods of time programmed. The control panel controls 8 independent access periods.
☞ [↓][↑] to select the access period 1...8
☞ [#] to confirm
Submenus
- Attribute of beginning
- Attribute of end
- Starting hour
- Ending hour

Access periods 1
Period 01

Commands available
☞ [↓][↑] to select the option
☞ [#] to confirm
☞ **EXIT** to confirm and quit

Period 01 1
Attrib. Beg.

Period 01 2
Attrib. End

Period 01 3
Hour beg.

Period 01 4
Hour end

ATTRIBUTE OF BEGINNING AND END
Select the frequency of activation of the access period selected:
- Not active
- every pre-holiday
- every Monday
- every Thursday
- every day
- every holiday
- every Tuesday
- every Friday
- every working day
- every Sunday
- every Wednesday
- every Saturday

Commands available
☞ [↓][↑] to select the option
☞ [#] to confirm
☞ **EXIT** to confirm and quit

HOUR OF BEGINNING AND END
Program the starting/ending time of the access period selected.
Commands available
☞ [↓][↑] to select the field to be modified
☞ [0]...[9] to enter the values requested
☞ **EXIT** to confirm and quit

3.6 PROGRAMMING OF THE TELEPHONE PARAMETERS

Menu Telephone	10
Telephone Settings	1
Telephone PABX	2
Telephone Channel A	3
Telephone Call back	11
Telephone Mobile	12

Select the telephone menu and confirm by clicking on the [#] key.

Options available

- Settings
- PABX switchboard
- Channel A

. . .

- Channel H
- Call back number
- Mobile phone

Commands available

☞ [↓] [↑] to select the option
☞ [#] to confirm

3.6.1 SETTINGS

Settings Answer	1
Settings Rings	11
Settings Answer	1 [ ]

Submenus

- Answering mode
- Rings

ANSWERING MODE

The control panel can be enabled so as to answer to incoming calls.

Commands available

☞ [#] to enable the answering mode
☞ [*] to disable the answering mode
☞ EXIT to confirm and quit

Viewing of the current settings

[#] answering mode enabled
[ ] answering mode disabled

RINGS

Program the number of rings to be counted before the control panel answers to incoming calls (3...17).
Enter a 3-digit value:

☞ [0] ... [9]
☞ **EXIT** to confirm and quit

Rings 005

SKIP ANSWERING MACHINE

The control panel may be connected toghether with other devices such as answering machines to the same telephone line, which answer incoming calls with higher priority.
In this case, it is possible to program the skip answering machine function.
The skip answering machine function is enabled by programming 17 rings.
Set the priority of the answering machine at more than 3 to 5 rings.
When call the control panel, procede as follows:
- Dial the number and replace the receiver after the first ring
- Call again after 6 but no later than 60 seconds from the first call.

If the control panel receives the second call within 6 to 60 seconds from the first one, that has been interrupted after the first ring, it answers immediately.

3.6.2 PABX SWITCHBOARD

If the control panel is connected to a PABX switchboard, it is necessary to program the PABX number to be dialed in order to switch to the outgoing line (1...16 digits).

Commands available

☞ [↓] [↑] to cancel an existing number
☞ [0] ... [9] to enter the PABX number
☞ [#] [*] to add DTMF symbols to the number
☞ **EXIT** to confirm and quit

PABX 05

3.6.3 CHANNELS (A...H)

The control panel provides 8 independent telephone channels (A...H) for the transmission of alarm messages via telephone line. To every channel, one principal telephone number and one spare telephone number are to be associated. The principal telephone number is always called first, the spare number is called if there is no answer to the principal number or the line is busy.
The channel executes max. 4 attempts with either number alternating the principal with the spare number.

Channel A 1 1st number

☞ [↓] [↑] to select the channel
☞ [#] to confirm

Submenus
- Principal number
- Spare number

1st number 01155566667777

Selection of the number
☞ [↓] [↑] to select the number
☞ [#] to confirm
Enter the telephone number selected (max. 15 digits).
Commands available
☞ [↓] [↑] to cancel an existing number
☞ [0] ... [9] to enter the value requested
☞ [#] [*] to add DTMF symbols to the number
☞ **MEM** to add pauses to the number
☞ **EXIT** to confirm and quit

3.6.4 CALL BACK

Call back Call

The call back function solicits the control panel to call back the installer or monitoring station establishing itself the connection for programming or event buffer download.
This is to protect the system against attempts at sabotage inhibiting unauthorized access to control panel programming.
Commands available
☞ [#] to enable call back
☞ [*] to disable call back
☞ **EXIT** to confirm and quit

Call * NO # YES

3.6.5 MOBILE PHONE

Mobile 2 Answer

Submenus
- Answering mode
- Emergency number

Mobile 4 Emergency no.

ANSWERING MODE
TECNOCELL can be enabled so as to answer to incoming calls.
If enabled, the GSM interfac answers after approx. 3 rings to incoming calls transmitting one of two prerecorded vocal messages signaling system status (control panel in stand-by or in alarm). Teh message is repeated until shut down of the communication.
Commands available
☞ [#] to enable the answering mode
☞ [*] to disable the answering mode
☞ **EXIT** to confirm and quit
Viewing of the current settings
[ ] answering mode disabled
[#] answering mode enabled

Mobile 2 Answer [ ]

EMERGENCY NUMBER
TECNOCELL constantly checks the connection with the control panel. If or some reason, the communication between the two devices is interrupted for more than 30s, TECNOCELL executes an emergency call dialing the emergency number programmed.
Enter the emergency number (max. 15 digits).
Commands available
☞ [↓] [↑] to cancel an existing number
☞ [0] ... [9] to enter the value requested
☞ [#] [*] to add DTMF symbols to the number
☞ **MEM** to add pauses to the number
☞ **EXIT** to confirm and quit

Emergency no. 01155667788

Menu	11
Codes	

Codes	3
Master code	

Codes	4
User codes	

Master code	1
Code	

Master code	3
Programs	

Master code	4
Attributs	

Master code
12345

3.7 PROGRAMMING OF THE CODES

Select the codes menu and confirm by clicking on the [#] key.

Options available

- Master code
- Standard user codes

Commands available

☞ [↓] [↑] to select the option
☞ [#] to confirm

3.7.1 MASTER CODE

The master code is usually reserved to the owner of the system. It is always enabled and for all programs.

Submenus

- Code
- Programs
- Attributes

CODE

Commands available

☞ [0] ... [9] to enter the value of the code
☞ [↓] [↑] to cancel an existing code
☞ **EXIT** to confirm and quit

PROGRAMS

Permits the association of the programs (1 to 8).
The code is enable to arm/disarm the programs associated to.

Commands available

☞ [↓] [↑] to select the program
☞ [#] to associate the code to the program selected
☞ [*] to cancel the code/program association
☞ EXIT to confirm and quit

ATTRIBUTES

Every code can be enabled for different functions.

Submenus

- By-pass
  Enables the code for the activation of the by-pass program.
- By-pass general alarms
  Enables the code for arming even if a general alarm (tamper, low battery, power failure, supervision, trouble modules) is active.
- Hold-up
  Enables the code for the activation of a hold-up alarm by decreasing the code by one unit, e.g. if the master code is 12345, the hold-up code is 12344.
  If the master code ends in 0 (e.g. 12340), the hold-up code ends in 9 (e.g. 12349).
  Thanks to this function, the Master can release a silent alarm under duress simulating disarming.
- Automatic communicator block on disarming
  Enables the code for the automatic interruption of the active alarm calls and those in queue on disarming.
- Manual communicator block
  Enables the code for the manual interruption of the active alarm calls and those in queue entering the master code again and pressing **EXIT** after disarming.
- Remote disab. (disabling of remote arming/disarming by phone)
  Disables the code for arming/disarming of the programs (programmed appropriately) by phone.
- Direct disab. (disabling of direct arming/disarming)
  Disables the code for direct arming, i.e. simultaneous arming of all the programs associated by entering the code followed by the #(hash) key, but is obliged to select them manually.
- Excl. disab. (disabling of zone exclusion)
  Disables both the voluntary exclusion of zones and the automatic exclusion of open zones. If the control panel is armed in the presence of open zones, these will release an alarm at the end of the arming phase.

Commands available

☞ ↓ ↑ to select the option
☞ # to enable the option
☞ * to disable the option
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] option disabled
[#] option enabled

Programs	**1**
Progr. 01	**[#]**

3.7.2 STANDARD USER CODES

The standard user codes have the same length as the master code and can be enabled for arming/disarming and the activation/deactivation of by-pass of determined programs. The recognition of this codes can be limited to determined access periods. The control panel controls up to 62 standard user codes.

☞ ↓ ↑ to select the code 1...62
☞ # to confirm

Submenus

- Code
- Access periods
- Programs
- Attributes

User codes	**1**
Code 01	

CODE

Commands available

☞ 0 ... 9 to enter the value of the code
☞ ↓ ↑ to cancel an existing code
☞ **EXIT** to confirm and quit

Code 01	**1**
Code	

Code 01	**2**
Access periods	

ACCESS PERIODS

Select the access periods (1...8) during which the code is to be enabled. Outside these periods of time, arming/disarming and the activation/deactivation of by-pass will be denied.

Commands available

☞ ↓ ↑ to select the access period 1...8
☞ # to enable the code during the access period
☞ * to disable the code during the access period
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] code disabled during the access period
[#] code enabled during the access period

Code 01	**3**
Programs	

Access periods	
Period 01	**[#]**

PROGRAMS

Select the programs (1...8) the code is to be enabled for.

Commands available

☞ ↓ ↑ to select the program
☞ # to associate the program to the code
☞ * to undo the association
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] code not enabled for the program
[#] code enabled for the program

Code 01	**4**
Attributes	

Programs	
Program 01	**[#]**

ATTRIBUTES

Every code can be enabled for different functions.

Submenus

- By-pass
  Enables the code for the activation of the by-pass program.
- By-pass general alarms
  Enables the code for arming even if a general alarm (tamper, low battery, power failure, supervision, trouble modules) is active.
- Hold-up
  Enables the code for the activation of a hold-up alarm by decreasing the code by one unit, e.g. if the user code is 12345, the hold-up code is 12344. If the user code ends in 0 (e.g. 12340), the hold-up code ends in 9 (e.g. 12349).
  Thanks to this function, the user can release a silent alarm under duress simulating disarming.

Code 01	**1**
11111	

- Automatic communicator block on disarming
  Enables the code for the automatic interruption of the active alarm calls and those in queue on disarming.
- Manual communicator block
  Enables the code for the manual interruption of the active alarm calls and those in queue entering the user code again and pressing **EXIT** after disarming.
- Remote disab. (disabling of remote arming/disarming by phone)
  Disables the code for arming/disarming of the programs (programmed appropriately) by phone.
- Direct disab. (disabling of direct arming/disarming)
  Disables the code for direct arming, i.e. simultaneous arming of all the programs associated by entering the code followed by the #(hash) key, but is obliged to select them manually.
- Excl. disab. (disabling of zone exclusion)
  Disables both the voluntary exclusion of zones and the automatic exclusion of open zones. If the control panel is armed in the presence of open zones, these will release an alarm at the end of the arming phase.

Commands available

☞ [↓] [↑] to select the option
☞ [#] to enable the option
☞ [*] to disable the option
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] option disabled
[#] option enabled

Menu Keys	**12**
Keys Key 01	**1**
Key 01 Access periods	**1**
Key 01 Programs	**2**
Key 01 Attributs	**3**
Key 01 Learning	**4**

3.8 PROGRAMMING OF THE KEYS

Select the keys menu and confirm by clicking on the [#] key.
The control panel controls up to 32 electronic keys that can be enabled forarming/ disarming and activation/deactivation of the first 6 programs (1...6) of the control panel.

Commands available

☞ [↓] [↑] to select the key 1...32
☞ [#] to confirm

Options available

- Access periods
- Programs
- Attributes
- Learning

3.8.1 ACCESS PERIODS

Select the access periods (1...8) during which the key is to be enabled. Outside these periods of time, arming/disarming and the activation/deactivation of by-pass will be denied.

Commands available

☞ [↓] [↑] to select the access period 1...8
☞ [#] to enable the key during the access period
☞ [*] to disable the key during the access period
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] key not enabled during the access period
[#] key enabled during the access period

Access periods Period 01	**[#]**

3.8.2 PROGRAMS

Select the programs (1...6) the code is to be enabled for.

Commands available

☞ [↓] [↑] to select the program 1...6
☞ [#] to associate the program to the key
☞ [*] to undo the association
☞ **EXIT** to confirm and quit

Viewing of the current settings

[ ] key not enabled for the program
[#] key enabled for the program

Programs Program 01	**[#]**

3.8.3 ATTRIBUTES

Every key can be enabled for different functions.
Submenus

- By-pass
  Enables the key for the activation of the by-pass program.
- Confirmation of disarming
  Enables the key for the release of a silent alarm under duress. ON insertion of the key, a timer is activated for the delay programmed on expiry of which, if no valid code has been entered to confirm disarming, the hold-up alarm is released.
- Automatic communicator block on disarming
  Enables the code for the automatic interruption of the active alarm calls and those in queue on disarming.
- Byp gen. al. (by-pass general alarms)
  Enables the key so as to by-pass general alarms in order to arm the system in the presence of one of the following alarm conditions: tamper, low battery, power failure, supervision, trouble module.
- Excl. disab. (disabling of zone exclusion)
  Disables both the voluntary exclusion of zones and the automatic exclusion of open zones. If the control panel is armed in the presence of open zones, these will release an alarm at the end of the arming phase.
- Quick disab. (disabling of quick arming)
  Disables global disarming on isertion of the key. In this case, the key will arm/disarm only the first program associated to it.

3.8.4 LEARNING

Each electronic key before use must be associated to the control panel. This process consisting in the storage of the device ID code is commonly called learning. Every time a key is inserted into a keypoint connected to the control panel, its code is compared with those stored in the memory and the control panel allows the functions the key is enabled for.
Viewing of the current settings
[ ] key not learnt (position free)
[#] key learnt (position occupied)

Key 01 1
Learning [ ]

Deletion of an existing key
To delete an existing association, press the star key (*) **No**).
Learning
On the display of the console is viewed **Learn. Waiting** and contemporaneously, on the key readers TP SK6N the green key LED is blinking.
Insert the key into the key reader.
As soon as the key has been programmed, on the display of the console is viewed **Learn. Completed** and contemporaneously, on the key readers TP SK6N the green key LED becomes lit.
Remove the key from the keypoint.
Repeat the procedure for all the keys to be programmed.

Learn. Waiting

Learn. Completed

3.9 PROGRAMMING OF THE WIRELESS KEYS

Select the wireless keys menu and confirm by clicking on the # key.
Commands available
☞ ↓↑ to select the wireless key (from 1 to 32)
☞ # to confirm the selection
Options available

- Periods
- Ass. buttons
- Attributes
- Learning

Menu 13
WL keys

WL keys 1
Periods

WL keys 2
Ass. buttons

WL keys 3
Attributes

WL keys 4
Learning

3.9.1 PERIODS

Defines the access period (from 1 to 8) during which the wireless key is enabled.

3.9.2 ASSOCIATION BUTTONS

Permits the association of the following functions to the 3 function keys
Submenus
- Disarming (of all the programs that have previously been armed by the
- Arm. program (a determined program from 1 to 8)
- Dis. program (a determined program from 1 to 8)
- ON/OFF rem ctrl (a determined remote control from 1 to 8)
- ON rem ctrl (a determined remote control from 1 to 8)
- OFF rem ctrl (a determined remote control from 1 to 8)

3.9.3 ATTRIBUTS

Submenus
- By-pass
  Defines whether the wireless keys is to be used for arming and disarming or activation and deactivation of by-pass. If the attribute is selected, the function of the arming and disarming keys change as follows:
  - Arm. program becomes activation of by-pass of the program
  - Dis. program becomes deactivation of by-pass of the program
  - Disarming becomes general deactivation of by-pass
- Conf. dis (confirmation of disarming)
  If the attribute is selected, disarming by wireless key releases a hold-up alarm unless it is confirmed by entering a valid code within the delay programmed (see programming of time parameters). If the code is entered either not at all or late, a silent hold-up alarm is released and the outputs programmed are activated.
- Autom. abort (automatic communicator block on disarming)
  If the attribute is selected, upon disarming by wireless key all the active telephone channels as well as those waiting to be activated are blocked.
- Byp gen. al. (by-pass general alarms)
  Permits the by-pass of the general alarms, i.e. arming in the presence of one of the following alarm conditions: tamper, low battery, power failure, supervision, trouble module.
- Duress
  Enables the release of a panic alarm by pressing the keys 2 and 3 of the wireless key simultaneously.
- Excl. disab.
  Disables both the voluntary exclusion of zones and the automatic exclusion of open zones. If the control panel is armed in the presence of open zones, these will release an alarm at the end of the arming phase.

Commands available
☞ **#YES** to associate the function to the wireless key
☞ ***NO** to cancel an existing association
☞ **EXIT** to confirm and quit

Viewing of the current settings
[ ] Attribute has not been associated to the wireless key selected
[#] Attribute has been associated to the wireless key selected

3.9.4 LEARNING

Every wireless key before use must be associated to the control panel. This process consisting in the storage of the device ID code is commonly called learning.

Viewing of the current settings
[ ] Wireless key has not yet been learnt
[#] Wireless key has been learnt

WL key 01
Learn. [ ]

Deletion of an existing wireless key
To delete an existing association, press the star key (***No**).

Learning
While on the display is viewed **Learn. Waiting** (the system is ready for learning), press the button 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.
After learning, on the display is viewed **Learn. Completed**.

Learn.
Waiting

Learn.
Completed

3.10 PROGRAMMING OF THE CONSOLES

Menu	15
Consoles	

Consoles	1
Console 01	✔

Select the consoles menu and confirm by clicking on the # key.

☞ ↓ ↑ to select the console

☞ # to confirm

The control panel provides up to 15 consoles. The consoles can be configured individually so as to allow determined functions relating to determined programs.

Submenus

- Volume — Permits volume adjustment for the voice report at 4 different settings (mute, low, medium, high)
- Audio always — Enables the console permenantly for the voice report of the operations executed (e.g. arming or disarming)

Commands available

☞ ↓ ↑ to select the option

☞ **EXIT** to confirm and quit

3.11 EXCLUSION OF MODULES/ZONE

Menu	17
Exclusion	

Select the exclusion menu and confirm by clicking on the # key.

☞ # to confirm

Permits to exclude volontarily modules or single zones of the system, e.g. in case of misfunction.

Submenus

- Zones — Exclusion of the zones selected (from 1 to 64)
- WL sirens — Exclusion of the wireless sirens selected (from 1 to 4)
- WL consoles — Exclusion of the wireless consoles selected (from 1 to 4)
- WL keys — Exclusion of the wireless keys selected (from 1 to 32)
- Consoles — Exclusion of the consoles selected (from 1 to 15)
- Key readers — Exclusion of the key readers selected (from 1 to 15)
- Superv. brds — Exclusion of the supervisory boards/output espansions selected (from 1 to 7)
- Tecnocell — Exclusion of the telephone communicator with GSM module
- Modules — Exclusion of the modules selected (from 1 to 14)
- WL module — Exclusion of the wireless module selected (1 or 2)

3.11.1 EXCLUSION OF ZONES

Exclusion	1
Zone	

☞ ↓ ↑ to select the zone

☞ # to confirm

Commands available

☞ ↓ ↑ to select the zone 1...64

☞ # to exclude the zone

☞ * to enable the zone

☞ **EXIT** to confirm and quit

Zone	1
Ctrl panel Z4	[#]

Viewing of the current settings

[ ] zone enabled

[#] zone disabled (excluded)

The procedure of exclusion is the same for all the other devices.

Menu 18
Test

Test 2
Zones

Test 3
Indoor siren

Test 4
Outdoor siren

Test 5
Version

Test 6
Vocal synthesis

Test 7
LED console

Zones
- - -

Zones
Zone 25

3.12 TEST

Select the menu Test and confirm by clicking on the [#] key.
☞ [#] to confirm

Submenus

- Zones — Functioning test of the zones
- Indoor siren — Functioning test of the indoor siren
- Outdoor siren — Functioning test of the outdoor siren
- Version — Viewing of the firmware versione of the control panel
- Vocal synthesis — Viewing of the vocabulary version of the control panel
- LED console — Viewing of the LED status of the console
- GSM — Viewing of the tel. communicator with GSM module status

The tests are automatically executed in this order. They can be interrupted or skipped by pressing **EXIT** .

3.12.1 ZONE TEST

Permits the test of both the wired and radio detectors of the system.
On the display is viewed - - - for the entire zone test.
Pass by the detectors soliciting the activation of the zone contacts.
For every zone that is found open, the buzzer of the console is activated for approx. 2s and after the test the open zones are viewed on the display.
The test has no determined duration.

Commands available

☞ [↓] [↑] to view the open zones one by one
☞ **EXIT** to quit the submenu

3.12.2 INDOOR SIREN TEST

Permits the test of the indoor sirens and the battery of the system.The test takes 60s and can be interrupted by pressing **EXIT** .
The sirens are activated and powered by battery.
After the test, if battery voltage is found low, the battery LED is blinking.

Commands available

☞ **EXIT** to quit the submenu

3.12.3. OUTDOOR SIREN TEST

Permits the test of the outdoor sirens and the battery of the system.
The test takes 60s and can be interrupted by pressing **EXIT** .
The sirens are activated and powered by battery.
After the test, if battery voltage is found low, the battery LED is blinking.

Commands available

☞ **EXIT** to quit the submenu

WARNING
During the test, the wireless indoor/outdoor sirens work according to programming, i.e. not active, sounding, flashing, sounding+flashing. The sounding or flashing time, however, is irrelevant.

(c) Tecnoalarm
TP64 v.2.3 ENG

3.12.4 VIEWING OF THE FIRMWARE VERSION

On initiation, on the display is viewed the release and the language of the firmware of the control panel.

Commands available

☞ **EXIT** to quit the submenu

(c) Tecnoalarm
Vocab. v.3.0 ENG

3.12.5 VIEWING OF THE VOCABULARY VERSION

On initiation, on the display is viewed the release and the language of the vocabulary of the control panel.

Commands available

☞ **EXIT** to quit the submenu

LED console

3.12.6 VIEWING OF THE LED STATUS

On initiation, all the LED on the console are lit and the buzzer is activated.

Commands available

☞ **EXIT** to quit the submenu

Test GSM	9

GSM Device OK

GSM Signal	*****

GSM Ver. 1.5

3.12.7 GSM MODULE TEST

On initiation, on the display is viewed in sequence:

- The status of the GSM telephone communicator
- The GSM signal power:
  - * insufficient
  - ** bad
  - *** reasonable
  - **** good
  - ***** optimum
- The firmware version of the GSM telephone communicator

Commands available

☞ **EXIT** to quit the submenu

3.13 ENABLING OF REMOTE ACCESS

Menu Options	19

Select the menu **Option**.

☞ [#] to confirm

Enables the installer to accede to the control panel via telephone line using the TECNOALARM programming and monitoring software.

Commands available

☞ [#] to disable remote access

☞ [*] to enable remote access

☞ **EXIT** to confirm and quit

Options Rem. access	[#]

Viewing of the current settings

[ ] remote access disabled

[#] remote access enabled

4. CONTROL BY CONSOLE

The control panel can be controlled and programmed through LCD console by different operators using different access codes. Every 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 (installer/master programming menu) via console (access denied). He will have to disarm the system before.

- 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 parset functions.

ACCESS TO THE MASTER MENU

Tue 19 JUN 07 Work. 10:45	MASTER CODE (default 12345)	1 2 3 4 5	- Access - Master — CM LED on

MASTER MENU

1	ARMING/DISARMING PROGRAM 1	Arming Program 1	Program LED blinking
2	ARMING/DISARMING PROGRAM 2	Arming Program 2	Program LED blinking
3	ARMING/DISARMING PROGRAM 3	Arming Program 3	Program LED blinking
4	ARMING/DISARMING PROGRAM 4	Arming Program 4	Program LED blinking
5	ARMING/DISARMING PROGRAM 5	Arming Program 5	Program LED blinking
6	ARMING/DISARMING PROGRAM 6	Arming Program 6	Program LED blinking
7	ARMING/DISARMING PROGRAM 7	Arming Program 7	Program LED blinking
8	ARMING/DISARMING PROGRAM 8	Arming Program 8	Program LED blinking
#	TOTAL ARMING (ALL OF THE ASSOCIATED PROGRAMS) WITH ZONE EXCLUSION	Arming Ctrl panel OK	All program LED blinking
*	TOTAL DISARMING (ALL OF THE ASSOCIATED PROGRAMS)	Tue 19 JUN 07 Work. 10:45	All program LED off
MEM	CONSULTATION OF THE EVENT BUFFER	Viewing Events	
MEM EXIT	RESET OF ALARM MEMORY SIGNALING	Tue 19 JUN 07 Work. 10:45	
EXIT	TELEPHONE CHANNEL BLOCK	Abort telephone? * NO # YES	
↓ ↑	ACCESS TO THE MASTER PROGRAMMING MENU	Menu 1 Remote ctrl	

- 62 standard user codes (default code 00000)
  Every code can be enabled individually for arming/disarming or by-pass of determined programs.

ACCESS TO THE STANDARD USER MENU

Tue 19 JUN 07 Work. 10:45	USER CODE (e.g. user 1 11111)	1 1 1 1 1	- Access - Code 1 — CM LED on

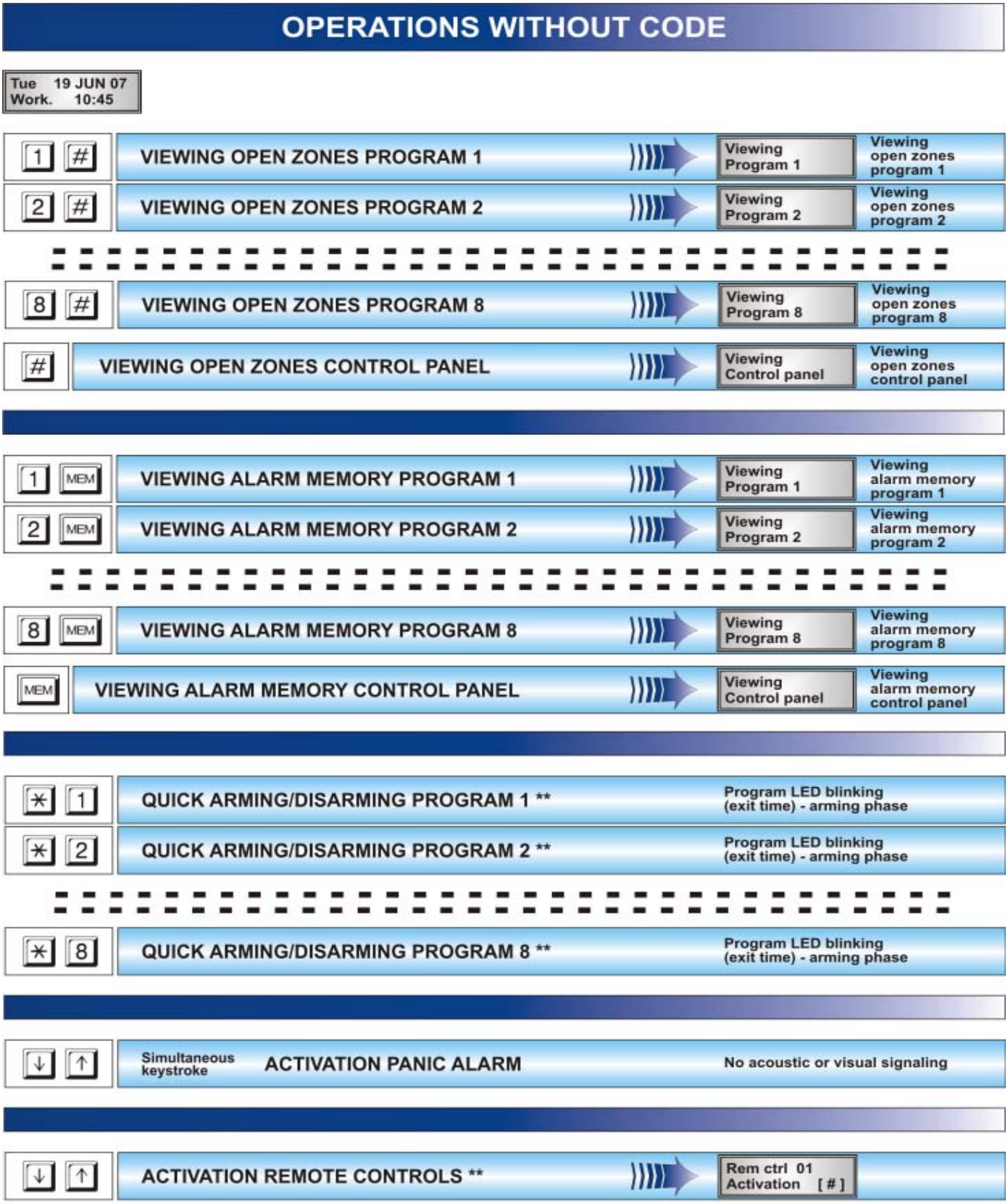
STANDARD USER MENU

1	ARMING/DISARMING PROGRAM 1 *	Arming Program 1	Program LED blinking
2	ARMING/DISARMING PROGRAM 2 *	Arming Program 2	Program LED blinking
3	ARMING/DISARMING PROGRAM 3 *	Arming Program 3	Program LED blinking
4	ARMING/DISARMING PROGRAM 4 *	Arming Program 4	Program LED blinking
5	ARMING/DISARMING PROGRAM 5 *	Arming Program 5	Program LED blinking
6	ARMING/DISARMING PROGRAM 6 *	Arming Program 6	Program LED blinking
7	ARMING/DISARMING PROGRAM 7 *	Arming Program 7	Program LED blinking
8	ARMING/DISARMING PROGRAM 8 *	Arming Program 8	Program LED blinking
#	TOTAL ARMING (ALL OF THE ASSOCIATED PROGRAMS) WITH ZONE EXCLUSION	Arming Ctrl panel OK	All program LED blinking
*	TOTAL DISARMING (ALL OF THE ASSOCIATED PROGRAMS)	Tue 19 JUN 07 Work. 10:45	All program LED off

MEM	CONSULTATION OF THE EVENT BUFFER	Viewing Events	
MEM EXIT	RESET OF ALARM MEMORY SIGNALING	Tue 19 JUN 07 Work. 10:45	
EXIT	TELEPHONE CHANNEL BLOCK	Abort telephone? * NO # YES	

* IF THE PROGRAM IS ASSOCIATED TO THE CODE ONLY

OPERATIONS WITHOUT CODE



** IF THE CONSOLE IS ENABLED FOR THE QUICK MENU ONLY

WARNING
The alarm is released as soon as 32 keys have been pressed without entering a valid code.
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 inhibited for 2 minutes.
To stop the alarm, enter a valid code (master or standard user code) on any of the other consoles.

4.1 ARMING

The control panel can be armed through the programs (1 to 8) 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 64) 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).
The LCD console permits arming/disarming and by-pass of maximum 15 programs. In addition, it permits arming with exclusion of the open zones.
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 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 user codes. The common zone (entrance), however, is activated only if the programs of both appartments it is included in are armed simultaneously.

Tue 19 JUN 07
Work. 10 : 45

OPEN ZONES
None

OPEN ZONES
Zone 2

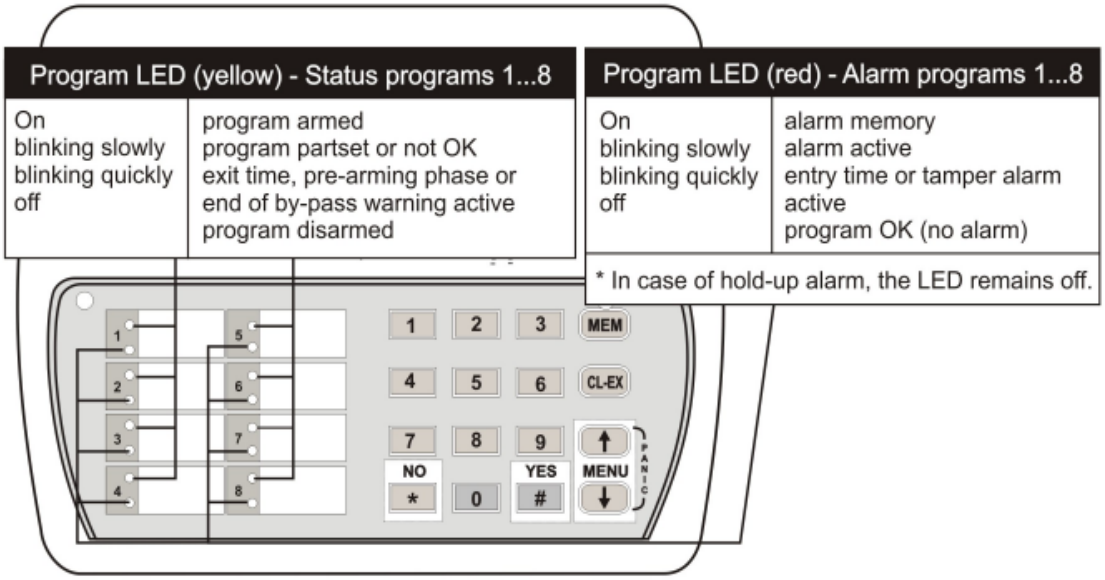
CHECK SYSTEM STATUS
Prior to arming of the control panel, when the control panel is in stand-by, always check the status of the zones (detectors) pressing # (hash):
☞ # **YES**
On the display are viewed the zones that result open in sequence with an interval of approx. 2 seconds between one another. After scanning of the zones the control panel returns to stand-by.

CHECK PROGRAM LED STATUS
The yellow LED indicate the status of the programs:
- LED on = program armed
- LED off = program in stand-by
- LED blinking quickly (2 flashes per second) = exit time, arming phase or warning of end of by-pass
- LED blinking slowly (1 flash per second) = program partset or not OK during arming phase

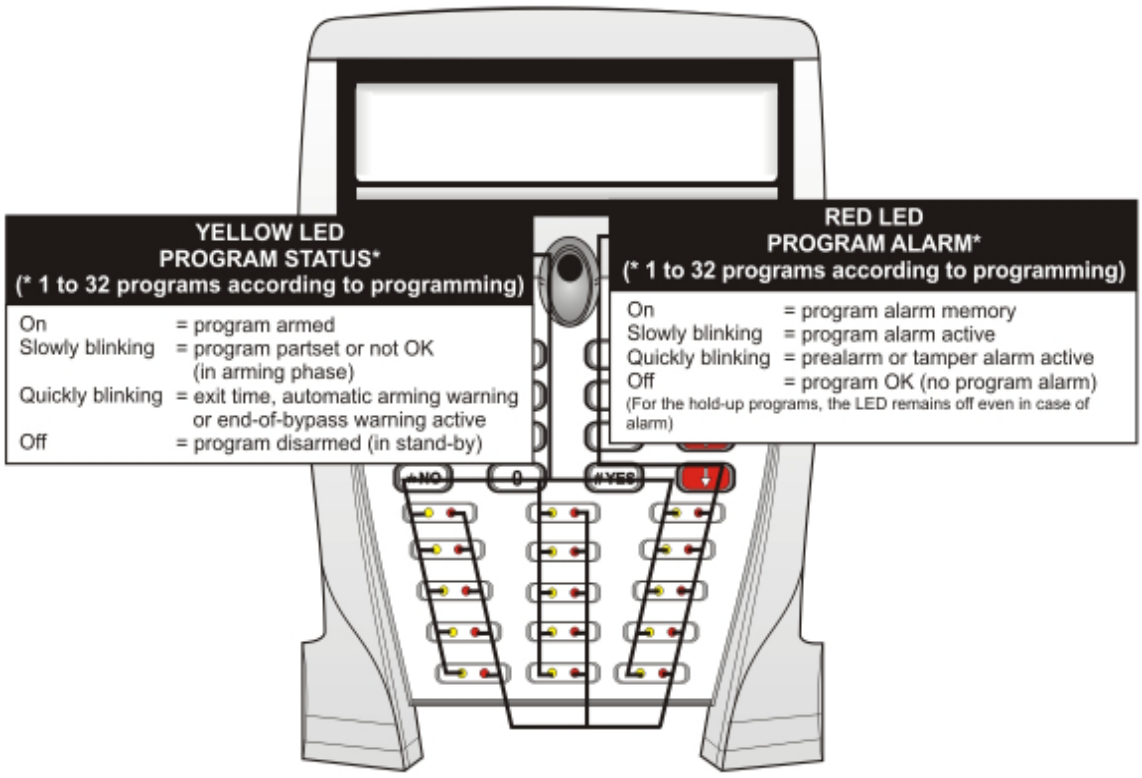
The red LED indicate the program alarms:
- LED on = alarm memory
- LED off = program OK (no program alarm active)
- LED blinking quickly (2 flashes per second) = prealarm or tamper active
- LED blinking slowly (1 flash per second) = program alarm active

WARNING
If you arm a program containing open zones or zones in alarm, the alarm will be released and the devices programmed (sirens or logic outputs) activated.
Ensure that all the zone contacts are closed (or in stand-by) or exclude the open zones by the procedure explained lateron.

LCD200 CONSOLE



LCD300/S CONSOLE



4.1.1 ARMING WITH MASTER CODE

- ACCESS -
Master

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

Arming
Program x

Once the programs have been selected, for 10 seconds, on the display is viewed **Arming** followed by the number/name of the programs selected.
The yellow LED corresponding to the programs selected start blinking.

WARNING
To abort arming of the programs selected press the **EXIT** key. The process is aborted and the control panel returns to stand-by.

ZONE EXCLUSION TIME
For 10 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 awaiting the expiry of the zone exclusion time by pressing # (hash):
☞ #

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 yellow program LED become lit and remain lit until disarming of these programs.

Arming
Ctrl panel OK

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

4.1.1.1 EXCLUSION OF OPEN ZONES

OPEN ZONES
Zone xxx

After selecting the programs to be armed, during the 10-seconds zone exclusion time, if there are open zones (direct or delayed type 2), these are viewed in sequence on the display.
A zone may result open for instance in case of fault of the detector connected.
To arm the programs selected excluding the open zones, press:

ZONES EXCLUDED

☞ #**YES**
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 (and perhaps the exit time) the programs are armed and the open zones are activated. Consequently the alarme is released.

4.1.1.2 VOLUNTARY ZONE EXCLUSION

Arming
Excl. with MENU

After selecting the programs to be armed, during the 10-seconds zone exclusion time, it is possible to exclude some of the zones volontarily from the detection of alarms.
Select the zones to be excluded pressing:
☞ ↓ ↑ to select the zones to be excluded

EXCLUDE with #
Zone xxx

On the display are viewed in sequence all the zones included in the programs selected.
Exclude the zone selected pressing:
☞ #**YES** to exclude the zone selected
Select another zone to be excluded with the keys arrow up and arrow down or exclude sequential zones pressing repeatedly # (hash).

WARNING
The zones definded as NOT EXCLUDIBLE are not listed. If a zone is already excluded it does not appear in the list either.

Once you have excluded all the zones you wanted to exclude, it is possible to confirm the exclusion and procede with arming without awaiting expiry of the zone exclusion time by pressing:
☞ **EXIT** to confirm the exclusion and abort the zone exclusion time
If all the zones are excluded, the process is stopped automatically.

IMMEDIATE CONFIRMATION OF ARMING
The zone exclusion time stops approximately after 10 seconds from the exclusion of the last zone.
It is possible to abort the wait and obtain immediate arming by pressing:
☞ [#]
The zones remain excluded until disarming of the program. They are activated automatically again the next time the program is armed.

WARNING
The programs that are already armed are not influenced.
To abort arming of the programs selected press the **EXIT** key. The process is aborted and the control panel returns to stand-by.

- ACCESS -
Master

4.1.1.3 TOTAL ARMING

After entering the master code and during the 10 seconds destinated for the selection of the programs, it is possible to obtain total arming, i.e. arming of all the programs by pressing:
☞ [#]**YES** to arm all the programs
The control panel initiates the zone exclusion time.
The corresponding yellow program LED start blinking.

- ACCESS -
User 001

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 (see § 4.1.1).

4.1.2.1 TOTAL ARMING

See § 4.1.1.3

4.1.3 QUICK ARMING (IF ENABLED)

It is possible to speed up the arming process by pressing the key * (star) followed by the program number, e.g.:
☞ [*][1]
☞ [*][2]
Repeat the command for all the programs to be armed.

WARNING
Quick arming is only permitted through the 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.). 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

he control panel can be armed through a contact connected to a zone programmed by the installer as key zone.
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.). At the attempt at doing so, on the display is viewed **! ARM. DENIED !** followed by the kind of alarm.

EXIT TIME
The zones defined as delayed upon arming observe an exit time programmed by the installer. If the programs selected contain delayed zones, these are only armed on expiry of the exit time. Once the exit time has expired, the yellow program LED are 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.

4.1.5 AUTOMATIC ARMING

The control panel can be armed automatically using the 16 timers. Therefore, it is possible to schedule arming with a determined frequency and at a determined time acting on determined programs.

Autom. Arming

WARNING OF AUTOMATIC ARMING
At the time and for the period of time programmed by the installer on the display is viewed a warning of imminent automatic arming and blink the yellow program LED on the console.
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, these are only armed on expiry of the exit time.
Once the exit time has expired, the yellow 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 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.

4.1.6 ARMING DURING ACCESS PERIODS

It is possible to define up to 8 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, on the display is viewed **ACCESS ! DENIED !**.

4.1.7 ARMING DENIED

In presence of trouble/general alarm arming is not permitted with:
- Code (master or standard user) unless it is enabled for the by-pass of general alarms
- Quick arming command
- Key zone

! ARM. DENIED !
Low battery

On the attempt at doing so, 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 by-pass of general alarms.

4.2 DISARMING

The control panel can be disarmed through the programs (1 to 8) 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

4.2.1 DISARMING WITH MASTER CODE

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

- ACCESS -
Master

☞ 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

Disarm.
Program x

For 10 seconds, on the display is viewed **Disarm.** followed by the number/name of the programs selected. The yellow LED corresponding to the programs selected are switched off.
It is possible to confirm the selection and abort the 10-seconds wait by pressing:
☞ #

WARNING
To abort disarming of the programs selected, press the **EXIT** key. The process is aborted and the programs previously armed remain such.

4.2.1.1 TOTAL DISARMING

After selecting the master code and during the 10 seconds destinated for the selection of the programs it is possible to obtain total disarming, i.e. disarming of all the programs by pressing:
☞ *NO to disarm all the programs
The yellow LED corresponding to the programs disarmed 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:

- ACCESS -
User 001

☞ 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 (see § 4.2.1).

4.2.2.1 TOTAL DISARMING

See § 4.2.1.1.

4.2.3 DISARMING UNDER DURESS (IF ENABLED)

In case of robbery, 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 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.

WARNING
Disarming by hold-up code (disarming under duress) causes no signaling by the console. The event is stored in the event buffer.
If the user code ends on 0, e.g. 43670, the hold-up code ends on 9, in this case 43679.

4.2.4 QUICK DISARMING (IF ENABLED)

It is possible to speed up the disarming process by pressing the key * (star) followed by the program number, e.g.:
☞ * 1
☞ * 2
Repeat the command for all the programs to be disarmed.

4.2.5 DISARMING THROUGH KEY ZONE

The control panel can be disarmed through a contact connected to a zone programmed by the installer as key zone.
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 16 timers. Therefore, it is possible to schedule disarming with a determined frequency and at a determined time acting on determined programs.
At the time programmed the timer disarms the programs associated.

4.2.7 DISARMING DURING ACCESS PERIODS

It is possible to define up to 8 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 and any attempt at acceding to the system will have no effect.
When trying to do so, on the display is viewed **ACCESS ! DENIED !**.

4.3 BY-PASS

When the control panel is armed, it is possible to deactivate temporaneously part of the system. Upon activation of the by-pass, the zones enabled for by-pass 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 by-pass or disarming of the programs they are included in.

4.3.1 BY-PASS ACTIVATION WITH CODE

Enter a code enabled for by-pass (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 2
On the display is viewed **Act. by-pass** followed by the program partset.
For the time the by-pass is active the corresponding program LED is blinking.

Act. by-pass
Program 1

WARNING
The zones excluded are those associated to the by-pass function and included in the program/s selected.

4.3.2 AUTOMATIC BY-PASS ACTIVATION

TThe control panel can be partset automatically using the 16 timers. Therefore, it is possible to schedule by-pass with a determined frequency and at a determined time acting on determined programs.
At the time programmed the timer partsets the programs associated.

4.3.3 ACTIVATION OF BY-PASS DURING THE ACCESS PERIODS

It is possible define up to 8 access periods of the codes. As a consequence the codes are enabled for by-pass 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 acceding to the system will have no effect.
When trying to do so, on the display is viewed **ACCESS ! DENIED !**.

4.3.4 DEACTIVATION OF BY-PASS

Enter a code enabled for by-pass (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

Deact. by-pass
Program 1

On the display is viewed **Deact. by-pass** followed by the program to be reactivated in its integrity.
The LED of the program previously partset becomes lit.

4.3.5 AUTOMATIC DEACTIVACION OF BY-PASS

The by-pass can be deactivated automatically using the 16 timers. Therefore, it is possible to schedule deactivation of the by-pass with a determined frequency and at a determined time acting on determined programs.
At the time programmed the timer deactivates the by-pass and reactivates the programs associated in their integrity.

Arming
Automatic

WARNING OF AUTOMATIC ARMING
At the time and for the period of time programmed by the installer on the display is viewed a warning of imminent automatic arming and blink the yellow program LED on the console.
According to programming, the buzzers of the consoles are activated, too.

4.3.6 DEACTIVATION OF BY-PASS ON EXPIRY OF MAXIMUM BY-PASS TIME

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

WARNING OF ARMING
For a period of time programmed by the installer before expiry of the maximum by-pass time, on the display is viewed a warning of imminent arming due to expiry of maximum by-pass time and the yellow program LED on the console become lit.
According to programming, the buzzers of the consoles are activated, too.

Arming
Deact. by-pass

4.4 ACTIVATION/DEACTIVATION REMOTE CONTROLS

Menu	1
Remote ctrl	

Remote ctrl	1
Remote ctrl 01	

Rem. ctrl 01	1
Activation	[#]

The master programming menu permits the manual activation and deactivation of the remote controls.
Enter the master code (default 12345)

☞ 1 2 3 4 5 master code (default)
☞ ↓ ↑ to select the remote controls menu
☞ ↓ ↑ to select the remote controls to activate/deactivate

Commands available

☞ # to activate the remote control
☞ * to deactivate the remote control
☞ **EXIT** to confirm and quit

QUICK ACTIVATION/DEACTIVATION (IF ENABLED)
If the quick menu of the consoles is enabled, the manual activation and deactivation of the remote controls without code is possible.

☞ ↓ ↑ to select the remote controls to activate/deactivate
☞ # to activate the remote control
☞ * to deactivate the remote control
☞ **EXIT** to confirm and quit

4.5 MANUAL COMMUNICATOR BLOCK

Abort telephone ?	
* NO	# YES

During an alarm call, it is possible to block the communicator, i.e. interrupt the active alarm call cycle and thos waiting to be executed.
Enter the master code (or a user code) enabled for the manual communicator block, and press **EXIT**, e.g.:

☞ 1 2 3 4 5 EXIT

On the display is viewed **Abort Telephone ? * NO # YES.**

Commands available

☞ # to block the communicator
☞ * to abandon and quit

WARNING
The block of the telephone calls is only permitted with master code or one of the standard user codes (1 to 62).
The blocking command stops all the active alarm calls cycles as well as those waiting.
The block of the telephone calls is not permitted in case of hold-up alarm. In this case, the cycle continues uninterrupted.

4.6 VIEWING OF THE EVENT BUFFER

Viewing Events

The event buffer of the control panel contains the register of all the arming/disarming and by-pass processes, alarms and modifications of programming etc. It is possible to consult the event buffer when the control panel is in stanby (date and time viewed) pressing:

☞ **MEM**

Commands available

☞ ↓↑ to select the events

☞ **EXIT** to quit

Once the event has been selected, on the display are viewed all the information available:

30/12 14:18:36 Access user

30/12 14:18:36 Master code

30/12 14:18:36 Keypad 1

- 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 viewed, too:

- The first line always views 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)

ISSUE OF TELEPHONE CALLS	
- - -	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

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 lit indicating that the alarm has been recognized and the alarm calls programmed have been executed, and that 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, or active alarm call cycles or that the alarm call cycles have been finished but the alarm persists, e.g. low battery or power failure.
Alarm memory signaling in stand-by (LED lit) can be reset by the holder of the master code even if it does not affect functioning of the control panel.

WARNING
Even if alarm memory signaling has no effect on functioning of the control panel and can therefore remain lit, it is recommended to reset it for reasons of confusion once the reason of alarm has been identified.
LED signaling can be reset by the holder of the master code only.

- ACCESS -
Master

Viewing
Events

Tue 19 JUN 07
Work. 10 : 45

4.7.1 RESET OF LED SIGNALING WITH MASTER CODE

Enter the master code (default code 12345), followed by the MEM and the EXIT keys, e.g:
☞ 1 2 3 4 5 **MEM EXIT**
All the LED previously lit are switched off. The alarms remain however stored in the event buffer of the control panel.

- ACCESS -
Installer

Viewing
Events

Tue 19 JUN 07
Work. 10 : 45

4.7.2 RESET OF LED SIGNALING WITH INSTALLER CODE (TAMPER LED SIGNALING)

Enter the installer code (default code 54321), followed by the MEM and the EXIT keys, e.g:
☞ 5 4 3 2 1 **MEM EXIT**
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.
LED signaling for tamper and general alarm (e.g. low battery, power failure) cannot be reset by the user. Consult the installer.

QUICK COMMANDS - OPERATIONS WITHOUT CODE

Quick arming and disarming count among the quick commands. They are explained in the relative section of this chapter:

- Quick arming — Par. 4.1.3
- Quick disarming — Par. 4.2.4
- Quick activation/deactivation remote controls — Par. 4.4

4.8 RELEASE OF PANIC ALARM

In case of danger the user can release a panic alarm by pressing the keys arrow up and arrow down (↑ ↓) 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.

4.9 VIEWING OF ZONE STATUS

Viewing Ctrl panel

OPEN ZONES Zone 2

To check zone status if the control panel is in stand-by press:
☞ # **YES**
On the display are viewed the open zones in sequence with an interval of approximately 2 seconds between one and the next (see paragraph 4.1). After scanning of the zones the control panel returns to stand-by.

4.10 VIEWING ALARM MEMORY

Viewing Ctrl panel

MEM. ALARM Zone 2

When the control panel is in stand-by, the LCD consoles permit viewing of the alarms that have occured during the last arming period by pressing:
☞ **MEM**
On the display all the alarms that have occured 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.

Viewing Program 1

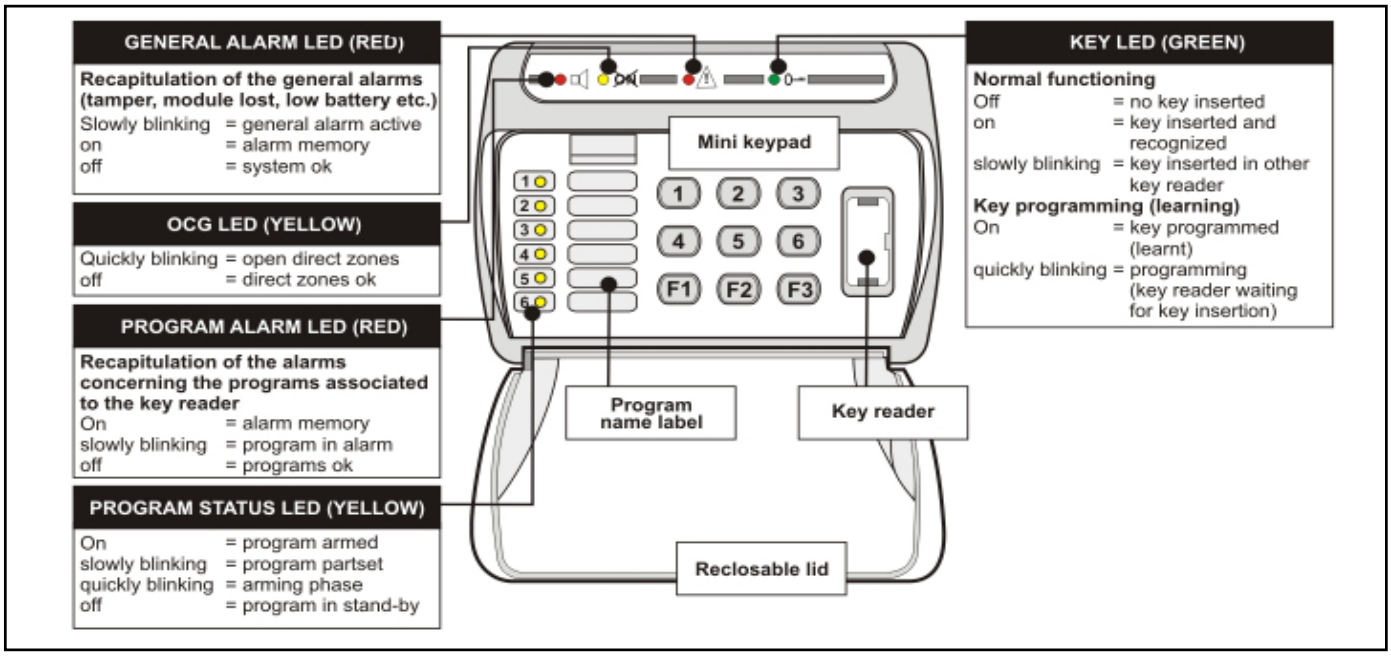
Viewing of alarm of a specific program
To view the stored alarms of a specific alarm, preced the MEM key with the program number, e.g.:
☞ 1 **MEM**

5. CONTROL BY KEYPOINT

Among the keypoint count all the secondary control units, i.e.:
- Reader of electronic keys with mini keypad TP SK6N
  Permits the control of the first 6 programs
- Interface for electronic keys TP SKN
  Permits the control of the first 3 programs
- Electronic keypad TP SDN
  Permits the control of the first 4 programs
- Wireless keys with 3 function keys TX240-3

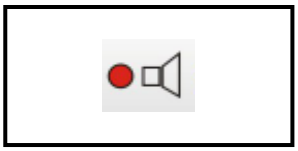
5.1 CONTROL BY TP SK6N KEY READER WITH MINI KEYPAD

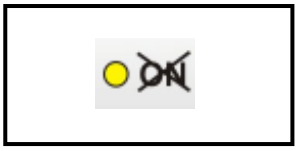
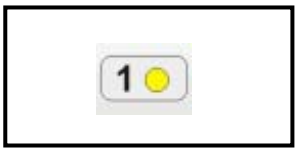
The key reader with mini keypad permits the control of the first 6 programs with electronic key. Arming of the programs 7 and 8 is not possible by electronic key.
Upon introduction of the electronic key in the key reader, the key LED is lit. If for the 10 seconds to come no key is pressed, the key LED is switched off and the process is aborted without consequences.



5.1.1 ARMING

The key reader with mini keypad permits arming/disarming and by-pass of maximum 6 programs with electronic key. The programs group the zones (1 to 64) 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 key reader with mini 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 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 user keys. The common zone (entrance), however, is activated only if the programs of both appartments it is included in are armed simultaneously.



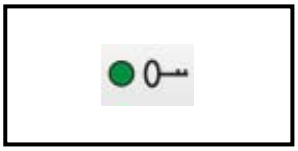
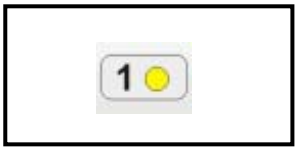
CHECK ZONE AND SYSTEM STATUS
Prior to arming of the control panel, when the control panel is in stand-by, always check the status of the zones and the system with the help of the LED:

- Red program alarm LED
  blinking = program alarm active
  on = alarm memory
- Red general alarm LED
  blinking = trouble or general alarm active (e.g. low battery, power failure, tamper)
  on = alarm memory
- Yellow OCG LED
  blinking = zones not OK during the arming phase

CHECK PROGRAM LED STATUS
The yellow LED indicate the status of the 6 programs associated:

- LED on = program armed
- LED off = program in stand-by
- LED blinking quickly (2 flashes per second) = exit time, arming phase or warning of end of by-pass active
- LED blinking slowly (1 flash per second) = program partset or not OK during the arming phase

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

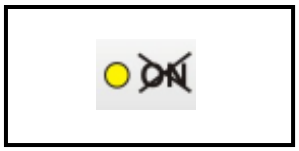
Introduce the electronic key into the key reader.
The green key LED is lit.
For the 10 seconds to come it is possible to select the programs (1 to 6) to be armed.
On every keystroke the counter is reset.
Select the programs to be armed, e.g.:
☞ 1 2
After selecting the programs, for 10 seconds, the yellow LED corresponding to the programs selected are blinking.

WARNING
The electronic key introduced will effect arming exclusively of those programs it is enabled for.

ZONE EXCLUSION TIME
For 10 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 awaiting the expiry of the zone exclusion time by removing the electronic key.
The green key LED is switched off.

WARNING
To abort arming of the programs selected press the key **F3**. The process is aborted and the control panel returns to stand-by.

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.

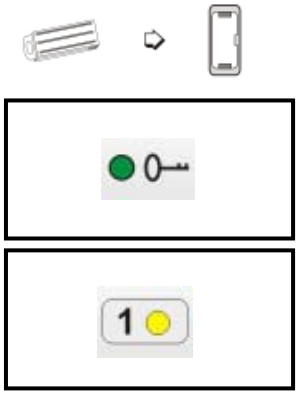


Once the exit time has expired, the yellow program LED become lit and remain lit until disarming of these programs.
If the programs selected do not contain delayed zones, on expiry (or abort) of the zone exclusion time, the programs in question are armed and the corresponding yellow LED become lit immediately.

5.1.1.1 EXCLUSION OF OPEN ZONES

After selecting the programs to be armed, during the 10-seconds zone exclusion time, if there are open zones, the yellow OCG LED becomes blinking.
A zone may result open for instance in case of fault of the detector connected.
To arm the programs selected excluding the open zones press:
☞ F1
The zones remain excluded until disarming of the program. They are activated automatically again the next time the program is armed.

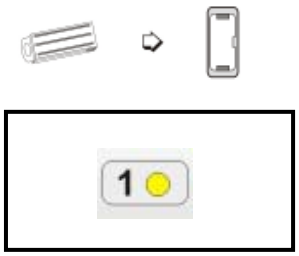
WARNING
If the open zones are not excluded, on expiry of the zone exclusion time (and perhaps the exit time) the programs are armed and the open zones are activated. Consequently the alarm is released.



5.1.2 DISARMING

Introduce the electronic key into the key reader.
The green key LED is lit.
For the 10 seconds to come it is possible to select the programs to be disarmed.
On every keystroke the counter is reset.
Select the programs to be disarmed, e.g.:
☞ 1
The yellow LED corresponding to the programs selected are switched off.
It is possible to confirm the selection and abort the 10-seconds wait by removing the electronic key from the key reader.
The green key LED is switched off.

WARNING
The electronic key introduced will effect disarming exclusively of those programs it is enabled for. Other armed programs are not affected.



5.1.3 BY-PASS

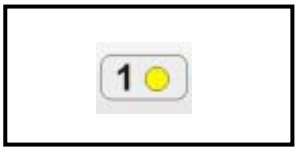
When the control panel is armed, it is possible to deactivate temporaneously part of the system. Upon activation of the by-pass, the zones enabled for by-pass and included in the program/s armed and partset are deactivated. The other zones are not affected.
The exclusion of zones persists until deactivation of by-pass or disarming of the programs they are included in.
Introduce an electronic key enabled for by-pass into the key reader.
The yellow LED corresponding to the programs partset become blinking.
Remove the electronic key from the key reader.

WARNING
The zones excluded are those associated to the by-pass 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 BY-PASS DURING THE ACCESS PERIODS

It is possible to define up to 8 access periods of the electronic keys. As a consequence, the electronic keys are enabled for by-pass 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 acceding to the system will have no effect.
When trying to do so, access denied is signaled.



5.1.3.2 DEACTIVATION OF BY-PASS

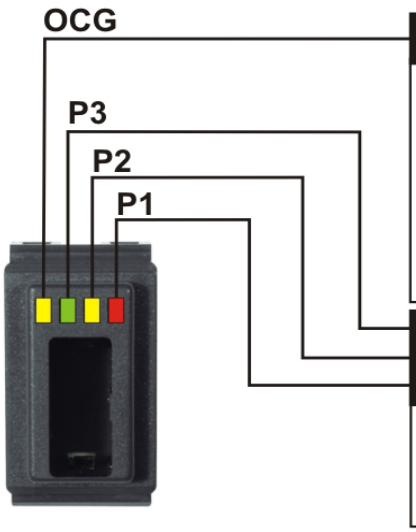
Introduce an electronic key enabled for by-pass into the key reader.The yellow LED corresponding to the programs partset start blinking quickly signaling that the arming phase is active.
After the arming phase, the LED become lit.
Remove the electronic key from the key reader.

5.1.4 RELEASE OF PANIC ALARM

In case of danger the user can release a panic alarm by pressing the keys F1 and F3 on the key reader with mini keypad simultaneously even if no valid key is introduced and the control panel is in stand-by.
If programmed accordingly, the control panel activates a call for panic alarm.

5.2 CONTROL THROUGH TP SKN INTERFACE FOR ELECTRONIC KEYS AND ATPK KEY READERS

The interface for electronic keys manages a series of key readers connected via serial line and permits the control of the first 3 programs of the control panel, even if electronic keys can be enabled for 6 programs. Electronic keys enabled for the programs 4 to 6 are not recognaized by these key reader.



LED OCG (YELLOW) - SYSTEM STATUS

LED signaling depends on the operting condition:

NORMAL FUNCTIONING

Blinking quickly	= program or general alarm (tamper, low battery etc.) active
on	= program or general alarm stored (alarm memory)
off	= system ok

ARMING PHASE

Blinking quickly	= open direct zones
off	= system ok

LED P3 (GREEN) - PROGRAM 3
LED P2 (YELLOW) - PROGRAM 2
LED P1 (RED) - PROGRAM 1

Blinking quickly	= introduction of a valid key into the key reader
blinking slowly	= zone exclusion time active
on	= program armed
off	= program disarmed

5.2.1 ARMING

The interface for electronic keys permits arming/disarming and by-pass of the first 3 programs with electronic key. The programs group the zones (1 to 64) 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 = general alarm (e.g. low battery, power failure, tamper) active or system armed (i.e. one of the 8 programs is armed) and program alarm active
- LED on = alarm memory

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

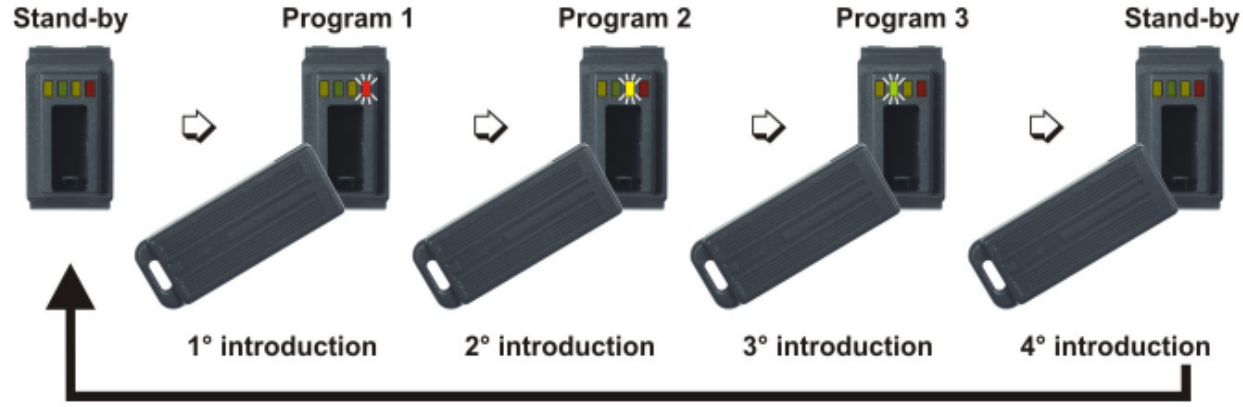
- LED on = program armed
- LED off = program disarmed
- LED blinking quickly (2 flashes per second) = exit time, arming phase or warning of end of by-pass active
- LED blinking slowly (1 flash per second) = program partset or not OK during the arming phase

5.2.1.1 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. until selecting the third program after which the key reader returns to stand-by.
This is valid only if the first 3 programs of the control panel are associated to the key. The programs not associated are not viewed nor activated.

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 presence of open zones, the alarm devices programmed (sirens/logic outputs/telephone channels) are activated unless the open zones are exluded 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.

5.2.1.2 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. until selecting the third program after which the key reader returns to stand-by.
This valid only if the first 3 programs of the control panel are associated to the key. The programs not associated are not viewed nor activated.

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 other programs without deselecting 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 LED become lit immediately.

5.2.1.3 EXCLUSION OF OPEN ZONES

After selecting the programs to be armed, during the 10-seconds zone exclusion time, if there are open 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.
Reintroduce the key and leave it 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 (and perhaps the exit time) the programs are armed and the open zones are activated. As a consequence, the alarm is released.

5.2.2 DISARMING

5.2.2.1 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.

5.2.2.2 MULTIPLE ARMING

DIRECT DISARMING ENABLED

Introduce an electronic key enabled for the program armed into the key reader.
All the programs associated are disabled 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 those programs it is enabled for. Other programs armed are not affected.

5.2.3 BY-PASS

When the control panel is armed, it is possible to deactivate temporaneously part of the system. Upon activation of the by-pass, the zones enabled for by-pass 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 by-pass or disarming of the programs they are included in.

Introduce an electronic key enabled for by-pass into the key reader.
The led corresponding to the programs partset start blinking.
Remove the key from the key reader.

WARNING
The zones excluded are those associated to the by-pass 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.

5.2.3.1 ACTIVATION OF BY-PASS DURING THE ACCESS PERIODS

It is possible to define up to 8 access periods of the electronic keys. As a consequence, the electronic keys are enabled for by-pass 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 acceding to the system will have no effect.
When trying to do so, access denied is signaled.

5.2.3.2 DEACTIVATION OF BY-PASS

Introduce an electronic key enabled for by-pass into the key reader.
The LED corresponding to the programs partset 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.

5.3 SPECIAL OPERATING CONDITIONS

5.3.1 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 or general alarm 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 LED of all the key readers and the consoles as well as the LED 6 general alarm of the electronic keypads start blinking.
To stop the alarm introduce a key or enter a user code (master or standard user) on one of the control units connected.

5.3.2 SIMULTANEOUS ARMING BY SEVERAL CONTROL UNITS

In case of control by key reader with mini keypad (TP SK6N), while the control unit is in use, on all the other key readers with mini keypad the green key LED is blinking and all the processes are inhibited exception made of the release of panic alarm.

5.3.3 SIMULTANEOUS ARMING WITH 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.

5.3.4 AUTOMATIC DISARMING FOR ALARM

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

5.3.5 AUTOMATIC COMMUNICATOR BLOCK

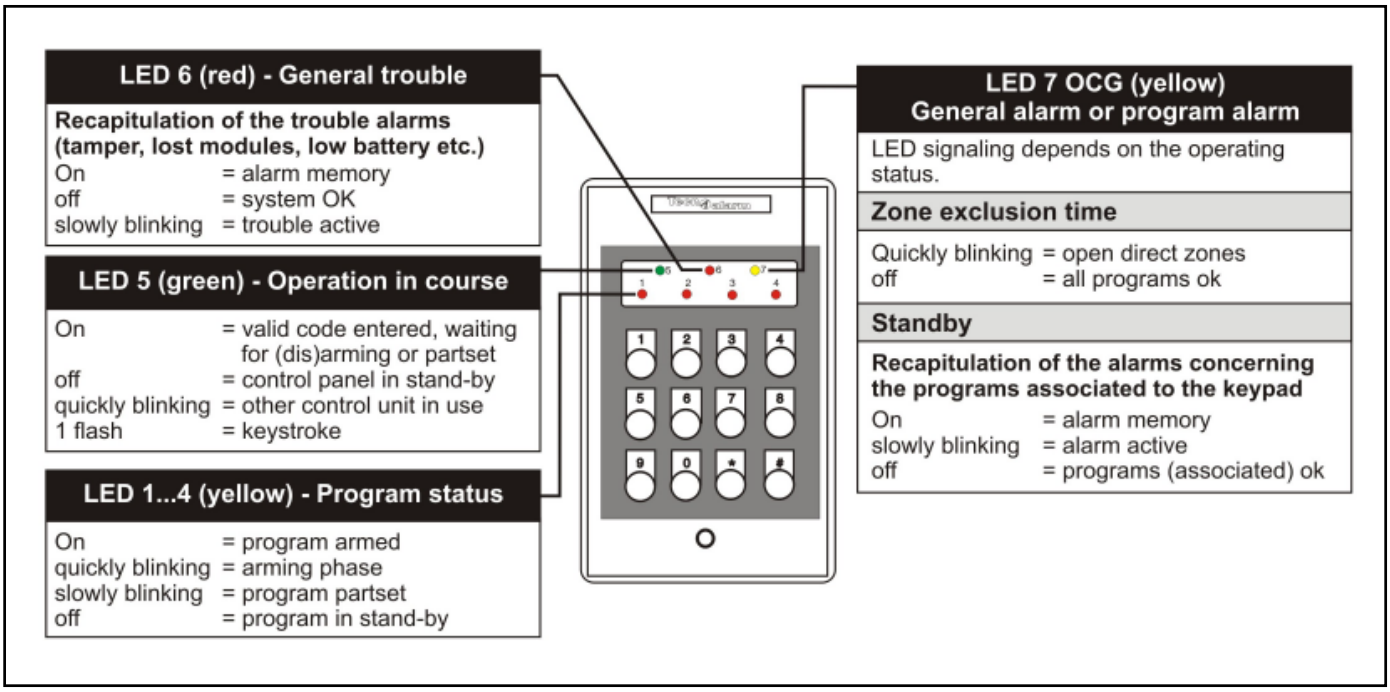
If enabled by the holder of the master code, upon disarming of the program the active telephone channels are blocked automatically.

5.3.6 TROUBLE/GENERAL ALARM

If a trouble/general alarm is active (the corresponding LED is blinking), arming of the control panel by key is not permitted unless the key has been enabled for the by-pass of the general alarms.

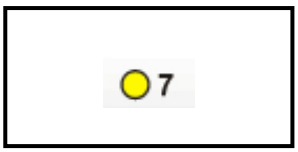
5.4 CONTROL BY TP SDN ELECTRONIC KEYPAD

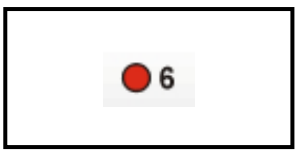
The electronic keypad permits the control of the first 4 programs of the control panel with code, even if the codes can be enabled for 8 programs. Codes enabled for the programs 4 to 8 are not recognized by these electronic keypad . It does not accept the installer code and does not permit programming.



5.4.1 ARMING

The electronic keypad permits arming/disarming and by-pass of the first 4 programs with master code or standard user code enabled for the program in question.
The programs group the zones (1 to 64) 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 only enabled for the detection of alarms 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 user codes. The common zone (entrance), however, is activated only if the programs of both appartments it is included in are armed simultaneously.





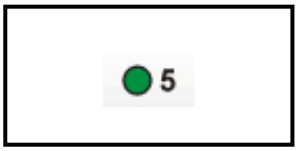
CHECK SYSTEM STATUS
Prior to arming of the control panel always check system status with the help of the LED on the keypad:

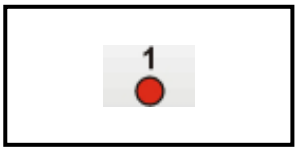
- Yellow LED 7 OCG
  blinking = control panel armed and one of the programs associated in alarm
  on = alarm memory
- Red LED 6 general alarm
  blinking = trouble or general alarm active (e.g. low battery, power failure, tamper)
  on = alarm memory

CHECK ZONE STATUS
Open zones/active zone alarms are not signalled 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

WARNING
The electronic keypad permits the control of the first 4 programs, evenif the codes are able to control all **8** programs. Codes enabled for the programs 4 to 8 are not recognize by these key readers. The status of the other programs is not viewed by the LED on the electronic keypad.





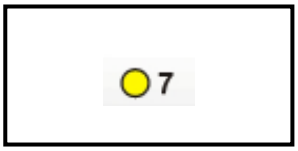
5.4.1.1 ARMING WITH CODE

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 red LED corresponding to the programs selected 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 those 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.



5.4.1.2 EXCLUSION OF OPEN ZONES

After selecting the programs to be armed, during the 8-seconds zone exclusion time, if there are open zones, 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 (and perhaps the exit time) the programs are armed and the open zones are activated. As a consequence, the alarm is released.

5.4.1.3 QUICK ARMING

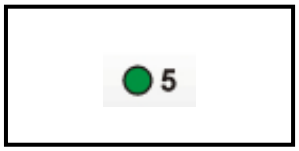
- Not permitted -

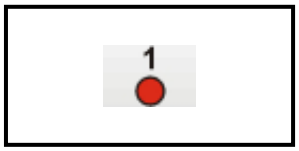
5.4.1.4 ARMING DURING THE ACCESS PERIODS

It is possible to define up to 8 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 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.

5.4.2 DISARMING





5.4.2.1 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 red LED corresponding to the programs disarmed 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 standard user codes control merely those programs they have been enabled for by the installer or the holder of the master code.

5.4.2.2 DISARMING UNDER DURESS (IF ENABLED)

In case of robbery, 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 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.

5.4.3 BY-PASS

When the control panel is armed, it is possible to deactivate temporaneously part of the system. Upon activation of the by-pass, the zones enabled for by-pass 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 by-pass or disarming of the programs they are included in.

5.4.3.1 ACTIVATION OF BY-PASS WITH CODE

Enter a code enabled for by-pass (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 by-pass is active the corresponding program LED is blinking.

WARNING
The zones excluded are those associated to the by-pass function and included in the program/s selected.

5.4.3.2 ACTIVATION OF BY-PASS DURING THE ACCESS PERIODS

It is possible to define up to 8 access periods of the codes. As a consequence, the codes are enabled for by-pass 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 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.

5.4.3.3 DEACTIVATION OF BY-PASS WITH CODE

Enter a code enabled for by-pass (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.

5.4.4 SPECIAL OPERATING CONDITIONS

5.4.4.1 FALSE CODE ALARM

The alarm is released when 32 keys are pressed without entering a valid code.
In case of false code alarm, the red LED 6 general alarm starts blinking.
The keypad which the false code has been entered on is disabled for 2 minutes. Simultaneously, the buzzers of all the consoles connected are activated and the OCG and key LED 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 another control unit connected.

5.4.4.2 SIMULTANEOUS ARMING BY SEVERAL CONTROL UNITS

During the arming process by console, all the electronic keypads are disabled.
When trying to arm the control panel in this situation by electronic keypad, the 3 LED on the keypad blink for approximately 3 seconds.

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

5.4.4.3 AUTOMATIC COMMUNICATOR BLOCK

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

5.4.4.4 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 by-pass of the general alarms.

5.5 TX240-3 WIRELESS KEY

If the control panel is equipped with a wireless receiver-transmitter, it is possible to control the system by wireless key. The wireless RTX200/433868 receiver-transmitter or RX110 receiver accepts up to 32 wireless keys type TX240-3. According to programming, the wireless key permits the arming/disarming programs (from 1 to 8) and activation/deactivation of remote control (from 1 to 8) through 3 individually programmable function keys.

5.5.1 ARMING

The control panel can be armed through the programs (1 to 8). If the system is equipped with a wireless receiver-transmitter, it is possible to arm and disarm as well parset the programs by a wireless key programmed accordingly. The programs groupe the zones (1 to 64) that are actived, 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:

- Access periods (1 to 8)
- Association of the function keys
  - Disarming (all the programs that have been armed previously by the wireless key)
  - Arming program (1 to 8)
  - Disarming program (1 to 8)
  - Activation deactivation remote control (1 to 8)
  - Activation remote control (1 to 8)
  - Deactivation remote control (1 to 8)

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

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

VERIFICATION OF PROGRAM 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.

5.5.1.1 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.

5.5.2 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.

5.5.3 BY-PASS

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

- Arming program becomes activation by-pass program
- Disarming program becomes deactivation by-pass program
- Disarming becomes deactivation general by-pass

To activate by-pass, simply press the corresponding function key.

5.5.4 LEARNING

The wireless key must be recognized from the control panel before use.
The name of this function is learning (see § 3.9.4).

6. CONTROL BY TELEPHONE

This chapter describes the operations that can be initiated by telephone both calling the control panel for system status check or during a vocal alarm call of the control panel.

6.1 CALL FOR SYSTEM STATUS CHECK

Procede as follows:
- Dial the number of the telephone line the control panel is connected to

On answering the control panel emits one beep. To initiate the operations, enter the master code or a standard user code enabled, e.g. (default master code):
☞ 1 2 3 4 5
The control panel enables the following operations:
- System status check (system OK or in alarm)
- Arming/disarming of programs and verification of system status (stand-by or programs armed)
- Remote activation/deactivation of devices and verification of their status
- Remote digital verification (RDV) of the detectors
- Recording of the opening message

6.1.1 SYSTEM STATUS CHECK

To check the status of the control panel, press:
☞ 1
The control panel plays the message corresponding to system status (in stand-by or armed) and possible alarms.

6.1.2 ARMING/DISARMING

Enter the program menu by pressing:
☞ 2
The following message is played:

	Menu programs. To return to menu press hash.

Options available
- Program status check
- Arming/disarming of programs

Program status check
To check the status of the programs, enter the number of the program:
☞ 1 ... 8
The control panel plays the messages corresponding to the status of the program (armed or in stand-by) and possible alarms logged in the buffer (alarm memory).

Arming/disarming
To arm or disarm the programs, press * (star) followed by the number of the program:
☞ * 1 program 1
...
☞ * 8 program 8

6.1.3 REMOTE ACTIVATION/DEACTIVATION OF DEVICES

Enter the remote control menu by pressing:
☞ 3
The following message is played:

	Menu remote control. To return to menu press hash.

Options available
- Verificaton of the status of the remote devices
- Remote activation/deactivation of the devices

Verification of the status of the remote devices
To check the status of the remote devices, enter the number of the device:
☞ 1 ... 8
The control panel plays the message corresponding to the status of the device (active or in stand-by).

Remote activation/deactivation
To activate or deactivate the devices, press * followed by the number of the device:
☞ * 1 device 1
...
☞ * 8 device 8
The control panel plays the message corresponding to the status of the device (active or in stand-by).

6.1.4 REMOTE DIGITAL VERIFICATION RDV

Enter the RDV menu by pressing:
☞ 4
The following message is played:

	Menu RDV. To return to menu press hash.

The RDV menu permits the remote verification of the RDV detectors connected. RDV detectors are doppler detectors able to transmit a microwaves that correspond exactly to the movement detected. The waves are interpreted and converted into sound waves by the control panel and transmitted via telephone.
To verify one of the RDV detectors, enter the zone number:
☞ 1 ... 6 4
The control panel transmits the sound wave corresponding to the doppler signal detected on the zone selected for approximately 30 seconds.
If the zone selected is not controlled by an RDV detector, the control panel plays a vocal error message (RDV denied).

6.1.5 OPENING MESSAGE

Enter the message menu by pressing:
☞ 5
The following message is played:

	Opening message. To return to menu press hash.

Options available
- Recording of the opening message
- Playing of the opening message

Recording of the opening message
The duration of the opening message is fixed. Thus, it is recommended to record messages with a duration similar to 10 seconds.

	WARNING Recording of the opening message requires the master code.

To record the opening message, press:
☞ 1
The control panel emits 2 beeps and initiates recording immediately after the 2 beeps.

Speak loudly and clearly into the mouthpiece of the telephone for max. 10s.
On expiry of the recording time the control panel emits 4 beeps.

Playing of the opening message
To play the opening message, press:
☞ 2
The control panel plays the opening message.

6.2 RECEPTION OF AN ALARM CALL

If the control panel has been programmed appropriately, it calls for alarms and supplies the following indications:
- Opening message (10s)
- First alarm message
  ☞ # to pass to possible other alarm messages
- Remote digital verification of the active RDV detectors (belonging to the program in alarm) for approximately 20s

After the verification of the alarms, or after the alarm messages, if there are no RDV detectors connected to the control panel, the communication is shut down.

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