Control panel PCBA, 32-zone

ICP-SOL4100-P

en User manual

Table of contents

1	**Introduction**	**5**
2	**Specifications**	**6**
3	**Codepad Introduction**	**7**
3.1	Codepad	7
3.2	Codepad Indicators	7
3.3	Audible Indications	8
4	**Operation with TEXT LCD Codepad**	**10**
4.1	Schedule	11
4.1.1	Schedules	11
4.1.2	User groups	12
4.1.3	Holidays	12
4.2	User Credentials	12
4.2.1	Adding User Credentials	12
4.2.2	Deleting User Credentials	13
5	**Operation with ICON LCD Codepad**	**14**
5.1	Arming the System	14
5.1.1	Forced Arming	14
5.1.2	Arming in AWAY Mode	14
5.1.3	Arming in STAY Mode 1	15
5.1.4	Arming in STAY Mode 2	15
5.1.5	Programming STAY Mode 2 Bypass Zones	16
5.2	Disarming the System	16
5.3	Arming/Disarming Areas	16
5.4	User Codes	17
5.4.1	Adding User/Radio Codes	17
5.4.2	Deleting User/Radio Codes	18
5.4.3	Adding/Deleting User Credentials	18
5.5	Codepad Alarms	19
5.5.1	Codepad Duress Alarm	19
5.5.2	Codepad Panic Alarm	19
5.5.3	Codepad Fire Alarm	19
5.5.4	Codepad Medical Alarm	19
5.5.5	Codepad PIN Error (Access Denied)	19
5.6	Isolating Zones	19
5.6.1	Standard Isolating	19
5.6.2	Code to Isolate	20
5.7	Fault Analysis Mode	20
5.8	Date and Time	22
5.9	Turning Outputs On/Off	23
5.10	Reset Latching Outputs	23
5.11	Telco Arm/Disarm Sequence (Call Forward On/Off)	23
5.11.1	Telco Arm Sequence	23
5.11.2	Telco Disarm Sequence	24
5.12	Testing	24
5.12.1	Horn Speaker Test	24
5.12.2	Bell Test	25
5.12.3	Strobe Test	25
5.12.4	Walk Test Mode	25

5.12.5	Test Report	25
5.13	Event Memory	25
5.14	Day Alarm	25
5.15	Codepad ID / Buzzer Tone	26
5.16	Remote Arming by Telephone	26
5.17	Domestic Dialing	26
5.17.1	Acknowledging Domestic Calls	26
5.17.2	Programming Domestic Telephone Numbers	27
5.17.3	Disable Domestic Dialing	27
5.18	Inquire Cloud Status	28
5.19	RF Diagnose	28
5.19.1	Diagnose RF zones	28
5.19.2	Diagnose RF keyfobs	28
5.19.3	Diagnose RF repeaters	28
5.20	System reset	28
5.21	Network module reset	28
5.22	Cycle door	29
5.23	Door commands	29
6	**Glossary of Terms**	**31**

1 Introduction

Congratulations on selecting the Solution 4100 Control Panel to protect you and your property. To obtain the most from your unit, take time to read through this manual and familiarize yourself with the numerous outstanding operating features of this system. In all aspects of planning, engineering, styling, operation, convenience, and adaptability, we have sought to anticipate your every possible requirement.

Programming simplicity and speed were some of the major considerations and we believe that our objectives in this area were more than satisfied.

This manual explains all aspects of operating the control panel. All system parameters and options are detailed; however, suitability is left up to the individual. Every system can be tailored to meet all requirements quickly and easily.

2 Specifications

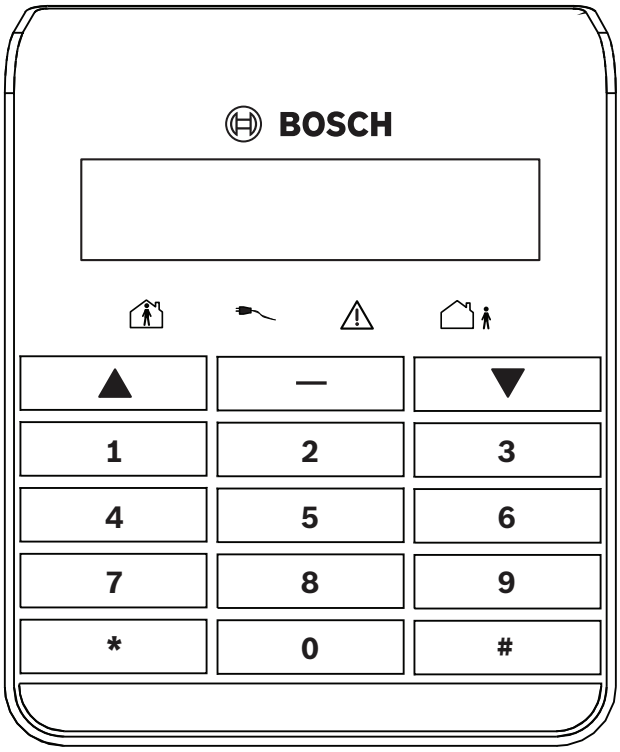
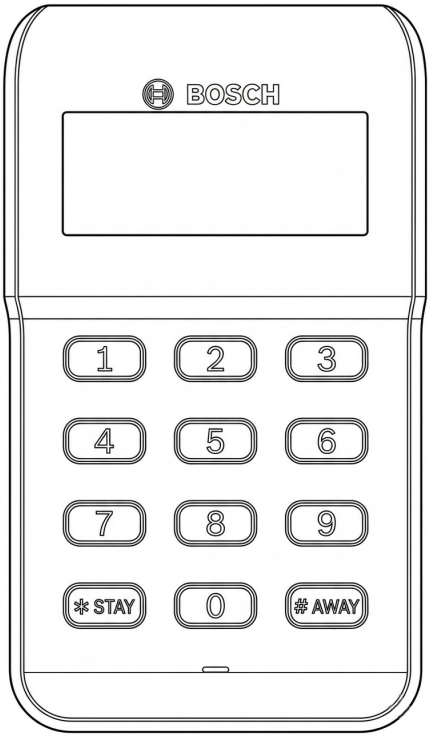
Temperature Range	0°C to + 50°C
Humidity	20% to 90%
Power Source	TF008 Plug Pack - 240 V/18 VAC @ 1.3A
Stand-By Current	65 mA
Current Draw in Alarm Condition	115 mA
Current Draw in Alarm Condition with Codepad	105 mA
Back-Up Battery	7 Ah/12 VDC Rechargeable Sealed Lead Acid Battery
Supplier Code	N771

Table 2.1: Specifications

Notice!
Test the sirens, strobe, and zones at weekly intervals.

3 Codepad Introduction

3.1 Codepad

IUI-SOL-TEXT	IUI-SOL-ICON-2
	

3.2 Codepad Indicators

Codepad indicator icons	Status	Definition
1 2 3 .... ZONE 1 - 16 (No icon indication for zone 17 - 32)	On	Zone is unsealed.
	Off	Zone is sealed.
	Flashing Fast (0.25 sec on/0.25 sec off)	Zone is in alarm condition.
	Flashing Slow (1 sec on/1 sec off)	Zone is manually isolated or selected to be isolated.
 AWAY	On	System is armed in AWAY Mode.
	Off	System is not armed in AWAY Mode.
	Flashing twice a sec with STAY indicator	Setting STAY Mode 2 bypass zones.
	On	System is armed in STAY Mode 1 or STAY Mode 2.

Codepad indicator icons	Status	Definition
STAY	Off	System is not armed in STAY Mode 1 or STAY Mode 2.
	Flashing twice a sec	Zone isolating mode
	Flashing twice a sec with AWAY indicator	Setting STAY Mode 2 zones.
	Flashing once every 3 sec	Day alarm status - day alarm turned on.
	On	System is disarmed.
MAINS	On	AC MAINS power normal.
	Flashing	AC MAINS supply has failed.
FAULTS	On	There is a system fault that needs to be rectified. Or: System is in service mode.
	Off	The system is normal, there are no faults.
	Flashing	There is a system fault that needs to be acknowledged.
Programming Mode	Flashing	These two indicators flash when you enter Installer's Programming Mode or use any Master Code function.
		The OFF indicator lights when the system is disarmed and flashes when a zone becomes unsealed when disarmed. The indicator stops flashing when all zones are sealed.
		The ON indicator lights when the system is armed and flashes when an alarm occurs. The indicator is reset after a valid User Code is entered.

Table 3.1: Icon Indicators

3.3 Audible Indications

The table below defines the audible indicators given out by the codepad buzzer.

Audible Indicator	Definition
One short beep	A button/key was pressed on the codepad, or Exit Time ended when armed in STAY Mode 1 or STAY Mode 2.
Two short beeps	The system accepted your code.
Three short beeps	The requested function was executed.

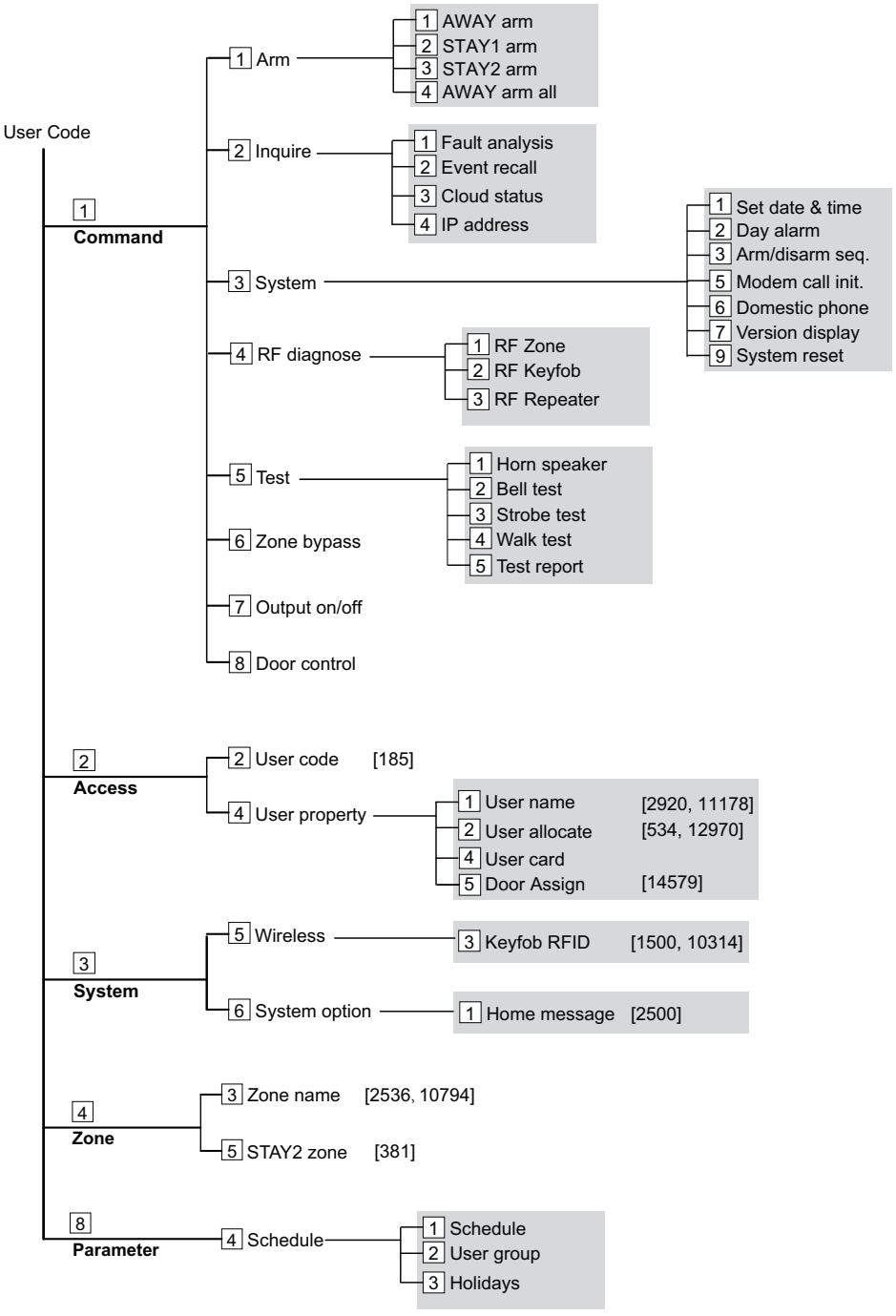
Audible Indicator	Definition
One long beep	Indicates the last 10 seconds of Exit Time when armed in AWAY Mode, or the requested operation was denied or aborted. Indicates codepad panic/fire/medical alarm operation.
One beep every sec	Walk Test Mode is currently active.
One short beep every min	There is a system fault waiting to be acknowledged.
One beep every 4 sec.	During Auto Arming Pre-Alert Time, the warning before automatic arming takes place.
One beep every 2 sec.	During Exit Time when armed in AWAY Mode.

Table 3.2: Audible Indicators

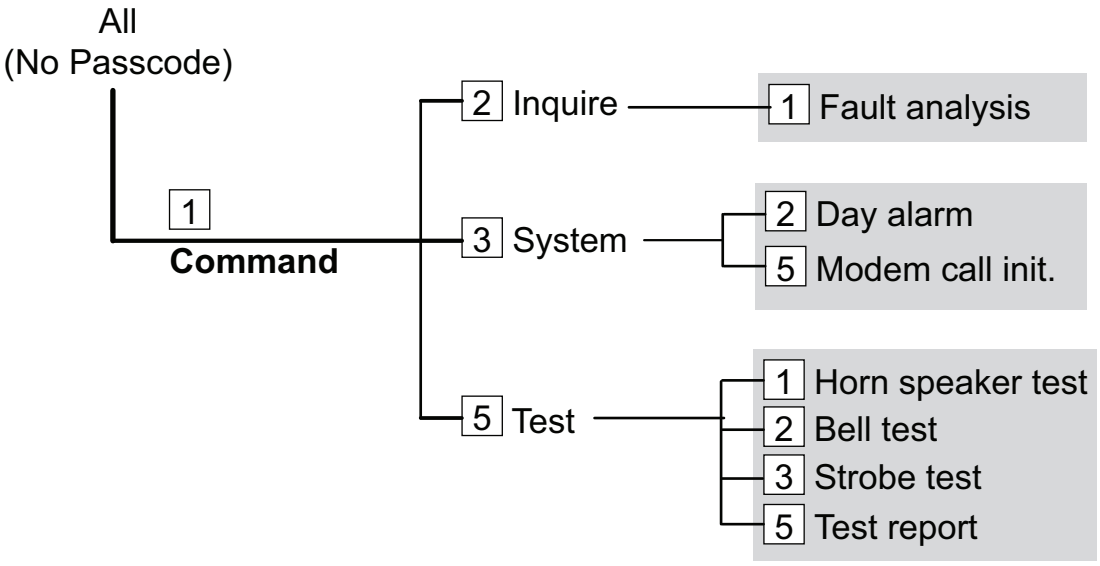
4 Operation with TEXT LCD Codepad

Users with authority levels enter their own user menu via the IUI-SOL-TEXT LCD alphanumeric codepad (short as TEXT LCD codepad throughout this document).

1. Enable Text codepad and confirm that the system is in disarmed status.
2. To enter User Menu, enter the user code (Default = 2580) followed by the [-] key.
3. Select the menu and operate according to the menu prompt.



Without any codes, users can enter the general menu by pressing [-] key.



4.1 Schedule

Use Master Code Function to change schedule settings for schedule 1 to 8, configure user groups and holidays.

4.1.1 Schedules

Schedule 1 to 8 are defaulted as disabled.

If you need your selected user group and holiday settings be effective in the menu [8][4][1] Schedule, make sure configure the user group in the menu [8][4][2] User Group; and configure the holiday in the menu [8][4][3] Holidays.

How to configure Schedules:

1. Enter the master code, then press [-].
2. Go to menu [8][4][1] (Select Schedule), select Schedule 1 to 8, and press [#].
3. Select Enable or Disable, and press [#].
4. Select one of the following Schedule Type:

- 0 - No Schedule, press [#] to exit to Schedule 1 to 8.
- 1 - Lock Door
- 2 - Unlock Door
- 3 - Secure Door
  - for above lock/unlock/secure door function, (un)select door(s) by pressing [#], and select [Confirm & Next] to press [#].
  - for **Schedule Date & Time**, (un)select Sunday through Saturday by pressing [#].
  - for **Schedule Date & Time**, select [7 - On Date] by pressing [#] , then select [Confirm & Next] to press [#]. **Note**: the [7 - On Date] is defaulted as unselected for no date configuration.
  - for **Date Format [MMDD]**, confirm current date by pressing [#]; or if needed, press [*] to clear current date, then enter new date and press [#].
  - for **On Holidays**, select one of holiday options, and press [#].
  - for **Time Format [hhmm]**, set the time and press [#].
- 4 - Active User Group
- 5 - Deactive User Group

- select active user group or deactive user group function, and press [#].
- for **User Group:1 - 8**, enter the group number, and press [#].
- for **Duration,** set the time in minutes, and press [#]. For example, press [*] to clear current number, and enter [1][2][0][#], then this function will be effective for 2 hours.
- for **Schedule Date & Time**, (un)select Sunday through Saturday by pressing [#].
- for **Schedule Date & Time** select [7 - On Date] by pressing [#] , then select [Confirm & Next] to press [#]. **Note**: the [7 - On Date] is defaulted as unselected for no date configuration.
- for **Date Format [MMDD]**, confirm current date by pressing [#]; or if needed, press [*] to clear current date, then enter new date and press [#].
- for **On Holidays**, select one of holiday options, and press [#].
- for **Time Format [hhmm]**, set the time and press [#]. This is the time that the duration begins.

5. Press [-] until "Confirm to Save Parameter Change" appears, then press [#].

4.1.2 User groups

How to configure user groups:

1. Enter the master code, then press [-].
2. Go to menu [8][4][2] (Select User Group), select User Group 1 to 8, and press [#].
3. For the user(s) you want to add to the selected group, press [#] to select.
4. Press [-] to finish the user group setting.
5. Press [-] until "Confirm to Save Parameter Change" appears, then press [#].

4.1.3 Holidays

How to configure holidays:

1. Enter the master code, then press [-].
2. Go to menu [8][4][3] (Holidays), and press [#].
3. Press [#] to edit date in [MMDD] format (or press [*] to delete all existing date settings).
   - To add a new date as holiday, enter the date, and press [#].
   - To delete one existing date, enter this specific holiday date, and press [*].
4. Press [-] until "Confirm to Save Parameter Change" appears, then press [#].

4.2 User Credentials

Only the Master Code holder can add or delete user credentials. Up to 64 user credentials can be added for door control functions: cycle, (un)lock, and (un)secure.

4.2.1 Adding User Credentials

Notice!
To add a user credential (card), make sure to operate with the codepad(s) that is assigned to corresponding door as programmed in the parameter Codepad Assigned Door.

Notice!
Make sure to use the cards of the same card type as configured. Defaulted card type is 26 bit.

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]).
2. Select the user number 1 to 64 (U01 to U64) you want to add, followed by the [#] button.
3. Scroll down to select [2 - Credential], followed by the [#] button. Credential number appears.

4. Tap the card on the corresponding door reader to learn the site code and card data. Once the information is learned, it automatically goes back to the [User Number] menu.
5. To check the learned site code and card data, repeat step 2 and 3, the information will display, such as [063-57825], 63 is the site code and 57825 is the card data.

4.2.2 Deleting User Credentials

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]).
2. Select the user number 1 to 64 (U01 to U64) you want to delete, followed by the [#] button.
3. Scroll down to select [2 - Credential], followed by the [#] button.
4. Press the [*] button to delete the selected User Credential.

Repeat step 2 and 3, [255-65535] indicates that the user credential is deleted.

Notice!
With the TEXT LCD codepad, Master code users also can add or delete user cards via the User Menu [2][4][4] (User card).

5 Operation with ICON LCD Codepad

5.1 Arming the System

There are several ways to arm the system depending on whether you are:

– Leaving the premises and require all active zones to be in a ready state for an intruder.
– Remaining in the premises and only require part of the system to be in a ready state for and intruder.

If a zone is not sealed at the end of Exit Time, the zone is automatically isolated and constantly displayed on the remote codepad. The zone becomes an active part of the system when the zone is restored.

For example, if a window is left open after Exit Time expired, the window is not an active part of the system until the window is closed. Opening the window after Exit Time expired causes an alarm condition.

Below table defines the different methods for arming the system.

Mode	Arming Method
AWAY Mode	Arms the entire system. Refer to *Arming in AWAY Mode, page 14*.
STAY Mode 1	Arms all zones except those programmed to be automatically isolated by the installer. Refer to *Arming in STAY Mode 1, page 15*.
STAY Mode 2	Arms all zones except those programmed to be automatically isolated by the Master Code holder. Refer to *Arming in STAY Mode 2, page 15*.

Table 5.1: Arming Methods

5.1.1 Forced Arming

The feature of arming the system when a zone is not sealed is known as forced arming. If the system does not arm and a long beep is heard, forced arming is not permitted. If this is the case, you must ensure that all zones are sealed or manually isolated before you can arm the system.

Refer to *Isolating Zones, page 19*.

5.1.2 Arming in AWAY Mode

When you leave your premises and require all zones to be in a ready state to detect intrusion, arm the system in AWAY Mode.

There are two different methods for arming the system in AWAY Mode.

– Method one is standard and always operates.
– Method two is optional and can be disabled by your installer if you do not want to use single button arming.

Method One	Enter your user code followed by the [#] button (for example, [2580#]). Two beeps sound and the AWAY indicator displays. Exit Time starts counting.
Method Two	Hold down the [#] button until two beeps sound. The AWAY indicator displays and Exit Time starts counting.

Table 5.2: How to Arm the System in AWAY Mode

5.1.3 Arming in STAY Mode 1

STAY Mode 1 is only used when the perimeter and unused areas of the premises need to be armed to detect an intruder from entering the premises. At the same time, you can move freely within an area that is automatically isolated.

Only your security company can program zones automatically isolated in STAY Mode 1.

There are two different methods for arming the system in STAY Mode 1.

- Method one is standard and always operates.
- Method two is optional and may be disabled by your installer if you do not want to use single button arming.

Entry Guard Timer for STAY Mode

When arming the system in STAY Mode 1 or STAY Mode 2, an optional entry timer called Entry Guard Time for STAY Mode is available. Use this entry timer to delay the sirens if a zone is not automatically isolated and activated an alarm condition.

Entry Guard Time For STAY Mode is the delay time used for all zones except 24-hour zones when the system is armed in STAY Mode 1 or STAY Mode 2.

If the Entry Guard Time for STAY Mode is programmed and a zone was not automatically isolated is activated, the codepad beeps twice a sec until the entry timer expires or the system is disarmed. If the alarm condition is not reset by entering your user code followed by the [#] button (such as, [2580#]) before the entry time expires, the sirens activate into alarm. Only your installer can program this feature.

How to Arm the System in STAY Mode 1

Method One	Enter your user code followed by the [*] button (for example, [2580*]). Two beeps sound and the STAY indicator displays. Exit Time starts counting. Any zones programmed to be automatically isolated in STAY Mode 1 flash until Exit Time expires. At the end of Exit Time, all zones selected to be automatically isolated turn off and the codepad gives one short beep.
Method Two	Hold down the [*] button until two beeps sound. The STAY indicator displays and Exit Time starts counting. Any zones programmed to be automatically isolated in STAY Mode 1 flash until Exit Time expires. At the end of Exit Time, the zone indicators turn off and the codepad gives one short beep.

Table 5.3: How to Arm the System in STAY Mode 1

5.1.4 Arming in STAY Mode 2

STAY Mode 2 is only used when the perimeter and unused areas of the premise need to be armed to detect an intruder from entering the premise. At the same time, allowing you to move freely within an area that is automatically isolated. Any Master Code or Installer Code user can program zones to be automatically isolated in STAY Mode 2.

How to Arm the System in STAY Mode 2

Hold down the [0] button until two beeps sound. The STAY indicator displays and Exit Time starts counting.

Any zones programmed to be automatically isolated in STAY Mode 2 flash until Exit Time expires. At the end of Exit Time, all zones selected to be automatically isolated extinguish and the codepad emits one short beep.

5.1.5 Programming STAY Mode 2 Bypass Zones

Programming zones to be automatically isolated in STAY Mode 2 are only carried out if you have a Master Code or Installer Code.

How to Program STAY Mode 2 Zones

1. Enter your Master Code or Installer Code, followed by [4] and the [#] button (for example, followed [25804#]). Three beeps sound and the STAY indicator flashes.
2. Enter the zone number to be automatically isolated, followed by the [*] button (for example, [1*] = Zone 1, [2*] = Zone 2). The selected zone flashes. If you make a mistake, enter the same zone number followed by the [#] button to clear the incorrect zone. To select additional zones to be automatically isolated in STAY Mode 2, repeat *Step 2* as many times as required.
3. Press the [#] button to exit this mode when you finish selecting all zones to be automatically isolated in STAY Mode 2. Two beeps sound and the STAY and AWAY indicators turn off.

5.2 Disarming the System

When you enter the premises after the system is armed in AWAY mode, or if you armed the system in STAY Mode 1 or STAY Mode 2, you must disarm the system to disable detection devices that activate an alarm.
If there was an alarm condition prior to disarming the system, a flashing zone indicator displays, indicating a previous alarm on that zone.

How to Disarm the System

Enter your user code followed by the [#] button (for example, [2580#]). Two beeps sound.

5.3 Arming/Disarming Areas

The control panel can be partitioned into two individual areas. User codes with authority levels can arm/disarm each area or both areas from the area codepads.
This feature is only applicable if your installer assigned the zones, codepads,and user codes to Area 1 , Area 2 or both areas.

How to arm both areas in AWAY Mode

This feature is only applicable if your installer programmed the user codes allowed to arm/disarm both areas at same time.
Enter your user code followed by [0] and the [#] button (for example, [25800#]). Two beeps sound and the AWAY indicator displays. Exit Time starts counting.

How to disarm both areas

Enter your user code followed by [0] and the [#] button (for example, [25800#]). Two beeps sound and the AWAY indicator extinguishes.

How to arm Area 1 or Area 2 in AWAY Mode

Enter your user code followed by [0][1] and the [#] button (for example, [258001#]) to arm Area 1; or enter your user code followed by [0][2] and the [#] button (for example, [258002#]) to arm Area 2. Two beeps sound and the AWAY indicator displays. Exit Time starts counting.

How to disarm Area 1 or Area 2 in AWAY Mode

Enter your user code followed by [0][1] and the [#] button (for example, [258001#]) to disarm Area 1; or enter your user code followed by [0][2] and the [#] button (for example, [258002#]) to disarm Area 2. Two beeps sound and the AWAY indicator extinguishes.

How to arm Area 1 or Area 2 in STAY Mode 1

Enter your user code followed by [0][1] and the [*] button (for example, [258001*]) to arm Area 1; or enter your user code followed by [0][2] and the [*] button (for example, [258002*]) to arm Area 2. Two beeps sound and the STAY indicator displays. Exit Time starts counting.

How to disarm Area 1 or Area 2 in STAY Mode 1

Enter your user code followed by [0][1] and the [*] button (for example, [258001*]) to disarm Area 1; or enter your user code followed by [0][2] and the [*] button (for example, [258002*]) to disarm Area 2. Two beeps sound and the STAY indicator extinguishes.

5.4 User Codes

5.4.1 Adding User/Radio Codes

Only the Master Code holder can add or change other system user codes, including the Master Code. Up to 64 user codes / radio user codes can be programmed to operate the system.

How to Add a User Code

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]). Three beeps are heard and the STAY and AWAY indicators flash.
2. Enter the User Code number (1 to 64), followed by the [#] button (for example, [2#] = User 2, [8#] = User 8). Two beeps are heard and the selected user number displays on the codepad indicators.
3. Enter the digits required for the new code followed by the [#] button (for example, for User Code 5768, enter [5768#]). Two beeps are heard and the STAY and AWAY indicators turn off.

To add or change other User Codes, repeat this procedure as many times as required.

How to Add a Radio Code (Keyfob on WE800EV2)

Notice!
Learn all keyfobs via WE800EV2 receiver Learn/Delete button before adding the keyfobs to the system. Refer WE800EV2 manual for learn/delete fobs.

Set RF receiver as WE800EV2 Receiver.

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]).
2. Enter the keyfob number (301 to 321) you want to add, followed by the [#] button. Up to 21 keyfobs can be added, but only current keyfob number (1 to 16) displays through zone indicators on the ICON codepad.
3. Only use auto-learn mode to configure keyfob RFID. Press [#] button to switch into auto-learn mode. When icon numbers (1 to 16) flash, press button 1 or 2 of the keyfob. The panel learns the Keyfob ID number and the last digit of RFID number displays on the codepad. Press [#] button to confirm.
4. Enter [#] button to confirm the operation, or press [*] to cancel.

How to Add a Radio Code (Keyfob on RADION B810)

Set RF receiver as RADION Receiver.

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]).
2. Enter the keyfob number (301 to 364) you want to add, followed by the [#] button. Up to 64 keyfobs can be added, but only current keyfob number (1 to 16) displays through zone indicators on the ICON codepad.
3. Use manual mode or auto-learn mode to configure keyfob RFID.
   - In manual mode, enter the 9-digit RF device ID number, followed by the [#] button.
   - Or press [#] button to switch into auto-learn mode. When icon numbers (1 to 16) flash, press button 1 or 2 of the keyfob. The panel learns the Keyfob ID number and the last digit of RFID number displays on the codepad. Press [#] button to confirm.
4. Enter [#] button to confirm the operation, or press [*] to cancel.

5.4.2 Deleting User/Radio Codes

Only the Master Code holder can delete other system user codes.

How to Delete a User Code

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]). Three beeps sound and the STAY and AWAY indicators flash.
2. Enter the user code number (1 to 64), followed by the [#] button (for example, [2#] = User 2, [16#] = User 16). Two beeps sound and the selected user number displays on the codepad indicators.
3. Press the [*] button to delete the selected User Code. Two beeps are heard and the STAY and AWAY indicators turn off.

To delete other User Codes, repeat this procedure as many times as required.

How to Delete a Keyfob

1. Enter your Master Code, followed by [1] and the [#] button.
2. Enter the keyfob number (301 to 364) you want to delete, followed by the [#] button.
3. Press the [*] button to delete the keyfob.

5.4.3 Adding/Deleting User Credentials

Only the Master Code holder can add or delete user credentials. Up to 64 user credentials can be added for door control functions: cycle, (un)lock, and (un)secure.

How to Add a User Credential

Notice!
To add a user credential (card), make sure to operate with the codepad(s) that is assigned to corresponding door as programmed in the parameter Codepad Assigned Door.

Notice!
Make sure to use the cards of the same card type as configured. Defaulted card type is 26 bit.

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]).
2. Enter the user credential number (601 to 664) you want to add, followed by the [#] button. Up to 64 credentials can be added, but only current credential number (1 to 16) displays through zone indicators on the ICON codepad.
3. Tap the card on the corresponding door reader. Two beeps are heard and the STAY and AWAY indicators turn off.

How to Delete a User Credential

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]). Three beeps sound and the STAY and AWAY indicators flash.
2. Enter the user credential number (601 to 664) you want to delete, followed by the [#] button (for example, [602#] = User credential 2). Two beeps sound and the selected user credential number displays. Note: only credential number (1 to 16) displays through zone indicators.
3. Press the [*] button to delete the selected User Credential. Two beeps are heard and the STAY and AWAY indicators turn off.

5.5 Codepad Alarms

5.5.1 Codepad Duress Alarm

A codepad duress alarm is used as a silent hold-up alarm. This only occurs when the number 9 is added to the end of any valid user code being used to disarm the system (for example, [25809#]). A duress alarm is only useful if your system is reporting back to a monitoring station. Domestic reporting (such as a mobile phone) cannot decipher which type of alarm occurred.

5.5.2 Codepad Panic Alarm

An audible alarm activates when you press and hold (or press and release) the [1] and [3] keys or the [*] and [#] keys simultaneously .

Contact your installer to disable the codepad panic alarm function or to silence the codepad panic alarm.

5.5.3 Codepad Fire Alarm

The horn speaker emits a distinct fire sound when you press and hold (or press and release) the [4] and [6] keys simultaneously.

Contact your installer to disable the codepad fire alarm function or to silence the codepad fire alarm.

5.5.4 Codepad Medical Alarm

An audible codepad Medical Alarm activates when you press and hold (or press and release) [7] and [9] keys simultaneously.

Contact your installer to disable the codepad medical alarm function or to silence the codepad medical alarm.

5.5.5 Codepad PIN Error (Access Denied)

Codepad PIN error restricts the number of times an invalid user code can be used in an attempt to operate the system. When the number of incorrect code attempts equals the number programmed by your installer, the system activates an alarm condition. If reporting back to a security monitoring station, the system sends an Access Denied report.

To shutdown and lockout a codepad for a period of time (0 sec to 150 sec), ask your installer to program this function.

5.6 Isolating Zones

Use isolating zones to manually disable one or more zones before arming the system. Once a zone is isolated, you can access that zone during the armed state without activating an alarm.

For example, you need to isolate a zone because before arming the system a PIR detector may be false alarming, or you need to leave a pet inside a particular zone while away.

Isolating zones is performed by one of two methods.

- Standard isolating.
- Code to isolate: optional and only allows those user codes programmed by your installer to have access to isolate zones.

5.6.1 Standard Isolating

Standard isolating allows all operators to isolate zones without knowing a valid user code.

How to Isolate a Zone

1. Press the [*] button twice to enter the Isolating Mode. Three beeps are heard and the STAY indicator flashes.

2. Enter the zone number (1 to 32, or 129 to 132), followed by the[*] button (for example, [1*] = Zone 1, [2*] = Zone 2). Each zone to be isolated has a corresponding zone indicator that flashes. If you selected an incorrect zone to be isolated, enter the incorrect zone number again followed by the [*] button. Repeat *Step 2* if more than one zone is to be isolated until all zones to be isolated are selected.
3. Press the [#] button after all selected zones are isolated. Two beeps are heard and the system returns to the disarmed state.

5.6.2 Code to Isolate

This method restricts only those User Codes with the Code to Isolate priority level to isolate zones. If any User Code has this priority level, the method of standard isolating does not function.

How to Isolate a Zone

1. Press the [*] button followed by your User Code and the [*] button again to enter the Isolating Mode (for example, [*2580*]). Three beeps sound and the STAY indicator flashes.
2. Enter the zone number (1 to 32 or 129 to 132), followed by the [*] button (for example, [1*] = Zone 1, [2*]= Zone 2). Each zone to be isolated has a corresponding zone indicator that flashes. If you selected an incorrect zone to be isolated, enter the incorrect zone number again followed by the[*] button. Repeat *Step 2* if more than one zone is to be isolated until all zones to be isolated are selected.
3. Press the [#] button after all selected zones are isolated. Two beeps sound and the system returns to the disarmed state.

5.7 Fault Analysis Mode

If a fault occurs, the FAULT or MAINS indicators flash and the codepad beeps once every minute. If the AC MAINS supply fails, the MAINS indicator flashes until the AC MAINS supply is restored. Pressing the [#] button once acknowledges the fault and stops the codepad from beeping once every minute.

How to Determine the Type of System Fault

To determine which system fault occurred, enter Fault Analysis Mode by following the steps below:

1. Hold down the [5] key until two beeps sound. The STAY and AWAY indicators flash in unison. A zone indicator displays the type of fault that occurred (for example, Zone 1 = System Fault). Refer to Fault Indicators for the list of possible system faults.
2. To further determine the type of fault condition, press the key that corresponds to the zone indicator displayed. For example, if Zone 1 displayed System Fault, press the [1] key to display which system fault occurred.
3. To exit Fault Analysis Mode and return to the disarmed state, press the [#] key. The FAULT indicator continues to display and the codepad stops sounding once a minute.

Fault Indicators

Zone Indicator	Fault Description	Press Button	Zone Indicator	Fault Condition
1	System Fault	1	1	Battery Fail
			2	Date and Time
			3	RF Receiver Fail
			4	Output 1 to 3 Fail
			5	Telephone Line Fail
			7	Power Supply Fail
			8	Onboard Tamper

Zone Indicator	Fault Description	Press Button	Zone Indicator	Fault Condition
			9 to 16	RF Repeaters 1 to 8 Fail
2	RF Low Battery	2	1 to 16	Zones 1 to 16 RF Low Battery
3	Zone Tamper Alarm	3	1 to 16	Zones 1 to 16 Tamper Alarm
4	Sensor Watch Fault	4	1 to 16	Zones 1 to 16 Sensor Watch Fail
5	RF Sensor Missing	5	1 to 16	Zones 1 to 16 RF Sensor Missing
6	Communication Fail	6	1 2 3 4 5 6	Receiver 1 Fail Receiver 2 Fail Receiver 3 Fail Receiver 4 Fail IP Module 1 Fail IP Module 2 Fail
7	Input / Output and Codepad Fail	7	1 to 3 5 to 8 9 to 11	Output Expanders 1 to 3 Fail Codepads 1 to 4 Fail Input Modules 1 to 3 Fail
8	Keyfob Low Battery	8	1 to 16	Keyfobs 1 to 16 Low Battery
9	Door and Power Supply Module Fail	9	1 to 4 5 to 8	Power Module 1 to 4 Fail Door 1 to 4 Fail

Table 5.4: Fault Indicators

1 System Fault

A system fault only displays when any of the following faults occur. After entering Fault Analysis Mode, press the [1] key to determine which of the following faults occurred.

Low Battery Fault - A low battery fault registers when the system detects a low capacity back-up battery. The system automatically performs a battery test every four hours and every time you arm the system.

Date and Time - The date and time fault registers every time the system is powered down.

RF Receiver Fail - This fault registers when the RF wireless receiver unit detects RF jamming, the RF wireless receiver is disconnected from the control panel or failed, or the RF receiver's cover tamper switch is activated.

Output 1 to 3 Fail - This fault registers when the system detects output 1 - 3 as warning device (Horn Speaker, Siren Running, Strobe) is disconnected or short. This fault clears once all outputs are reconnected. Your installer must program the system for this feature to operate.

Telephone Line Fail - A telephone line fault registers when the system detects that the telephone line is disconnected from the control panel. Your installer must program the system for this feature to operate.

Power Supply Fail - This fault occurs when AUX power supplies fails, +12V power fails, or SDI2 Bus power fails. Contact your installer as soon as this fault displays.

Onboard Tamper - This fault occurs when the system detects the control panel is tampered.

RF Repeater Fail - The RF repeater 1 to 8 fault registers once the system detects that the wireless repeater is disconnected or the repeater tamper is triggered.

2 RF Low Battery
This fault occurs when any of the RF wireless devices report a low battery condition to the control panel. While in Fault Analysis Mode, press the [2] key until two beeps sound. This displays the zone reporting the RF Low Battery fault.

3 Zone Tamper Fail
This fault occurs when any zone with tamper becomes an open or short circuit. Press the [3] key until two beeps sound. This displays the zone reporting the tamper fail fault.

4 Sensor Watch Fault
A sensor watch fault registers because one or more detection devices failed to detect any movement during the disarmed state for the time period programmed by your installer. The fault clears once the zone in question detects movement and resets. Press the [4] key until two beeps sound. This displays the zone reporting the sensor watch fault.

5 RF Sensor Missing
An RF sensor missing fault registers because one or more RF detection devices fails to communicate to the RF radio receiver for the time period programmed by your installer. The fault clears once the RF device in question successfully transmits to the RF radio receiver.
Press the [5] key until two beeps sound. This displays the RF detection device reporting the RF sensor missing fault.

6 Communication Fail
A communication fail registers when the control panel fails to communicate with the receiving party (such as a monitoring company, mobile phone). The communication fault clears once the control panel successfully reports to the receiving party.
A communication fail also registers when network module is disconnected or tampered.
To determine which receiver or module failed to communicate, press the [6] key.

7 Input / Output Modules and Codepad Fail
The output fault registers when the output expander B308 is disconnected or tampered.
The codepad fault registers when any codepad is tampered or disconnected from the control panel.
The input fault registers when the input module B228 is disconnected or tampered.
To determine which fault occurred, press the [7] key.

8 Keyfob Low Battery
This fault occurs when any of the RF keyfobs report a low battery condition to the control panel. To determine which keyfob failed, press the [8] key. Only keyfob 1 to 16 faults display on the codepad through zone indicator 1 to 16.

9 Door and Power Supply Module Fail
The power supply module fault registers when the B520 power supply module is disconnected or tampered, or the power supply module battery 1 or 2 is disconnected.
The door fault registers when the B901 door controller is disconnected.
To determine which fault occurred, press the [9] key.

5.8 Date and Time

The system uses Date and Time to manage system events and time based operations. If the power is interrupted you will need to set the Date and Time again to ensure correct operation.

How to Program the Date and Time

1. Enter your Master Code, followed by [6] and the [#] key (for example, [25806#]). Three beeps sound, and the STAY and AWAY indicators flash.

2. Enter the day, month, year, hour, and minute(DD, MM, YY, HH, MM format) (for example, DD = day of the month, MM = month of the year, YY = current year, HH = hour of the day, MM = minute of the day). To program the hour of the day, use the 24:00 hour format.
3. Press the [#] button to exit and return to the disarmed state. Two beeps sound, and the STAY and AWAY indicators turn off. If a long beep sounds, an error was made when entering the date and time.

5.9 Turning Outputs On/Off

This feature is only applicable if your installer set up an output that can be turned on or off by the codepad or A-Link Plus. The output programmed by your installer can control a pool pump or outside lighting. Up to 34 separate outputs can be programmed.

How to Turn an Output On or Off

1. Enter your Master Code, followed by [5] and the [#] key (for example, [25805#]). Three beeps sound and the STAY and AWAY indicators flash.
2. Enter the output number (1 to 34).
3. Press the [#] key to turn the output on, or press the [*] key to turn the output off. Three beeps sound if the output is turned on, and two beeps sound if the output is turned off. Repeat *Step 2* and *Step 3* if more than one output is required to be turned on or off.
4. Press the [#] key to exit from this function. Two beeps sound and the STAY and AWAY indicators turn off.

5.10 Reset Latching Outputs

This feature is only applicable if your installer programmed an output to latch (remain on) until you acknowledge the event that occurred.

How to Reset Latching Outputs

Hold down the [7] key until two beeps sound. The output resets.

5.11 Telco Arm/Disarm Sequence (Call Forward On/Off)

Use this feature to program the Telco Arm Sequence and Telco Disarm Sequence.

5.11.1 Telco Arm Sequence

Use to program the Call Forward – Immediate On sequence or Call Forward – No Answer sequence to automatically operate when you arm the system in the AWAY Mode. This feature is only available if your telecommunications provider has the call-forward option available.

Call Forward – Immediate On

You can redirect calls to anywhere in Australia. When Call Forward is turned on, your telephone does not ring.

Call Forward – No Answer

When your telephone is not answered within 20 sec, this feature redirects all incoming calls to another number anywhere in Australia. You can still make outgoing calls.

How to Program the Telco Arm Sequence

1. Enter your Master Code, followed by the [3] and [#] keys (for example, [25803#]). Three beeps sound and the STAY and AWAY indicators flash.
2. Press the [1] key followed by the [#] key to select the Telco Arm Sequence. Three beeps sound.

3. Enter the Call Forward Sequence (for example, [*61][Phone Number][#] to program the Call Forward - No Answer Sequence or [*21][Phone Number][#] to program the Call Forward Immediate Sequence). To program an "*" in the Telco Arm Sequence, enter [*1], and to program a "#" in the Telco Arm Sequence, enter [*2].
4. Press the [#] key when finished. Two beeps sound, and the STAY and AWAY indicators turn off.

Notice!
To disable the Telco Arm Sequence, enter the Call Forward Sequence as [*5] (terminator) for *Step 3*.

5.11.2 Telco Disarm Sequence

Use this function to automatically disable the call forward sequence upon disarming the system.

How to Program the Telco Disarm Sequence

1. Enter your Master Code, followed by the [3] and [#] keys (for example, [25803#]). Three beeps sound, and the STAY and AWAY indicators flash.
2. Press the [2] key followed by the [#] key to select the Telco Disarm Sequence. Three beeps sound.
3. Enter the Call Forward Disable Sequence (for example, [#61#] to disable the No Answer Call Forward sequence, or [#21#] to disable the Call Forward Immediate Sequence).
4. Press the [#] key when finished. Two beeps sound, and the STAY and AWAY indicators turn off.

Notice!
To disable the Telco Disarm Sequence, enter the Call Forward Sequence as [*5] (terminator) for *Step 3*.

Digit Required	Number to Program	Digit Required	Number to Program
0	0	8	8
1	1	9	9
2	2		
3	3	*	* 1
4	4	#	* 2
5	5	4-sec Pause	* 3
6	6		
7	7	Terminator	* 5

Table 5.5: Dialing Digits

5.12 Testing

The following functions let you confirm that your system is operating correctly:

5.12.1 Horn Speaker Test

Hold the [1] key until two beeps sound.
The horn speaker sounds for 2 sec.

5.12.2 Bell Test

Hold the [2] key until two beeps sound.
The bell output operates for 2 sec.

5.12.3 Strobe Test

1. Hold the [3] key until three beeps sound. The strobe flashes.
2. Hold the [3] key until two beeps sound. The strobe stops flashing.

5.12.4 Walk Test Mode

Use Walk Test Mode to test detection devices to ensure that they are operating correctly. Every time you test a zone, the codepad sounds one long beep, and the horn speaker sounds one short beep to indicate that the zone is activated when testing.

1. Enter your Master Code, followed by the [7] and [#] keys (for example, [25807#]). Three beeps sound, and the STAY and AWAY indicators flash. The codepad beeps once every sec while the system is in Walk Test Mode.
2. Activate all zones requiring the test.
3. When you finish testing all required zones, press the [#] key to exit from this mode. Two beeps sound, and the STAY and AWAY indicators turn off. The system returns to the disarmed state.

5.12.5 Test Report

This feature applies if your system reports using the telephone or network modules. By holding down the [9] key until two beeps sound, the system sends a Test Report.

5.13 Event Memory

Use this function to replay the last 512 events that the system recorded. The event memory history replays all alarms and the arming/disarming of the system in AWAY Mode, STAY Mode 1, and STAY Mode 2. However, the event memory history can replay system faults on the TEXT codepad, but not on the ICON codepad.

How to Enter Event Memory

Enter your Master Code, followed by[8] and the [#] button (for example, [25808#]). Three beeps sound. The last 512 events display one at a time by the codepad indicators, starting with the most recent event. A beep sounds as each event displays.

5.14 Day Alarm

Day alarm monitors a combination of zones during the disarmed state. It beeps the codepad buzzer if activated. Only your installer can program zones 1 to 4 to operate for day alarm.

Example

A day alarm can be configured for the front door of a shop with a pressure mat or electronic beam that customers activate as they enter the shop. When customers step on the pressure mat or break the electronic beam, the codepad buzzer beeps.

How to Turn Day Alarm On

Hold down the [4] key until three beeps sound. Day alarm turns on. All zones programmed for day alarm operation cause the codepad buzzer to beep during the disarmed state when activated.

How to Turn Day Alarm Off

Hold down the [4] key until two beeps sound. Day alarm turns off.

5.15 Codepad ID / Buzzer Tone

1. Hold down the [8] key until the desired buzzer tone is reached.
– If the system is partitioned, the codepad displays a number identifying which area the codepad belongs (See below table).
2. Press the [#] key to exit.

There are 50 different tones, from1500 Hz to 5000 Hz. If multiple codepads are installed, each codepad can have a different tone.

Zone LED	Codepad Assignment
1	Area 1
2	Area 2
1, 2	Both Area 1 and Area 2

Table 5.6: Codepad ID / Buzzer Tone

5.16 Remote Arming by Telephone

Arm your system from any remote location using the telephone. For security reasons, the system cannot be disarmed using this method. Your installer must program this feature to operate.

How to Remotely Arm Your System by Telephone

1. Call the telephone number connected to your control panel.
2. When the control panel answers the incoming call, a short jingle sounds. To arm the system, press the [*] key on the telephone for 1 sec to 3 sec. If you hear modem tones when the control panel answers the incoming call, the system was programmed for remote programming functions by your installer. Wait for a pause between the tones before pressing the [*] key. After releasing the [*] key on the telephone, two beeps sound, indicating that the system is armed in AWAY Mode.
3. Hang up the telephone and the system remains armed.

Notice!

If your installer programmed answering machine bypass, call the control panel twice to make a connection with the system. For example, call the telephone number your control panel is connected to and let the call ring no more than four times. Hang up the telephone. Wait a minimum of 8 - 45 sec before you calling the control panel again.

5.17 Domestic Dialing

Use domestic dialing can be used to call your mobile phone or a relative/friend if your control panel activates an alarm. Up to 8 different telephone numbers can be programmed for the control panel to call when an alarm occurs. Only your installer can program the system to report in the domestic format. The Master Code holder can change the telephone numbers at any time.

5.17.1 Acknowledging Domestic Calls

When an alarm condition occurs, the system calls the first programmed telephone number. When you answer an incoming call, the system repeatedly emits a siren tone followed by a pause, continuously for 10 times (for example, siren tone, pause, siren tone, and pause).

If you do not acknowledge the call from the control panel during a pause between siren tones, the control panel hangs up after 10 times and recall the same call number for 2 times. If the system still can’t receive the acknowledge, the system calls the next telephone number.

To acknowledge the call you must press the [*] key on your phone multiple times quickly until you hear the descending tone. This indicates the panel has heard the kiss off. No further calls from panel should occur for that event.

Digit Required	Number to Program	Digit Required	Number to Program
0	0	8	8
1	1	9	9
2	2		
3	3	*	* 1
4	4	#	* 2
5	5	4-sec Pause	* 3
6	6		
7	7	Terminator	* 5

Table 5.7: Domestic Dialing Telephone Digits

5.17.2 Programming Domestic Telephone Numbers

If your system is set up for domestic dialing, any Master Code holder can program telephone numbers that the control panel calls in the event of an alarm.

How to Program Telephone Numbers

1. Enter your Master Code, followed by the [2] and [#] keys (for example, [25802#]). Three beeps sound and the STAY and AWAY indicators flash.
2. Enter the sequence number of any telephone number you need and press the [#] keys (for example, [1#]).
   - If there is telephone number already programmed, they display one digit at a time by the codepad indicators and end with indicator [15].
   - If there are no telephone numbers programmed, indicator [15] displays and two beeps sound.
3. Enter all digits of the telephone number (for example, [96721717]). As each digit is entered, the corresponding codepad indicators display.
4. Press the [#] key to exit from this function.

If there is more than one telephone number to program, repeat step 1 to 4.

5.17.3 Disable Domestic Dialing

To disable domestic dialing (for example, you are moving and do not want the system to continue calling your mobile phone), enter the following sequence.

1. Enter your Master Code, followed by the [2] and [#] keys (for example, [25802#]). Two beeps sound and the STAY and AWAY indicators flash.
2. Enter the sequence number of telephone number you need to cancel and press the [#] keys (for example, [1#]).
3. Press the [*] key followed by the [5] and [#] keys(for example, [*5#]). The STAY and AWAY indicators are disabled.

If there is more than one telephone number to disable, repeat step 1 to 3.

5.18 Inquire Cloud Status

1. Enter your Master Code, followed by [1][2][3] and the [#] key.
2. Cloud status displays on codepad indicator LED1 or LED2 corresponding to communicator 1 or 2.
   - Steady on - cloud online
   - Flash - cloud offline
3. Press the [#] key to exit.

5.19 RF Diagnose

These commands are used to check the RF zone / keyfob / repeater strength.

5.19.1 Diagnose RF zones

1. Enter the your Master Code, followed by [1][4][1] and the [#] key.
2. Enter the device number (1 to 32) you want to check the RF strength, followed by the [*] key.
3. Codepad zone indicator status indicates the signal strength level.
   - on - strong signal, closer to 16 zone indicators indicates a stronger signal
   - flashing - weak signal
4. Press the [#] key to exit.

5.19.2 Diagnose RF keyfobs

1. Enter your Master Code, followed by [1][4][2] and the [#] key.
2. Enter the keyfob number (1 to 64) you want to check the RF strength, followed by the [*] key. Up to 21 keyfobs on WE800EV2 or 64 keyfobs on RADION B810 can be check, but only current keyfob number (1 to 16) displays through zone indicators on the ICON codepad.
3. Codepad zone indicator status indicates the signal strength level.
   - on - strong signal, closer to 16 zone indicators indicates a stronger signal
   - flashing - weak signal
4. Press the [#] key to exit.

5.19.3 Diagnose RF repeaters

1. Enter your Master Code, followed by [1][4][3] and the [#] key.
2. Enter the point ID of RADION Repeater (1 to 8) you want to check the RF strength, followed by the [*] key.
3. Codepad zone indicator status indicates the signal strength level.
   - on - strong signal, closer to 16 zone indicators indicates a stronger signal
   - flashing - weak signal
4. Press the [#] key to exit.

5.20 System reset

Use this Master Code Function to reset the system manually.

To reset the system:

Enter your Master Code, followed by the [9][9][8][9] and [#] keys. Three beeps sound and the system is reset.

If the control panel powers up after it is powered down, the system resets automatically.

5.21 Network module reset

Use Master Code Function to reset the network module 1 or 2.

To reset the network module:

– Enter your Master Code, followed by the [9][4][1] and [#] keys to reset the network module 1.
– Enter your Master Code, followed by the [9][4][2] and [#] keys to reset the network module 2.

Three beeps sound indicates that the module resetting is operated remotely from the codepad.

5.22 Cycle door

To control the door with the door commands, make sure that the door related parameters are correctly programmed via the TEXT codepad or A-Link Plus.
For example, program below parameters from the installer programming menu [9][Door] with the TEXT codepad:

– Door -> Enable Doors
– Door -> Door (1 to) -> Door (1 to 4) Parameter -> Entry Area, make sure entry area (door zone area) is the same area assignment as user area and codepad area
– Door -> Codepad's Door -> Codepad (1 to 4) assigned Door

To operate the cycle door command, use the codepad(s) that is assigned to corresponding door.
For example:

– door 1 is assigned to codepad 1
– door 2 is assigned to codepad 2 and 3

To cycle the door 1, use this Master Code Function to cycle the door only from codepad 1:

1. Enter your Master code, followed by the [9][0] and [#] keys.

Two beeps sound indicates that the door 1 is cycled remotely from codepad 1.

To cycle the door 2, you can use codepad 2 or codepad 3, but not codepad 1.

1. Enter your Master code, followed by the [9][0] and [#] keys.

Two beeps sound indicates that the door 2 is cycled remotely from the codepad 2 or codepad 3.

Notice!
Users with the defaulted Arm / Disarm authority level also can cycle door.

5.23 Door commands

Door commands allows users to use the door functions for doors in areas within the scope of the codepad and included in the user's authority level.

1. Enter your Master code, followed by the [9][1] and [#] keys. Two beeps sound and zone indicator 1- 4 flash.
2. Enter the door number 1, or 2, or 3, or 4 to select the door. Two beeps sound, and zone indicator 1 - 5 flash.
3. Enter 1, or 2, or 3, or 4, or 5 to select one of the below door functions.
   – 1 - cycle door
   – 2 - lock door
   – 3 - unlock door
   – 4 - secure door
   – 5 - unsecure door

Two beeps sound indicates that the selected door is controlled remotely from the codepad.

Notice!

With the TEXT LCD codepad, Master code users also can operate door commands via the User Menu [1][8] (Door control).

Make sure the user is assigned to the door(s) in the same area.

6 Glossary of Terms

Term	Description
24-hour zone	A monitored input where tamper switches and emergency switches can be connected. If one of these switches is triggered at any time (whether the system is armed or disarmed), an alarm is reported.
alarm condition	The status when an alarm system is armed and one of the detection devices is triggered. A 24-Hour zone (for example, a smoke detector) can activate when the system is armed or disarmed.
answering machine bypass	A condition that enables connection with the control panel for remote arming or remote programming operations when there is an answering machine or facsimile machine on the same telephone line.
Armed (System ON)	A status in which the system is ready to accept alarms.
automatic arming	Programming that allows the system to arm automatically at the same time each day in AWAY Mode or STAY Mode 1.
automatic disarming	Programming that allows the system to disarm automatically at the same time each day in AWAY Mode or STAY Mode 1.
AWAY Mode	The mode used to arm your system when you leave your premises.
codepad	A device that allows you to perform all functions such as arming, disarming, and programming of your alarm system.
day alarm	Programming that allows a combination of zones to be monitored while the system is disarmed.
detector	A unit installed as a satellite component in a security system designed to detect an intruder within a protected area. Some common forms of detection devices are passive infrared, smoke, photo electric beams, reed switches, and vibration sensors.
disarmed	A system status that does not accept alarms, except for 24-Hour zones.
dynamic battery testing	A method used to monitor and test the condition of your backup battery.
entry delay	A programmed delay of the system alarm responses that allows a person to enter a building through the entry door to turn the system off.
external equipment	Any device connected to a security system, such as a detector, codepad, or siren.
force arming	A method of overriding the safety feature that prevents arming with a faulted zone on a control panel.
hand-over delay	If a system is armed and Zone 1 is triggered, the entry delay starts timing. If Zone 2 is triggered, the entry delay time is handed over to the Zone 2 and so on, to Zones 3 and 4. This is known as sequential hand-over delay.
hand-held radio remote control	A device used to arm and disarm a security system or to cause a panic alarm.
isolate	A method of manually disabling (isolating) one or more zones before arming the system.

Term	Description
master code	A numeric code used for allowing those users that have the appropriate priority level to perform certain supervisory level functions.
monitoring station	A secure location where a digital receiver monitors a number of alarm systems and deciphers their alarm transmission reports so the operator can advise the appropriate authorities to take immediate action.
panic	A condition or type of alarm in which the user requires either immediate police or medical assistance. The alarm shall be sent to a monitoring station for handling.
sealed	Refers to a zone's status. If a zone is sealed, the detection devices are not triggered and the zone indicator is not lit (that is, a reed switch is closed or a detector is on standby waiting for an intrusion).
sensor watch	A feature that allows the control panel to recognize when detection devices might have stopped working. Sensor watch monitors the operation of a zone over a programmed time period.
silent alarm	An alarm that sounds only at a remote location, and gives no obvious local indication that an alarm was sent out.
STAY Mode 1	A condition that automatically isolates certain zones when the security system is armed in this mode. Only the installer can program these zones.
STAY Mode 2	A condition that automatically isolates certain zones when the security system is armed in this mode. The Master Code holder can program these zones.
telco arming sequence	A feature that automatically diverts a telephone number to another telephone when a security system is armed in AWAY Mode, the same as using call forwarding.
telco disarming sequence	An automatic suspension of diverting of the telephone when the system is disarmed.
unsealed	Refers to a zone's status. If a zone is unsealed, the detection devices are triggered and the zone indicator is lit (that is, a reed switch is open or a detector noted an intrusion).
user code	A numeric code used to arm and disarm the system.
zone	A monitored input used to activate an alarm. A zone might be set up to activate an alarm only when the system is armed or to operate whether the system is armed or disarmed.

Table 6.1: Glossary of Terms

Radionix B.V.
Achtseweg Zuid 173
5651 GW Eindhoven
The Netherlands
www.radionix.com
© Radionix 2026

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