USER GUIDE

9651

HARDWIRED CONTROL UNIT

COOPER Menvier

Scantronic

Contents

9651 Hardwired Control Unit User Guide.
This document applies to control panels using software version 4.x.

Printed and published in the U.K.

1. Introduction

Alarm System

The alarm system described in this book comprises a control unit (model 9651), one or more keypads, and various detectors. The control unit houses a main controller, power supply, stand-by battery and an optional communication device. It is normally fitted in a safe place out of sight (for example, under the stairs).

The detectors are installed in various places, or zones, around the premises. If something triggers a detector, the detector signals this to the control unit. How the control unit reacts depends on whether the system is set or unset.

- When **set**, the control unit raises an alarm whenever a detector is triggered. The alarm might be a bell or strobe on the outside of your premises, or it might be a silent signal over the telephone line to an Alarm Receiving Centre (ARC).
- When **unset**, the system does not raise an alarm if a detector is triggered.
- Your installer can program the control unit so that you can set the system to one of four levels: A, B, C or D. Level A protects the whole of the premises covered by the detectors. Levels B, C and D each protect part of the premises while the rest is in use. You cannot set more than one level at the same time.

The control unit raises an alarm when a detector in a set level is triggered. Your installer allocates detector zones to levels during installation. Refer to the table on page 32 to see how zones are allocated.

Your premises may be fitted with 24-hour zones and panic alarm zones. If these zones are triggered, the system will raise an alarm even if no level is set. 24-hour zones are often used to protect emergency fire exits.

Keypad

Your alarm system is fitted with a 9930 or 9940 keypad, from which you can set and unset the system. Figures 1 and 2 show the main features of these keypads. Refer to "4. Special Functions" on page 18 for information about other functions available from them.

The system will not accept commands from the keypad until you identify yourself with an access code or proximity tag. It can store 50 access codes, which may contain four or six digits[1], giving secure access for up to 50 users.

If you enter an incorrect code, press ✘ to clear the display and try again. If you enter an incorrect code four times, all keypads will be locked for 90 seconds. If you do not enter a command within 20 seconds, the system leaves command mode. You will need to enter your code again to continue.

Your installer may have set up your system to hide status information[2]. If so, the display and lamps show no information until you identify yourself. This prevents status information being used to compromise system effectiveness.

Proximity Tags

So that you do not have to remember access codes, your installer may have fitted your keypads with a device that reads proximity tags. These tags are small slips of plastic that have electronic circuitry built into them.

When you hold a tag against a suitably equipped keypad, the circuit inside the tag emits a radio code that the keypad reads. Each tag has a unique code. If the alarm system recognises the tag, it allows you to do almost anything that you could do with an access code. If the tag is not recognised, you cannot use the alarm system. When presenting a tag to a 9930 keypad, make sure that it is touching the sensitive area to the left of the display (Figure 1). The 9940 keypad has a proximity coil that makes the whole case sensitive to tags.

You can program the system to recognise up to 49 tags. U01, the master user, can only be assigned an access code – a proximity tag cannot be assigned to this user. For instructions, refer to page 25.

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1 Installer Command 56

2 Installer Command 28

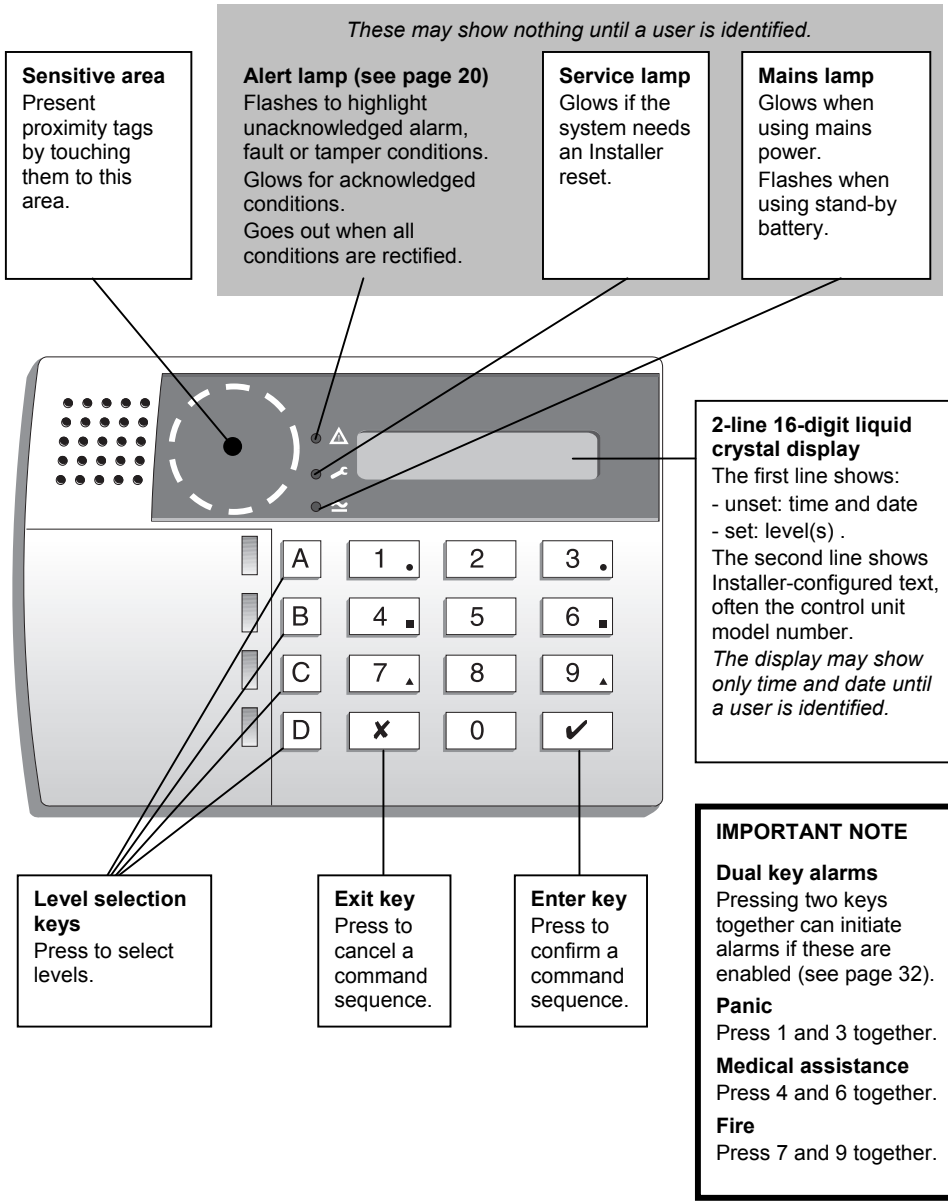

Figure 1. 9930 LCD Remote Keypad

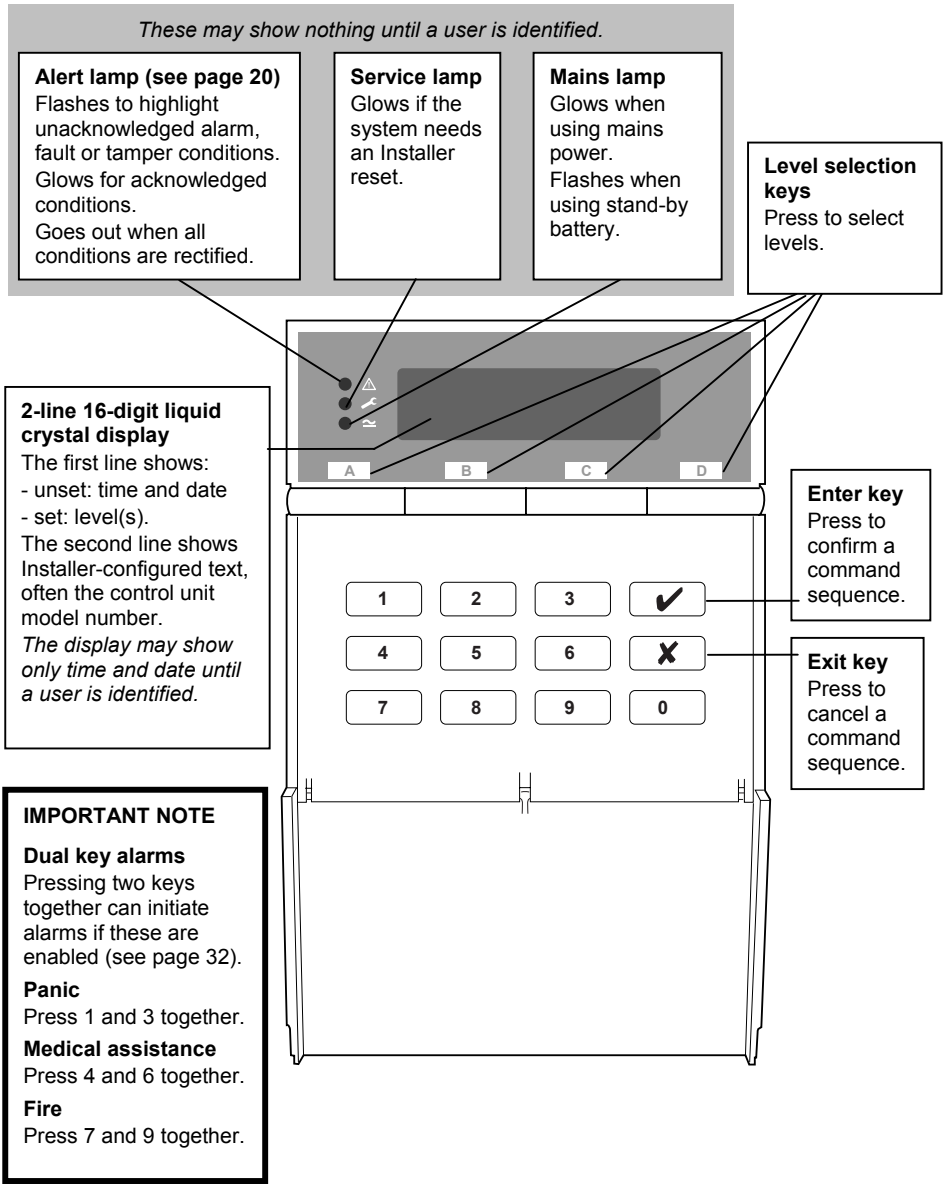

Figure 2. 9940 LCD Remote Keypad

Mains Power Failures

The control unit indicates mains power failures using alerts. If the supply has since been restored, the alert will show the condition as inactive. For instructions on how to view and acknowledge alerts, refer to page 19.

About this Guide

The rest of this guide tells you how to use the system:

2. Everyday Operation	Tells you how to set and unset the system.
3. After an Alarm	Tells you how to switch off the sounders after an alarm, view what caused the alarm and reset the system so that it can be used again.
4. Special Functions	Tells you how to use more advanced features, some of which are available only to the master user.

2. Everyday Operation

During installation, your installer programs the system to create an exit route and entry route for your premises. When setting the system, you must follow the exit route. When unsetting the system, you must follow the entry route. If you stray from these routes, you may cause a false alarm.

Setting the System

There are several different methods for setting the system. Each level can use a different method, although not all methods are available in all cases. Your installer will have selected the methods that suit your site best[3].

The possible setting methods are:

Timed Set	Silent Set
Final Door Set	Instant Set
Lock Set	Keyswitch Set
Terminated Set	

The setting procedure is similar for each method and shown on page 10. Subsequent sections describe the specifics of each setting method.

If you try to set the system while something is triggering a detector in the protected area (for example a door or window is still open), the system will not set (see page 13).

If you find that your detectors generate false alarms immediately after you leave the premises, this may be because they are detecting air movements when the exit door is closed. You may need to ask your installer to increase the Final Exit Settling Time[4].

[3] Installer Commands 39, 62, 72 and 76

[4] Installer Command 182

General Procedure

To set the system:

1. Secure all doors and windows.
2. At the keypad, key in an access code (or present a tag).
   The display shows (for example):

```
System OK
Set?
```

3. Press the appropriate level key.
   Note: If you press ✓ without a level key, the system sets Level A (Full Set).
4. If you have omitted a zone (see page 20), the display shows (for example):

```
  Omit Zone 03?
Set? ABCD
```

   Press ✓ to continue with the zone omitted.
   If you do not want to omit it, press ✘ to exit.
   During the exit procedure, the keypads give a continuous exit tone. The tone may be intermittent if the final door is open.

```
Setting ABCD 009
```

   If you hear an intermittent tone from the keypads or internal sounder and the final door is not open, a detector is being triggered (see page 12).
5. Leave by the designated exit route.
   When you complete the exit procedure in accordance with the setting method in use, the system sets and gives a double "beep". The keypad display shows which level is set.

```
Set ABCD
     9x5x
```

```
Set A
     9x5x
```

Note: If you decide not to set the system, key in your access code again (or present a tag) to unset it.

Timed Set

With Timed Set, the system sets after a programmed exit time has expired. The time starts when you press a level key, or when you press ✓ to accept an omitted zone. Your installer will have made the exit time long enough for you to leave the premises and secure the final door[5].

When using Terminated Set (see below), your installer may have programmed the system to set after the exit time even if the exit terminate button is not pressed. This ensures your premises are protected if you forget to press the button.

Final Door Set

Your installer may have programmed the system so that closing the final door completes the setting sequence. The system sets 7–12 seconds[6] after you secure the final door. There is no fixed exit time.

Lock Set

Your installer may have fitted a special lock so that locking the final door completes the setting sequence. The lock contains a switch so that the control unit can sense whether the lock is open or closed. The system sets seven[7] seconds after you lock the final door. There is no fixed exit time.

Note: Lock Set is available only for Level A (Full Set).

Terminated Set

Your installer may have fitted an exit terminate button. This is usually outside, beside the final door, and you press it when you leave. The system sets seven[8] seconds after you press the button. There is no fixed exit time.

Silent Set

Some levels on your system may be programmed for Silent Set. The system does not give an audible warning when it sets these but it gives a double "beep" at the end of the exit time to show that it is set.

Note: Silent Set is not available for Level A (Full Set).

Instant Set

The area protected by a level may not need an exit route or final door. With Instant Set, the system sets as soon as you press the appropriate key, without

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5 Installer Commands 44, 65, 75 and 79
6 Installer Command 182
7 Installer Command 182
8 Installer Command 182

waiting for an exit time. The system gives a double "beep" to show that it is set.

Note: Instant Set is not available for Level A (Full Set).

Keyswitch Set

If your system is fitted with a keyswitch, you can use it to set the system. If it is a three-position keyswitch in a single system, you can use it to set Level B.

The keyswitch initiates setting, which then completes in accordance with the programmed exit mode. You do not need to enter an access code or present a tag.

Forbikobler Keypad Set

Your system may be programmed to use a special type of entry or exit zone called a Forbikobler zone. The word "forbikobler" means "bypass" in Danish. These zones are used to connect external keypads or access controllers.

If an exit is programmed as a Forbikobler zone with an external keypad, a trigger from the keypad within the exit time stops the timer and sets the system.

Investigating Setting Problems

This section offers general guidance. If you need assistance to resolve a problem, contact your installer.

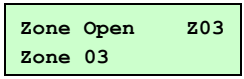
Detector Active

If something is triggering a detector at the end of the exit procedure, the system will not set. Depending how your installer has set up the system[9], internal or external sounders may operate. The display shows which zone (or zones) is active.

To set the system:

1. Enter your access code (or present your tag) to silence any sounders.
2. Go to the zone shown on the display (see example) and find out what is triggering the detector. If possible, remedy the fault.
3. Return to the keypad and set the system again.

   If no other detectors are active, the system sets.
4. If other detectors are active, repeat steps 1 to 3.
5. If the system still will not set, call your installer.



[9] Installer Command 27

Other Problems

The system informs you of problems through alerts. These are warnings communicated through the keypad display and lamps. If your system is set up to hide status information after 30 seconds[10], enter an access code or present a tag to activate the keypad display and lamps.

Depending on the nature of the problem, you may need to reset the system or call an installer to do this for you (see page 17). Your installer may have set up your system to enable you to override some faults[11], in which case you will be able to set the system while the fault is still present. If the display shows "Set" underneath the alert message, press ✓ to continue with setting.

If an installer reset is required, the control unit lights the 🔧 lamp and the keypad sounds a repeating "beep" to warn you. If the fault disappears, the lamp goes out but the tone continues until you enter your access code. If the fault persists and cannot be overridden, the display shows "Call Installer".

A mains power failure is an example of a technical fault that may be resolved without intervention in the alarm system. A stand-by battery failure is an example of a technical fault that requires an installer to visit.

If an alert indicates a communications failure (for example, "Plugby Line Fail"), you may be able to set the system but then it may not be able to report any alarms to the ARC.

For more information on viewing and acknowledging alerts, see page 19.

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10 Installer Command 28

11 Installer Commands 134 to 140

Unsetting the System

WARNING: If you enter your premises and an internal alarm starts, there may be an intruder.

You can unset the system from a keypad or keyswitch.

When you open an entry door, the system starts an entry timer. There are four entry timers so that different entrances can use different times. During the entry time, the keypads give a "galloping" entry tone to warn you that the timer is running. If you exceed the entry time, an alarm will occur. Your installer will have ensured that the entry time for each entrance is long enough for you to enter by the designated entry route, get to the keypad and unset the system.

If an entry door is fitted with a lock switch, the keypad gives a continuous exit tone when you unlock it and, if you lock it again, the system remains set; it is only when you open the entry door that the entry timer starts and the keypads give the entry tone.

General Procedure

To unset the system:

1. Enter through the designated entry door and go to the keypad.

   As you enter the premises, the system starts the entry timer and the keypads give the entry tone.

2. Key in an access code (or present a tag).

   All set levels are unset.

   The entry tone stops and the system gives a double "beep".

   The system is now unset.

Keyswitch Unset

If your system is fitted with a keyswitch, you can use it to unset Level A. With a three-position keyswitch, switching from Part to Off unsets Level B. You do not need to enter an access code or present a tag.

Aborting False Alarms

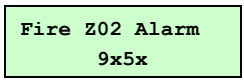
If your system is connected to an ARC and you accidentally cause an alarm, you normally have at least two minutes before the ARC calls the police. Alarm Abort[12] enables you to cancel a false alarm by entering a valid access code during this period (which is set by the ARC).

If Alarm Abort is not enabled on your system and you often exceed an entry timer that is already set to the maximum, ask your installer about Alarm Abort.

[12] Installer Command 36

3. After an Alarm

Responding to a Fire Alarm



IMPORTANT: The system gives a fire alarm by sounding a two-tone warning from the keypads and alarm sounder. The display shows (for example):

1. Evacuate the premises.
   Do not attempt to unset the alarm.
2. If there is evidence of fire, call the Fire Brigade.
3. Only when the premises are safe, proceed as for other alarms.

Responding to other Alarms

When your system raises an alarm other than a fire alarm, you must:

- Unset the system as normal to switch off the sounders and strobes.
- Reset the system ready for further use.

The system logs the zone (or zones) that triggered the alarm and displays alerts on the keypad display. The first zone is shown automatically when you unset the system. View the others by pressing ✔ to accept the **Next** prompt. For instructions on viewing and acknowledging alerts, see page 19.

Your system may be configured for various types of reset:

- **User reset.** Enter your access code (or present your tag) again to reset the system. The system gives a double "beep" to confirm that it has reset.
- **Installer reset.** If the display shows "Call Installer", contact your alarm company to arrange a visit.
- **Remote reset.** If the display shows a reset code, write down the code and call your ARC. You will be asked to verify your identity, the circumstances and the code. If no intervention is required from an installer, you will be given a code to enable you to reset the system.

4. Special Functions

Introduction

As well as setting and unsetting the system, you can perform a number of other functions from the keypad while the system is unset:

All Users	**Key**	**Description**
Access code (**or** tag) plus:	1	View alerts
	2	Omit zones
	3	Require user code before installer code
	5	Read the log of system events
	7	Turn chime on and off
	8	Test the sounders and strobe
	9	Test the detectors
Dual key alarms (check if these are enabled, see page 32)	1+3	Panic alarm (PA)
	4+6	Medical assistance alarm
	7+9	Fire alarm
Master User Only	**Key**	**Description**
Access code (**not** tag) plus:	4	Set up access codes and proximity tags
	6	Set the time and date

Viewing Alerts

The system records alarms, faults and tampers as alerts. It usually displays the first alert automatically when you unset the system but you can view alerts at any time by pressing 1. Viewing an alert acknowledges it. The Alert lamp (⚠) flashes for unacknowledged alerts and glows for acknowledged alerts. If the condition that caused the alert still exists, the alert message shows "Active". If the condition no longer exists, the message shows "Inactive".

To view alerts:

1. Key in an access code (or present a tag).

   If the ⚠ lamp is glowing or flashing, there are alerts. The system may display the first alert or it may show how many alerts exist (for example):

   ```
     3 Problem(s)
   Set? ABCD
   ```

2. Press 1 to view the alerts.

   The display shows the first alert (for example):

   ```
   MAINS Fail
   Inactive   Next
   ```

   Here, "Inactive" indicates that the mains power supply has since been restored.

3. Press ✓ for "Next" to view the next alert.

   The display shows the second alert (for example):

   ```
   Lid Tamper
   Inactive   Next
   ```

   Here, "Inactive" indicates that the tamper switch has since been closed.

4. Press ✓ for "Next" to view the next alert.

   The display shows the third alert (for example):

   ```
   Battery Missing
   Active     Next
   ```

   Here, "Active" indicates that the battery is still missing. The 🔧 lamp will also be lit and there will be an intermittent audible warning.

   If you have viewed all alerts and installer action is required (for example, to fit a new battery), the display shows:

   ```
   Call Installer
         9x5x
   ```

5. In this case, contact your alarm company.

   If you have viewed all alerts and no installer action is required, the display shows date and time (for example):

   ```
   18/04/2005 14:45
         9x5x
   ```

6. In this case, use the system as normal.

Omitting Zones

Your system may be programmed so that you can omit individual detectors. This enables you to ignore alarms coming from faulty detectors in non-critical positions. Refer to the table on page 32 to see which zones can be omitted in your system.

To omit a zone:

1. Key in an access code (or present a tag).
2. Press 2.

   This display shows:

   ```
   Omit Zone?
   ```

3. Press the number of the zone you want to omit (for example, press 07 to omit zone 7) and then press ✓.

   The sounder gives a double "beep" and the display shows the zone number followed by an "o":

   ```
   Omit Zone 07o
   ```

   If you try to omit a zone for which this is not allowed, the display shows an "X" after the zone number.

   ```
   Omit Zone 07X
   ```

4. Press ✘ to exit.

Note: To include a zone that was omitted, follow the same procedure. Pressing ✓ toggles between omit and include.

Normal Alarm Zones

When you next set the system, a message asks you to confirm that you want to omit the zone. Press ✓ to set the system with the zone omitted. Omission is not permanent: when you next unset the system, the control unit reinstates the zone. You must omit the zone each time you prepare to set the system.

24-hour Zones

When you next set the system, there is no message to confirm the omission. 24-hour zones (for example, protecting a fire door) remain omitted until you reinstate them from the keypad:

1. Key in an access code (or present a tag).
2. Press 2 followed by the zone number and then ✓.
3. Press ✘ to exit.

Requiring User Code before Installer Code

You can specify that a user code must be entered before the installer code to access the installer menu. This enables you to supervise installer activities.

1. Key in an access code (or present a tag).
2. Press 3 to toggle between requiring and not requiring a user code.
   The display shows (for example):

   ```
   UserCode req=OFF
   ```

   When you turn user code on or off, the keypad confirms with a double "beep".

   
3. Press ✓.

Reading the Log

The system keeps a log of the last 700 events. The Appendix on page 27 explains the meaning of the messages that may be logged.

To view the log:

1. Key in an access code (or present a tag).
2. Press 5.
   The display shows a message describing the most recent event (here, for example, user 1 has changed the access code for user 2):

   ```
   U01 Change U02
   00:42 18/04/2005
   ```
3. Press: 1 to see earlier events
   3 to see later events
   4 to see the first event
   6 to see the last event
4. Press ✘ to stop using the log.

Note: Neither an installer nor a user can erase the log.

In the log, user codes are represented by numbers as follows:

U00	Installer	U52	Control unit
U01	User 1	U53	Idle
U02 to U50	Users 2 to 50	U55	Keyswitch
U50	Guard code (if set up)	U56	Remote reset
U51	Duress code	U59	Forbikobler

Turning the Chime On and Off

Your system may be programmed so that a chime tone sounds when certain doors are opened while the system is unset. You can turn this on and off.

1. Key in an access code (or present a tag).
2. Press 7 to toggle chime on and off.

   The display shows (for example):

   ```
   Chime   =   ON
   ```

   When you turn chime on, the keypad confirms with a double "beep".

3. Press ✓.

Testing the Sounders

You can test that the sounders and strobe are working. The system turns on each sounder in turn for three seconds.

Note: The strobe flashes for 10 seconds to give you time to see it.

1. Key in an access code (or present a tag).
2. Press 8 to start the test.

   The display shows:

   ```
   Test: Bell
   ```

   ```
   Test: Strobe
   ```

   ```
   Test: Speaker
   ```

   ```
   Test: Keypad
   ```

Testing Zones

You can set the system so that it will allow you to walk around and test each of the detectors (a walk test). Do this when the premises are empty to avoid other people triggering movement detectors before you do, which would confuse the results of the test. If a detector fails the test, contact your alarm company and ask them to check the system.

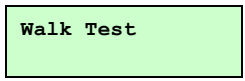
Notes:

1. *You can abandon the test at any time by pressing ✓.*
2. *You cannot test 24-hour zones (including Fire and PA) or tamper circuits with this command. If you wish to test them, contact your alarm company.*

To test zones:

1. Key in an access code (or present a tag).
2. Press 9.

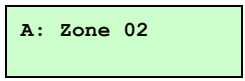
   This display shows:

3. Walk around your premises and trigger the detectors in turn (excluding 24-hour and PA zones).

   When you trigger a detector, the keypad and internal sounder give a short tone.

   The display shows 'A' for alarm, followed by the zone number of the detector.

   If you trigger more than one detector, the display shows the zone numbers in turn.
4. Press ✓ to stop the test when you have triggered all the detectors.

Setting up Users

Note: Only the master user (U01) can set up users.

The system can store up to 50 different user access codes. For security, you should give one code to each person who has responsibility for setting and unsetting the system: do not allow users to share codes.

To distinguish users and conceal their access codes, the log shows each user as a number (for example, U02). You can store a user name for each access code, which is visible when the code is modified but not displayed or logged.

When the system is delivered from the factory, all access codes are set to default values. Depending how your installer has set up the system[13], access codes may contain four or six digits. The default for the master user (U01) is "1234" when four-digit codes are in use and "123456" when six-digit codes are in use. The master user should change this immediately to a code known to no one else.

The other defaults are "✘002" for U02 through to "✘050" for U50. As default codes cannot be used to set or unset the system, or use any of its special functions, they do not need to be changed until they are assigned to users.

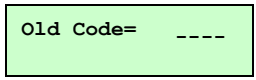
Do not assign access codes starting with zero. That is, use codes within the range 1000–9999 (or 100000–999999 if using six-digit codes).

Access Codes

To set the access code for a user:

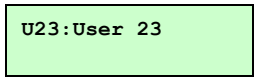
1. Key in the master user access code.
2. Press 4.

   The display prompts for the access code that you wish to change:



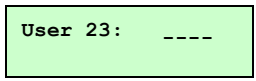
3. Key in the code (for example, ✘023 – the default code for User 23) and press ✓.

   The display shows the user number (U23) and the user name (User 23):

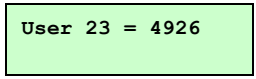


   If you wish to change the name, use the keypad as described in *Changing User Names* on page 25.

4. When the user name is correct, press ✓.
   The display shows (for example):



5. Key in the new access code, starting with a number in the range 1–9. The display shows (for example):



6. Press ✓ to store the new access code (in this case, 4926).

[13] Installer Command 56

To delete an access code:

1. Follow the procedure for setting an access code.
2. In step 5, key in "0000".

Changing User Names

The system can store up to 12 characters for each user name, including spaces and punctuation marks. The default names are in the form User nn.

You can change the name when you set the access code. In step 3 of the procedure on page 24, the display shows the current user name with a flashing cursor under the first letter. Enter letters one at a time in the same way as when texting on a mobile phone, by repeatedly pressing a key until the required letter is displayed. To move right, press C. To move left, press D.

1	None	7	P Q R S
2	A B C Æ Å Ä	8	T U V
3	D E F	9	W X Y Z
4	G H I	0	Space ' ( ) : . - ! &
5	J K L	C	Move right
6	M N O Ø Ö	D	Move left

To delete a whole name, move to the first character and press D.

When you have entered the name, press ✓ to continue with setting the code.

Assigning a Duress Code

If your system is connected to an ARC, you may want to give a duress code to some users as well as their access code. The duress code is designed to send a silent communication if a user is forced to unset the system by an intruder. It has to be enabled by your installer[14]. When unset with a duress code instead of an access code, the system appears to respond normally but the control unit sends a silent communication to the ARC. A user who has the duress code can use any of the system's facilities.

The duress code is assigned to U51 and, when the control unit leaves the factory, is inactive and set to "✘051". To activate it, assign a new code to U51 using the same procedure as for assigning codes to other users.

[14] Installer Command 49

Proximity Tags

Each normal user (Users 2 to 50) can have a tag, an access code or both. You cannot assign a tag to the master user (U01), the installer (U00), or the duress code (U51).

You set up a tag in a similar way to an access code (see page 24). Instead of entering a new access code for the user, present the tag. The system learns the identity of the tag and links it to the user number. The keypad confirms that the tag has been learned with a double "beep".

You delete a tag in exactly the same way as an access code. When you key in "0000", it deletes both the tag and access code for the displayed user.

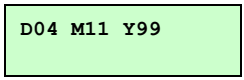
Setting Time and Date

Note: Only the master user (U01) can set the system time and date.

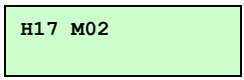
The control unit contains an internal clock/calendar that runs as long as there is power present (mains or stand-by battery). The system uses this clock to record the time and date of events in the log. If the mains power supply fails while the stand-by battery is low, you may need to correct the time and date. If your country uses summer and winter time, you may need to adjust the time.

To set the time and date:

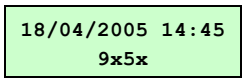
1. Key in the master user access code.
2. Press 6.
   The display shows the date.



3. Key in two digits for the day, followed by ✓.
4. Key two digits for the month (01 for January to 12 for December), followed by ✓.
5. Key in two digits for the year, followed by ✓.
   The display shows the time.



6. Key in two digits for the hour followed by ✓. Use the 24-hour clock.
7. Key in two digits for the minutes, followed by ✓.
   The display shows the new time and date:



Appendix. Log Messages

Message	Meaning
AC Fail	Mains power supply failed
AC Restore	Mains power supply restored
Al Conf Dis K==	Alarm confirmation disabled by lock switch
Al Confirm Z==	Confirmed alarm on zone ==
Alarm Abort	User aborted alarm
AntiMask Al Z==	Anti-mask alarm on zone ==
AntiMask Rs Z==	Anti-mask alarm on zone == reset
AntiMask Tp Z==	Tamper on anti-mask zone ==
AUX DC Fail	Auxiliary power failed
AUX DC Fail Rstr	Auxiliary power restored
Bad Checksum	Control unit memory corrupted
Batt Flt Rstr	Battery reconnected
Batt Load Fail	Battery failed load test
Batt Missing	Battery disconnected
Bell Tamper	Sounder tampered with
Bell Tamper Rst	Sounder tamper reset
Burg Z== Alarm	Intruder alarm on zone ==
Burg Z== Rstr	Intruder alarm on zone == reset
Codes Defaulted	Access codes returned to default values
Comms Fail	Communications failure
Defaults Loaded	Default values loaded for all commands
EEPROM Fail	Control unit memory damaged
F== Missing	Forbikobler keypad disconnected
F== Restore	Forbikobler keypad reconnected
F== Tamper	Forbikobler keypad tampered with
Fire Reset	Fire alarm reset
Fire Z== Alarm	Fire alarm on zone ==
Fire Z== Rstr	Fire alarm on zone == restore
Forbi I/F Tamper	Forbikobler interface tampered with
Forbi Lp Tamper	Forbikobler loop tampered with
Fr K== Alarm	Fire alarm started at keypad ==
Frb I/F Tamp Rst	Forbikobler interface tamper reset
Frb Lp Tamp Rst	Forbikobler loop tamper reset
Global T.Restore	Global zone tamper alarm reset
Global Tamper	Global zone tamper alarm
K== Excess Keys	Incorrect access code entered more than four times at keypad ==
K== Missing	Keypad == disconnected
K== Restore	Keypad == reconnected
K== Tamper	Keypad == tampered with
Key Box Cls Z==	Keybox on zone == closed
Key Box Opn Z==	Keybox on zone == open
Key Sw Set #	System set by keyswitch on level n
KeySw Unset #	System unset by keyswitch on level n
Lid Tamp Restore	Control unit lid tamper reset
Lid Tamper	Control unit lid tampered with
Low Batt Rstr	Low battery detected on control unit
Low Batt Rstr Z==	Low battery reset on control unit
Md K== Alarm	Medical alarm started at keypad ==
PA K== Alarm	Panic alarm started at keypad ==
PA Z== Alarm	Panic alarm started in zone ==
PA Z== Rstr	Panic alarm reset in zone ==
Set Fail Z==	System failed to set because of fault in zone ==
Smk Det Alm Z==	Smoke detector alarm in zone ==
Smk Det Res Z==	Smoke detector alarm reset zone ==
Soak Fail Z==	Soak test failed in zone ==
System Rearmed	System rearmed after an alarm
System Startup	Power applied to system

Message	Meaning
System Tamp Rst	System tamper reset
System Tamper	System tamper
Tamper F== Rstr	Forbikobler keypad == tamper reset
Tamper K== Rstr	Keypad == tamper reset
Tamper Z==	Zone == tampered with
Tamper Z==	Tamper in zone == during the day
Tamper Z== Rstr	Zone == tamper reset
Tech Z== Alarm	Technical alarm in zone ==
Tech Z== Rstr	Technical alarm in zone == reset
Tel Line Fault	Line fault on telephone line
Tel Line Rstr	Line fault reset on telephone line
U== # Set	User == set level #
U== # UnSet	User == unset level #
U== Change U==	User == changed access code for user ==
U== Delete U==	User == deleted access code for user ==
U== Duress	Duress code entered by user ==
U== Off-Site	Installer exited from programming mode
U== On-Site	Installer entered from programming mode
U== System Reset	User – reset system
U== Time/Date	Time and date user reset the system
U== Z== Omit	User omitted zone ==
U== Z== Unomit	User unomitted zone ==
UserCode req off	No user code before installer code
UserCode req on	User code before installer code
XT ACFl Rst Z==	Mains power supply restored in zone ==
XT ACFl Z==	Mains power supply failed in zone ==
XT BatFl Rst Z==	Battery reconnected in zone ==
XT BatFl Z==	Battery fault in zone ==
XT Fault Z== Rst	Zone of type ‘Fault’ reset
XT Fault Zone ==	Zone of type ‘Fault’ active
XT PwrFl Rst Z==	Power output fault reset in zone ==
XT PwrFl Z==	Power output fault in zone ==

NOTES

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NOTES

Your Installation									
Zone	Description		A	B	C	D	Omit Allow	Chime	Entry Time
1									
2									
3									
4									
5									
6									
7									
8									

Company Name		Contact Number (Day)			
Control Unit Model		Contact Number (Night)			
Exit Time	A	B	C	D	
Bell Duration					
Engineer Reset		Dual Key Enabled?	PA	Fire	Medical
Communicator Fitted					
Meets DD243: 2004		Meets PD 6662 / prEN 50131-1: 2004			

Note: If this table has not been completed, ask your Installer for the information.