

Using the station

Recommendations

* The console keys have two functions /like those of a calculator/. Ones are the usual numbers labelled on the keys, while the others are the functions indicated above the numbers.

* We shall denote the sequence of keys by the '+' sign.
For example: [2]+[CODE] means: Press key 2 and then 9.

* The syntax of each command is "code + function", i.e. You should first identify yourself, and then instruct the station of what it should do. For example, if your code is "1,1,1,1", and you wish to switch the station into a "AWAY"-mode, execute the following sequence: [1]+[1]+[1]+[1]+[AWAY]. To switch it off: [1]+[1]+[1]+[1]+[OFF].

The [CLEAR]-key deletes what has been so far entered from the keypad. At switching off, it is advisable to press [CLEAR] before [code]+[OFF], to make sure that you are going to enter "from scratch".

When the function "fast key" (see P2) is allowed, instead of "code" you can press the [ENTER]-key, and then the syntax shall be [ENTER]+[function]. This is not applicable for the "switch off" function, which would normally require a code.

Codes

Master-code N:1 The default Master-code is "1 1 1 1".

Use it to enter, change and delete users' codes and to change the Master-code itself. You can also switch the system on and off in all modes, and to bypass zones. This code cannot be deleted, but only changed.

Note: If you do not know your Master-code, call the installer.

User's code N: 2, 3 and 4

The system supports up to four 4-digit user's codes. Using these codes you can only switch the system on and off in all modes, and to bypass zones, but you cannot re-programme the codes.

To enter / change a code, dial

Master-code + [CODE - key 9]

The system enters into a mode of code re-programming. The 1,2,3,4, LED-s show which codes are already used. Enter the number of the code subject to re-programming:

[N: of code 1, 2, 3, or 4] + the desired new 4-digit code.

For example: In order to make user's code N:2 to be "7777", if the Master-code is "1111".

[1111 + 9 + 2 + 7777]

For example: In order to make the Master-code to be "8787", if it has been "1111" so far.

[1111 + 9 + 1 + 8787]

In the course of entering the desired 4-digit code, you can at any time delete the code by [CLEAR], or cancel its change by [ENTER].

After you finish setting the code, the system remains in the codes re-programming mode. To exit this mode, press [CLEAR] or [ENTER].

To delete a code, dial

Master-code + [CODE - key 9] + [N: of the user's code 2, 3, or 4] + [CLEAR]

For example: To delete user's code N:2, if the Master-code is "8787".
[8787 + 9 + 2 + CLEAR]

Test immediately the newly entered code!

System mode

Switched off /Disarmed, not Ready/. To be able to switch it on, the system should be in a READY-status. To achieve this, you should close all doors and windows under security, and the TROUBLE LED should be off.

- if fast switch on is allowed /see Programming P2/, you can use the [ENTER] key instead of a "code" for all operations with the system (switching on, bypass, memory), but not for switching off!

Mode	How it works	Description and tips
Switching on AWAY	Code + AWAY-key [3] ARMED lights	Switch this mode when there is nobody left in the site. At entering into a zone of type 1, you shall have time enough to switch the system off.
Switching on STAY	Code + STAY-key [2] BYPS flashes ARMED is lit	Switch this mode when you are in the site STAY (home at night). You shall have time to enter through the zones of type 1. Those of type 2 shall be bypassed automatically, and you shall be able to freely move around the premises. From the zones of type 3 it shall be immediately activated.
Switching off	Code + OFF-key [1] "ARMED" goes off	Switches off activated system. Switches off bypass
Bypass	Code + BYPASS - key [4]+ N: of the zones which shall be switched off, whereafter confirm your choice by pressing [ENTER]. "BYPS" flashes	Used to partially switch on the system. In a "Bypass" mode, you can switch off certain zones by your choice, and then you can switch on the station to guard the remaining ones [AWAY]. The bypass is valid only for one switching on of the system. By bypassing, you can switch off 24-hours zones in case of a broken cable or another failure.
Reject Bypass	Code +[OFF], or enter Bypass and press [CLEAR] Exit by [ENTER]. "BYPS" stops flashing	

Bell	Code + BELL-key [8]	The system shall beep at opening of the front door. To switch off, you should again dial code + BELL
Memory	Code + MEMORY-key [5]	It shows which zone has been activated.
Panic	[CLEAR][ENTER] simultaneously	In case of breaking into the site during the day, when the station is switched off. Depending on how it has been programmed, various signals shall be activated.
TRBL flashes, and the station cannot be switched on		The station voltage is low, and switching it on may lead to self-activation. Check whether the 220V fuse has not blown. If so - fix it; if not - contact your installer.