Fusion Alarm System

USER GUIDE

020009599

CONTENTS

INTRODUCTION

Thank you for choosing an ASTEC security system. When properly maintained your system will provide many years of reliable service.

This manual will guide you through the various functions available on your system and you should keep it in a safe place for reference.

Take a moment to write down your alarm installers contact details on the back cover.

DEFINITIONS

Full Set: When the system is Full Set all the alarm zones are armed.

Part Set: When the system is Part Set certain zones are automatically bypassed
                       (this allows the building to be occupied with perimeter zones armed).

Disarmed: When the system is Disarmed alarm zones are switched off but panic
                       buttons, fire and tamper zones remain armed.

Bypass: Bypassing a zone temporarily removes it from the system, the alarm
                       will not activate if a bypassed zone trips.
                       Bypassed zones are added back into the system when the system is next disarmed

24hr zone: 24hr zones are always armed (safe protection, etc.).
                       Bypassing a 24hr zone gives access to the protected area.

User code: A 4 to 6 digit code used to disarm the system, and to access the arm menu.

KEYPAD

The keypad is used to show information about system status and to interact with the alarm system.

FAULT YELLOW
OFF   Normal
FLASHING Status information available
ON   Fault in the system

ALARM RED
OFF   Normal
ON   System is in alarm

POWER GREEN
OFF   No mains
ON   Normal - mains good

CLEAR BLUE
OFF A zone is open
ON All alarm zones closed
      and system ready to set

Menu keys **A – D** are used to select functions.

√ key is used to confirm changes

UP/ DOWN keys show more options

X key cancels the current operation and goes back to the previous menu.

ARMING MENU

You need a code to access the systems functions, or get information about the system. When you enter your code the menu keys **A** – **D** give you an easy way to interact with the system, showing the functions which you are able to perform at that point.

1   Enter your code at the keypad. Your code will be between 4 and 6 digits long.
As you enter your code an asterisk will be displayed for each digit.
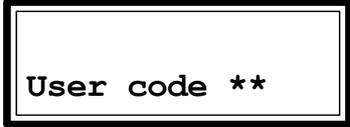
```
┌─────────────────────┐
│                     │
│ User code **        │
│                     │
└─────────────────────┘
```

2   The User Menu will be displayed when you have entered your code correctly.
If you make a mistake entering your code press the **X** key and start again.

```
┌─────────────────────┐
│              MORE ↕  │
│ User Menu    QUIT ✗  │
│                     │
│ FULL   QSET   PART1   PART2 │
└─────────────────────┘
```

3   If you don't select any function or press any keys for 30 seconds the system will return to display the time and date
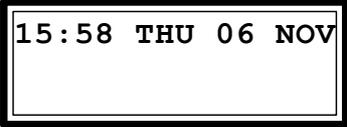
```
┌─────────────────────┐
│                     │
│ 15:58 THU 06 NOV    │
│                     │
└─────────────────────┘
```

FULL SET

Full Set sets the system with an exit buzzer and an exit time to allow you to leave the building. When the system is set then all of the zones are armed.

1   Make sure all alarm zones are closed, the CLEAR (BLUE) light will be on.

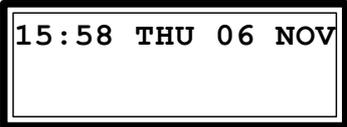**2**   Enter your code at the keypad to display the user arming menu.

```
┌─────────────────────┐
│              MORE ↕  │
│ User Menu    QUIT ✗  │
│                     │
│ FULL   QSET   PART1   PART2 │
└─────────────────────┘
```

3   Press Button **A** (under FULL) .
The Exit buzzer (continuous tone) will sound.
'System Arming' will be displayed
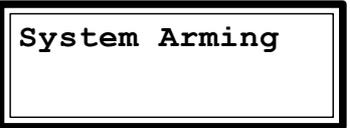
```
┌─────────────────────┐
│                     │
│ System Arming       │
│                     │
└─────────────────────┘
```

4   Leave the building by the designated exit route and close the door.
When the buzzer stops the system will be SET and time/date will be displayed.

```
┌─────────────────────┐
│                     │
│ 15:58 THU 06 NOV    │
│                     │
└─────────────────────┘
```

DISARM

1 Enter the building by the desigated Entry/Exit route.
The Entry buzzer will sound (intermittent tone)

2 Enter your code at the keypad.

```
User code **
```

3 When you have entered your code correctly, the system is
disarmed, and you get this display.
If you make a mistake in your code press the **X** key and start
again

```
System Unset
```

4 After a few seconds, the display shows the User Menu screen,
you can now
(a) carry out other functions e.g. Part Set **or**
(b) press the **X** key to leave the menu
If you do nothing the system will return to time and date display
after 30 seconds.

```
User Menu    MORE ⬍
             QUIT ✖

FULL    QSET    PART1    PART2
```

Instant FULL SET

This function allows you to set the system without any exit time or buzzer. Your alarm engineer will
advise you if this is appropriate for your system.

1 Make sure all alarm zones are closed, the CLEAR (BLUE) light
will be on.

2 Enter your code at the keypad to display the user arming menu.

```
User Menu    MORE ⬍
             QUIT ✖

FULL    QSET    PART1    PART2
```

3 Press Button **B** (under QSET) . This display comes up for a brief
period.

```
System Arming
```

4 The system arms and System Armed is displayed for about 10
seconds.

```
System Armed
```

PART SET

This section only applies if your system has been set up for Part Set, your alarm engineer will advise you how it applies to your system. The Part Set function allows you to set a part of the system, for example at night you could set just the downstairs while leaving the upstairs unset.

1   Enter your code at the keypad, to display the user arming menu.

```
User Menu      MORE ⇕
               QUIT ✗

FULL    QSET    PART1    PART2
```

2   Press Button **C** (under PART1) or **D** (under PART2) , depending on which partset you want to enable.
Normally PART1 and PART2 arm without any exit time, but if you want an exit time, press Button **B** (under +EXIT). In this case the system part arms silently when the exit time expires.

```
System Arming


    +EXIT
```

3   The system part arms and displays ("PART-2 or PART-1 Armed") for ABOUT 10 seconds.

```
PART-1 Armed
```
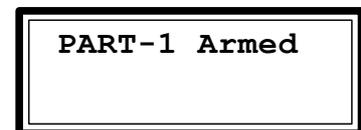
SYSTEM FAILS TO SET – OPEN ZONE

1   If a zone is open when you try to set the system the display shows something like this....
This display means that Alarm Zone 2 – Upstairs Window is open and needs to be closed before the system will set.
If you close this zone now, then the display will show '**All Closed**' briefly and return to the top menu. You may now start the setting procedure again.

```
Open Zones
002 Upstairs Window
Alarm
BACK                 BYPASS
```
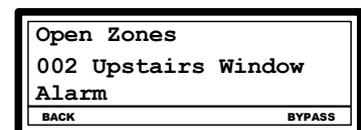
2   If you cannot, or do not wish to, close the zone you may choose to bypass it (temporarily remove the zone from the system).
If you press Button **D** (under BYPASS) this screen is displayed.

```
002 Upstairs Window
Is NOT bypassed

BACK    PREV    NEXT    BYPASS
```
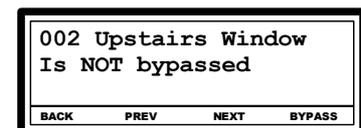
3   Press Button **D** again to bypass the zone and you get this screen.
After a brief pause the system will now start arming.....

```
002 Upstairs Window
Is bypassed

BACK    PREV    NEXT   UNBYPASS
```

SYSTEM FAILS TO SET – SYSTEM FAULT

If there is a system fault like no mains, low battery or a telephone line fault, the alarm standards require that you give the 'OK' before the system can set.

1   If you try to set the system during a mains failure you will see a display like this....

```
Mains Fault
OK to continue?
NO                    YES
```

2   If you are happy to proceed with setting under these circumstances then press Button **D** (under YES) the system will now start arming.....
(If you press Button **A** (NO) then the system won't arm)

```
System Arming
```
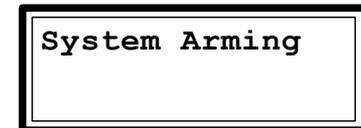
SYSTEM ALERTS

When the system is disarmed it alerts you to system faults like mains fail or low battery. The alarm standards require that you acknowledge these faults by entering your code.
The yellow FAULT indicator will flash on the keypad telling you that something is awry.
You may also get an intermittent buzzer in these situations depending on how your alarm installer set up the system.
The same sequence happens when the fault is fixed except this time there will be no buzzer, just a flashing YELLOW indicator.
This is designed to help you remedy the situation as soon as possible.

1   Suppose a telecom line fault occurs (fault at the exchange for example) when the system is disarmed. The YELLOW FAULT indicator will flash and you may also get an intermittant buzzer. Enter your code and the display will show....

```
Line fault
status report
    ANY KEY TO CONTINUES
```

2   Press any of the keys **A – D** to acknowledge the report, the display will show the User Menu now and the YELLOW FAULT indicator will be ON steady indicating a system fault.
You may press the **X** key to go back to time/date display

3   When the telecom line fault is fixed then the YELLOW FAULT indicator will flash again (no buzzer this time). When you enter your code you will see a display like this....

```
Line OK
status report
    ANY KEY TO CONTINUES
```

4   Press any of the keys **A – D** to acknowledge the report, the display will show the User Menu now and the YELLOW FAULT indicator will be OFF.
You may press the **X** key to go back to time/date display

DISARMING AFTER AN ALARM

If the system in in alarm when you come to disarm it, the RED ALARM indicator will be ON on the keypad and the bells may be ringing.

1 Enter your code to disarm the system

```
System Unset
```

2 The system will display the alarm log

```
Events in log..
```

3 The activation which caused the alarm is shown first...
If there are more events they will be displayed at 5 second intervals or you may press the PREV or NEXT keys to scroll through the events yourself.
Press the BACK key to return to the USER MENU

```
01:FRI 07 NOV 14:23
Alarm
003 Patio Door
BACK      PREV      NEXT
```

4 If your system is connected to a central station (monitoring station) then shortly after you disarm this message will be displayed with the keypad buzzer sounding to alert you to the message.
You may press any key to silence the buzzer, the message remains on the screen.
Your should contact the central station according to your alarm installer's instructions
If you press any of the menu keys now the system will show the normal time/date display.

```
Call Central Station

ANY KEY TO CANCEL
```
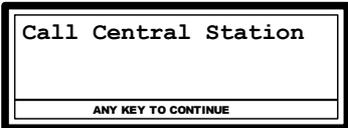
```
Call Central Station

ANY KEY TO CONTINUE
```

ACCESSING OTHER FUNCTIONS

When you enter your code the display shows the arming menu.
Press the arrow keys ⇕ to see more functions.
There are 3 possible screens though you may not have all of the
options depending on your installation.

```
User Menu          MORE ⇕
                   QUIT ✖

FULL      QSET      PART1    PART2
```

First screen is STATUS, +ENG, BYPASS, LOG

```
User Menu          MORE ⇕
                   QUIT ✖

STATUS    +ENG    BYPASS      LOG
```

Second screen is TESTS, TIME, CODES, SETUP

```
User Menu          MORE ⇕
                   QUIT ✖

TESTS    TIME    CODES    SETUP
```

Third screen is SMS, PC

```
User Menu          MORE ⇕
                   QUIT ✖

SMS      PC
```

By pressing the menu keys A – D under the appropriate function you will activate that function.
At any time if you press the **X** key you can "escape" from this menu and get back to the main arming
menu

USER FUNCTION - STATUS

This function gives you the status of the system, that is any open zones
or system faults
In this example alarm zone 6 – the Back Door is open...

```
Status & open zones
006 Back Door
Alarm
BACK
```

If all zones are closed you get this screen....

Pressing Menu Key **A** (**BACK**) brings you back to the main screen, if you
do nothing the display will revert to the main screen after 60 seconds

```
Status & open zones

All Zones Closed
BACK
```
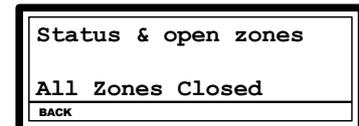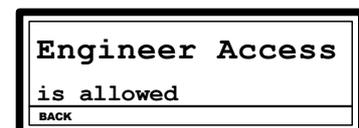
USER FUNCTION - +ENG

The alarm standards require that a user 'authorize' an installer to work
on their alarm system. This is how you do that.
By pressing +ENG the installer can work on the system, until the panel
is next disarmed.
The display is for information purposes only

```
Engineer Access
is allowed
BACK
```

Pressing Menu Key **A** (**BACK**) brings you back to the main screen, if you do nothing the display will revert
to the main screen after 20 seconds

USER FUNCTION - BYPASS

'Bypass' allows you to temporarily remove a zone from the system. This may be to remove a fault until an alarm engineer can come or to enter an area that is protected by a 24hr zone (a zone that is protected even if the system is disarmed) like a safe or gun cabinet.
The bypass function opens with this display....

```
Bypass Menu

BACK    TAMPER              ZONE
```

Choose 'ZONE' or 'TAMPER' depending on which one you need. In this example we will choose 'ZONE' by pressing Menu Key **D**
Use the 'PREV' and 'NEXT' keys to scroll to the zone you want to bypass.

```
001 Hall Door
Is NOT bypassed

BACK    PREV    NEXT    BYPASS
```

When you have the zone of interest on the display – zone 008 in this case - press 'BYPASS' (Menu Key **D**) to bypass the zone …..

```
008 Gun Cabinet
Is NOT bypassed

BACK    PREV    NEXT    BYPASS
```

The display now shows that zone 008 is bypassed. You may now use the 'PREV' and 'NEXT' keys to scroll to another zone or use the 'BACK' key to return to the top menu.

```
008 Gun Cabinet
IS bypassed

BACK    PREV    NEXT    UNBYPASS
```

You may 'UNBYPASS' the zone by repeating the above and pressing 'UNBYPASS' (Menu Key **D**) on a bypassed zone.
Bypassed zones and tampers are automatically unbypassed when the system is armed and then disarmed.
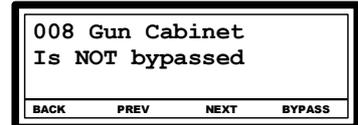
USER FUNCTION - LOG

The event log shows all events in the system from the most recent setting of the system to the most recent disarming of the system

The first event will be the most recent setting of the system **–** in this example User No. 1 - Joe set the system on 7th November at 17:34
Press 'NEXT' (Menu Key **C**) to see the next event....

```
01:FRI 07 NOV 17:34
Full Set
01 Joe
BACK    PREV    NEXT
```
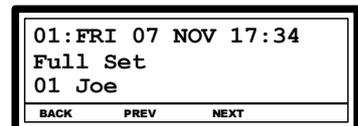
The next event was an ALARM on zone 10 ("Lounge window") on be the most recent setting of the system **–** in this example Joe set the system on 7th November at 17:34
Press 'NEXT' (Menu Key **C**) to see the next event....

```
02:FRI 07 NOV 20:17
Alarm
010 Lounge Window
BACK    PREV    NEXT
```
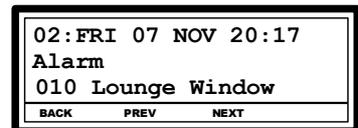
The final event will be the most recent disarming of the system **–** in this example User No. 2 - Mary disarmed the system on 7th November at 22:51
Press 'NEXT' (Menu Key **C**) to see the next event....

```
03:FRI 07 NOV 22:51
Alarm disarm
02 Mary
BACK    PREV    NEXT
```
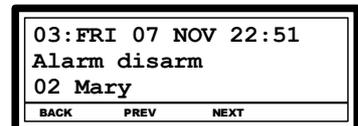
The display will scroll through the events every 5 seconds and return to the Top Menu after 3 minutes if you do not press any key.

USER FUNCTION - TESTS

The 'TEST' menu allows you to check out the functionality of your system in a controlled way

The first screen gives you two options
WALK test allows you to check that zones in your system are working as expected.
BELL test to check that your warning devices are functioning

```
Test Menu

BACK    WALK    BELL
```

Choose Walk test by pressing 'WALK' (Menu Key **B**)
As you open a zone or walk in front of a PIR detector the internal bell and keypad buzzer will sound for a short period.
You may check shock sensors by tapping the windows and doors that they are fitted to.
The test times out automatically if you do not cause any activations for a period of 3 minutes. Alternatively you may stop the test by pressing 'BACK' (Menu Key **A**)

```
Walk test on
010 Lounge Window
BACK
```
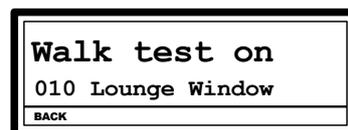
Choose Bell test by pressing 'BELL' (Menu Key **C**)
The system goes through a sequence, turning on the warning devices for a short period of time.
First the Internal Bell and Strobe come on for 10 seconds.
Then the External Bell and Strobe come on for 10 seconds – you should probably go outside to see these.

The final message is for information – All devices off.

The display goes back to the Tests Menu at the end of Bell test.

```
Bell Test
Strobe + Internal On
```

```
Bell Test
Strobe + External On
```

```
Bell Test
All off
```
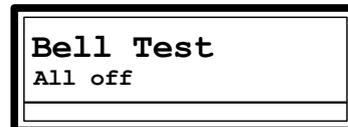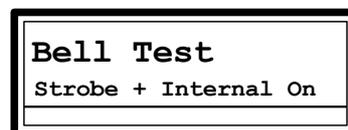
USER FUNCTION - TIME

The 'TIME' menu allows you to set the time and date of the system. This should only be necessary in the the event of a complete loss of power. Summer time is automatically changed in March and October

The first screen gives you two options
TIME - to change the time of day .
DATE - to change the date.

```
Time: 19:09
Date: 07/11/08

BACK    DATE    TIME
```
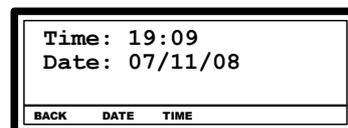
Press 'DATE' (Menu Key **B**) to change the date.
Enter the new date and press √ (Menu Key **D**) to make the change permanent

```
Time: ▌9:09
Date: 07/11/08

BACK              √
```
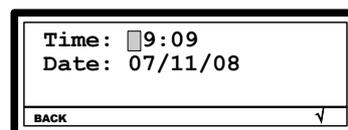
Press 'TIME' (Menu Key **C**) to change the time.
Enter the new time and press √ (Menu Key **D**) to make the change permanent
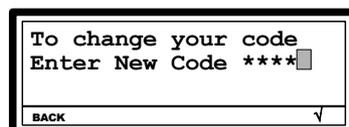
USER FUNCTION - CODE

The 'CODE' menu allows you change your user code. Your code must have 4 digits and may be up to 6 digits long. You may use the digit '0' in your code.

The first screen asks you to enter your new code
Enter the digits of your new code, an ' * ' will appear for each digit as you enter them.

```
To change your code
Enter New Code ▢

BACK
```

When you have entered 4 digits a √ will appear on the menu line.

Press the √ (Menu Key **D**) when your new code is entered.

```
To change your code
Enter New Code ****▢

BACK              √
```

You now must verify your code by entering it again.

Reenter the digits of your new code and when completed press the √ (Menu Key **D**) …..*this is important!!*
Your new code is now active.

```
To change your code
Enter New Code ****
   Verify Code ****▢
BACK              √
```
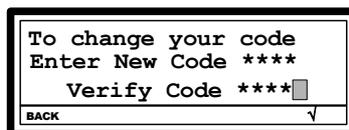
USER FUNCTION - SETUP

There are 2 functions in the SETUP menu CONTRAST and BACKLIGHT

```
Setup Menu

BACK    CONTRAST      BACKLIGHT
```

Press CONTRAST (Menu Key **B**) to adjust the contrast of the keypad display. The display may appear too dark or bright depending on where it is positioned and how you are viewing it.
Press - (Menu Key **B**) to make the display brighter and + (Menu Key **C**) to make it darker.

Press the √ (Menu Key **D**) when you are done.

```
BACK    -      +      √
```
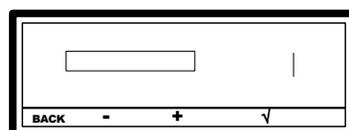
Press BACKLIGHT (Menu Key **C**) to adjust the brightness of the display backlight. T
Press - (Menu Key **B**) to make the backlight darker and + (Menu Key **C**) to make it brighter.

Press the √ (Menu Key **D**) when you are done.

```
BACK    -      +      √
```

USER FUNCTION - SMS

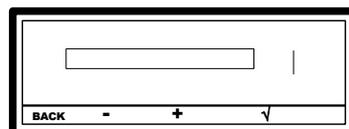The 'SMS' menu is available if you have a digi-modem installed on your system. These functions send log information for diagnostic purposes and *you should use them only when asked to by your alarm installer.*

Press 'ENGINEER' (Menu Key **B**) to send the log information to numbers already preprogrammed into the system for the engineer.

```
┌──────────────────────┐
│  Send Log SMS to     │
│                      │
│                      │
│ BACK   ENGINEER   NUMBER │
└──────────────────────┘
```

You are asked to confirm this...
Press 'SEND' (Menu Key **D**)
and the system will send two text messages to the numbers already programmed in the system....

```
┌──────────────────────┐
│  Send Log Data       │
│  SMS to Engineers?   │
│                      │
│ BACK            SEND │
└──────────────────────┘
```

Press 'NUMBER' (Menu Key **C**) to send the log information to a number which you can enter from the keypad

```
┌──────────────────────┐
│  Send Log SMS to     │
│                      │
│                      │
│ BACK   ENGINEER   NUMBER │
└──────────────────────┘
```

You are asked to enter in a phone number (typically your alarm installer will give this to you).....
Press 'SEND' (Menu Key **D**) when you have entered the number,
and the system will send two text messages to this number ....

```
┌──────────────────────┐
│  Enter Phone Number  │
│ 087▌                 │
│                      │
│ BACK            SEND │
└──────────────────────┘
```

USER FUNCTION - PC

The 'PC' menu enables a connection to the system by a PC for diagnostic purposes and *you should use it only when asked to by your alarm installer.*

Press 'DIRECT' (Menu Key **B**) to allow a PC connect via a cable directly connected to the system.
Press 'REMOTE' (Menu Key **D**) to allow a PC via the digi-modem remotely over the telephone line. This opens a ten minute 'window' during which a call to the digi-modem will be answered and a connection accepted.

```
┌──────────────────────┐
│  Connect to PC       │
│                      │
│                      │
│ BACK   DIRECT   REMOTE │
└──────────────────────┘
```

MANAGER FUNCTIONS

If your code is a '*manager*' code there are some extra functions available to help with maintenance of the system.
Your code allows you to add and delete other users.
You may view the engineer log which contains 750 events

MANAGER FUNCTIONS - CODE

The manger 'CODE' menu allows you change your user code and also allows you to change, add or delete another user's code.

The first screen asks you to choose your own code or another users code.
To change your own code press 'OWN' (MENU KEY **B**). The sequence to change your own code is the same as described earlier in 'USER FUNCTION - CODE'
To change another users code press 'ADD USER' (Menu Key **C**)

```
Change/Add Code


BACK    OWN    ADD USER
```

The display will show the first available user code - user code 3 in this example.
The '----' in the code line means that this code does not exist
Press 'NAME' (Menu Key **B**) to change the user's name

```
Edit user 03
Name:user 03
Code:------
BACK    NAME    CODE
```

A cursor is positioned on the first character of the user's name and you may enter the new name using the keys on the keypad like a mobile phone keys.
Use the 'BS' backspace key to correct any mistakes and the 'CAPS' key to make the letters capitals.
To enter numbers keep pressing the appropriate key until the number comes up

When you have entered the name press the √ key …..***this is important!!***

```
Edit user 03
Name:user 03
Code:------
TEXT        BS    CAPS
```

Press 'CODE' (Menu Key **C**) to change the user's code. Proceed as described earlier in 'USER FUNCTION - CODE'

```
Edit user 03
Enter New Code


BACK
```

If you want to delete an existing user code use the **UP/ DOWN** keys to scroll to the user in question....user 4 in this example.
The " ** " in the code means that it is in use
Press 'CODE' (Menu Key **C**) ...

```
Edit user 04
Name:user 04
Code:******
BACK    NAME    CODE
```

Press 'DELETE' (Menu Key **D**) to delete this code.
Alternatively you could change the code by entering new digits.

```
Edit user 04
Enter New Code


              DELETE
```

MANAGER FUNCTION - LOG

The manger 'LOG' menu allows you inspect either the user event log or the engineer event log.

The first screen asks you to choose which log to inspect.
To view the user event log press 'USER' (MENU KEY **B**). This function is described above in 'USER FUNCTION - LOG'
To view the engineer log press   'ENGINEER' (Menu Key **C**)

```
Select Log


BACK     USER     ENGINEER
```

The engineer log is different to the user log in that it shows all events beginning with the latest and the 'NEXT' (Menu Key **C**) brings you back in time to earlier events.
'PREV' (Menu Key **B**) shows the next latest one...

```
01:TUE 11 NOV 14:24
Time change
02 George W.
BACK   PREV   NEXT   ALL
```
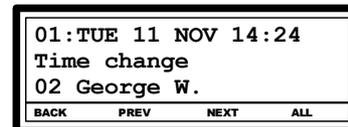
There is a filter function so that you can see just the type of events you are interested in. This helps find events of interest quickly in the 750 event log.
Press Menu Key **D**. **'ALL'** changes to 'ALARMS'.
Press 'NEXT' and the display shows the next alarm event in the log.
Continuously pressing 'PREV' and 'NEXT' scrolls through the alarm events.

```
017:FRI 07 NOV 21:18
Alarm
008 Kitchen Door
BACK   PREV   NEXT   ALARMS
```

Pressing Menu Key **D** scrolls through the filters available....
ALL, ALARMS, TAMPERS, ARM/DIS.
Press 'BACK' to leave this menu.

LIGHT FUNCTION

The system may be set up by your alarm installer to control up to 4 zones of lighting.
  (a) These lights will be switch on if there is an alarm on the system, and stay on till the external siren times out.
  (b) You can turn them on or off from the keypad.
  (c) If you turn the lights on and then set the system the lights will turn off at the end of exit time as the system sets.

There is a 'LIGHT' menu (Menu Key **D**) on the keypad when it is displaying time/date
Press 'LIGHT' to access the function.

```
16:40 TUE 11 NOV


                  LIGHT
```
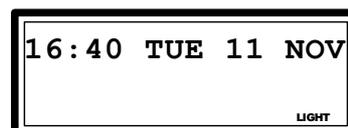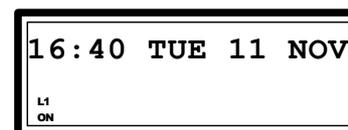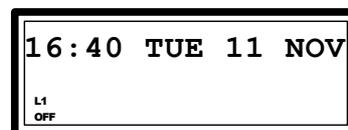
The status of each of the light zones will be shown over the Menu Keys **A - D**
In this example there is just one lighting zone L1 (Menu Key **A**) and the light is OFF
Press Menu Key **A** to turn ON light zone 1

```
16:40 TUE 11 NOV

L1
OFF
```

The display now shows that lighting zone 1 is ON.

```
16:40 TUE 11 NOV

L1
ON
```

ALARM INSTALLER

Name ....

Address ....

....

....

....

Contact number 1 ....

Contact number 2 ....

Date of Installation ....

NOTES