brahms

CE

SECURITY ALARM CONTROL UNIT

ProxiNET

36-76-192

PROGRAMMING MANUAL

English EN

ENGLISH

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1 Symbols and glossary

This symbol means the parts which describe safety issues.

This symbol shows parts which must be read with care.

Permanently on warning light.

Warning light off.

Rapidly flashing warning light.

INSTALLER: any person or business responsible for designing and installing the system.

USER: any persons using the intruder alarm system.

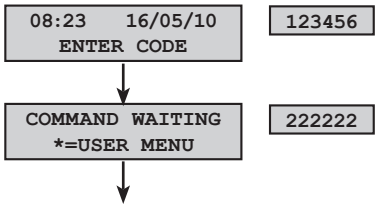
2 Technical Menu

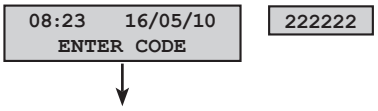
ACCESSING THE TECHNICAL MENU

Depending on the [TEC MENU ACCESS] ([CODES] -> [INSTALLER'S TECHNICAL CODE]), parameters, access to the technical menu may be either preceeded or not by the User code.

Simultaneously accessing the technical menu or user from multiple keypads is not allowed.

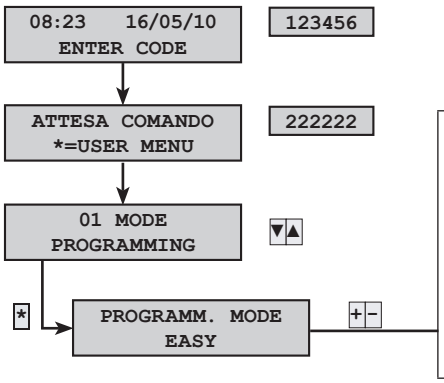
ACCESS AFTER USER CODE	DIRECT ACCESS
To access the technical menu eneter the user code followed by the technical code. If the codes are less than the 6 digits confirm code insertion with [*].	To access the technical menu the system needs to be shut down, then enter the technical code. If the code is less than the 6 digits confirm code insertion with [*].





2.1 Programming mode

For the burglar-proof alarm control unit to be as user-friendly as possible, from inexperienced installers to the most demanding professionals), the system features the "programming mode" concept. This can give either few or many parameters depending on the individual installer's skill or needs.



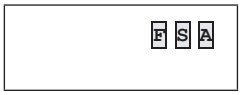
Programming mode: (*Default* [*EASY*]) F S A

- [EASY] only base parameters for simple systems are available.
- [STANDARD] only simple strandard system parameters are available.
- [ADVANCED] sono disponibili tutti i parametri configurabili.

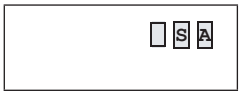
Passing from Advanced to Easy means automatic reconfiguring of the parameters which will be hidden.

MENU ITEMS BELONGING TO OTHER MODES

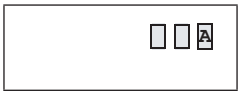
This manual shows all of the menu items as if it were in ADVANCED mode.
To understand which menu item mode is viewable and therefore edited just look at which letters appear in the top right hand corner of each item's description.



Item found in the three modes



Item found in standard and advenced modes



Item found only in advanced mode

Following are the main differences among the three types:

SIMPLE MODE

The simple programming mode lets you quickly and simply start up low-complexity systems or is used with non highly skilled installing technicians.
The pre-configured settings are the following:

INDEX	AREA DESCRIPTION	INDEX	AREA DESCRIPTION
1	DAY AREA	3	PERIMETER AREA
2	NIGHT AREA		

INDEX	SCENARIO DESCRIPTION	ASSOCIATED AREAS	PROPRIETA'
1	GOING OUT	1, 2, 3	SWITCH ON+OFF.EXACT
2	GOING TO BED	1, 3	SWITCH ON+OFF.EXACT
3	STAYING INDOORS	3	SWITCH ON+OFF.EXACT

KEYPADS	ASSOCIATED SCENARIOS		INSERTERS	ASSOCIATED SCENARIOS	
ALL KEYPADS	A	GOING OUT	ALL INSERTERS	L1	GOING OUT
	B	GOING TO BED		L2	GOING TO BED
	C	STAYING INDOORS		L3	STAYING INDOORS

INDEX	OUTPUT DESCRIPTION	INDEX	OUTPUT DESCRIPTION
U1	**TC output** to disinhibit the detectors' microwave when system is off (associated to the NIGHT TIME area). From a positive with BEDING area switched off.	U3	**Yields a negative when something is out of order.**
U2	**System status**, yields a negative is at least one area is switched on.	U4	**Technical,** yieds a negative when at least one technical alarm is switched on.
RELAY	**Relays 1 and 2**, is activated during the alarm time.		

CODES	CODE PROPERTIES	KEYS	DESCRIPTION OF PROPERTIES
all	SWITCHING ON + SWITCHING OFF of all areas.	all	SWITCHING ON + SWITCHING OFF of all areas.

TELEPHONE NUMBER	DESCRIPTION	TYPE	ATTEMPTS	ALARM	SABOTAGE	TECHNICAL	BURGLARY	SWITCHING ON SWITCHING OFF	OUT OF ORDER	CODE ENTERING	KEY ENTERING	HELP	AUTO TEST	RESIDUAL CREDIT
1..7	Telephone 1..7	VOICE	2	x	x	x	x					x		
8..14	Telephone 8..14	SMS	1	x	x	x	x		x					x
15	Security firm	CONTACT-ID	1	x	x		x					x	x	
16	Technical	SMS	1	x	x	x	x		x			x		x

MODE STANDARD

Same setting of the SIMPLE mode plus:

- Customise scenarios.
- Customised Keypads, inserters, codes, keys, ...
- Customised telephone calls.
- Restore default parameters and codes separately.

ADVANCED MODE

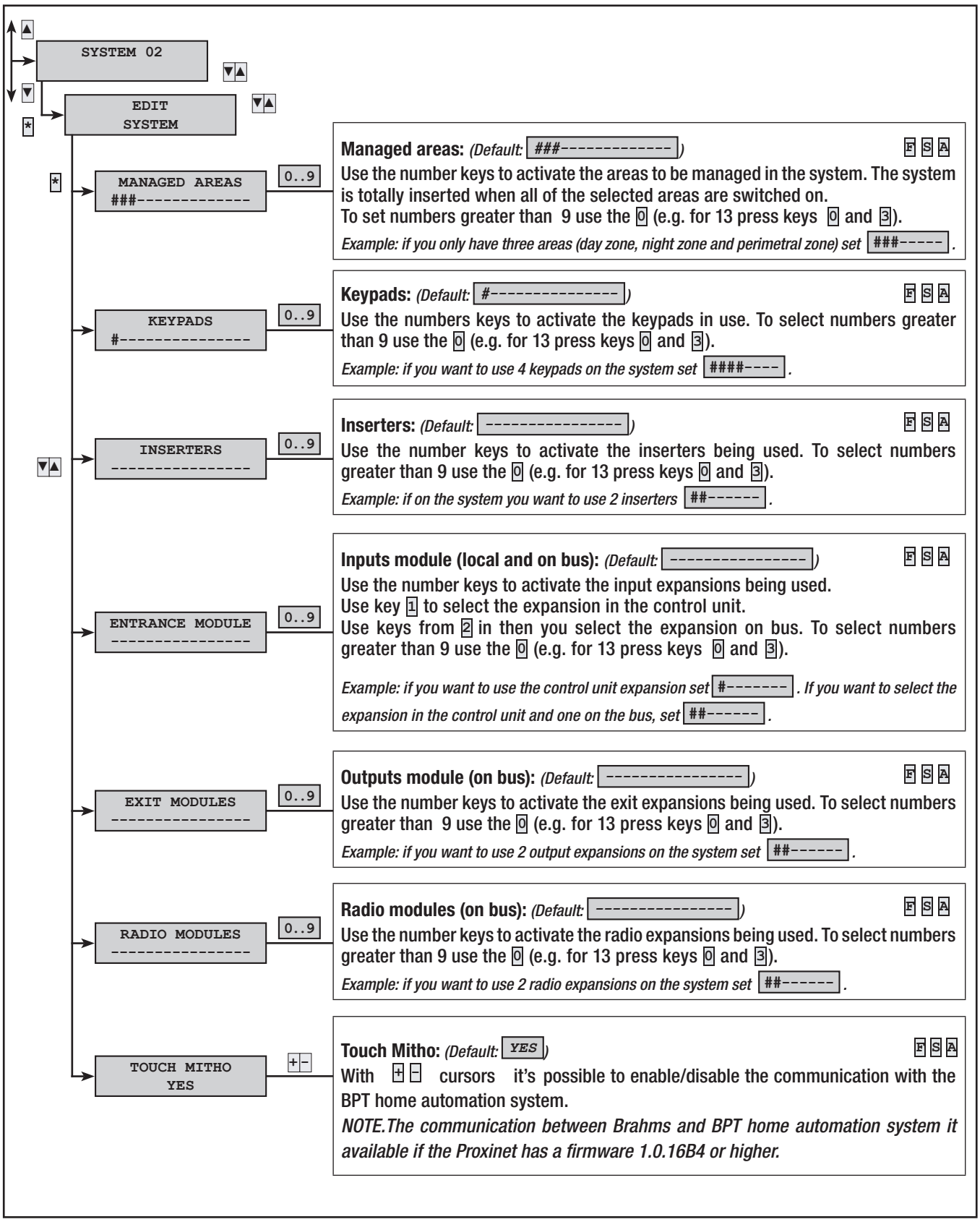
The same settings of the SIMPLE and STANDARD modes plus:

- Customise keypad-specific voice messages.
- Advanced programming of radio, entrances, codes, keys, telephones, telephone options, special functions.
- Advanced programming of telephone functions.
- Time, calendar scheduler.
- Past Events print-out.

2.2 Installation

The system menu is for defining the system components (areas, keypads, inserters, ...), addressing them, and carrying out a series of tests. For programming move to the subsequent menu items.

MODIFY SYSTEM



Managed areas: *(Default:* `###----------` *)* F S A

Use the number keys to activate the areas to be managed in the system. The system is totally inserted when all of the selected areas are switched on.
To set numbers greater than 9 use the 0 (e.g. for 13 press keys 0 and 3).

Example: if you only have three areas (day zone, night zone and perimetral zone) set `###-----` .

Keypads: *(Default:* `#----------` *)* F S A

Use the numbers keys to activate the keypads in use. To select numbers greater than 9 use the 0 (e.g. for 13 press keys 0 and 3).

Example: if you want to use 4 keypads on the system set `####----` .

Inserters: *(Default:* `----------` *)* F S A

Use the number keys to activate the inserters being used. To select numbers greater than 9 use the 0 (e.g. for 13 press keys 0 and 3).

Example: if on the system you want to use 2 inserters `##------` .

Inputs module (local and on bus): *(Default:* `----------` *)* F S A

Use the number keys to activate the input expansions being used.
Use key 1 to select the expansion in the control unit.
Use keys from 2 in then you select the expansion on bus. To select numbers greater than 9 use the 0 (e.g. for 13 press keys 0 and 3).

Example: if you want to use the control unit expansion set `#-------` *. If you want to select the expansion in the control unit and one on the bus, set* `##------` .

Outputs module (on bus): *(Default:* `----------` *)* F S A

Use the number keys to activate the exit expansions being used. To select numbers greater than 9 use the 0 (e.g. for 13 press keys 0 and 3).

Example: if you want to use 2 output expansions on the system set `##------` .

Radio modules (on bus): *(Default:* `----------` *)* F S A

Use the number keys to activate the radio expansions being used. To select numbers greater than 9 use the 0 (e.g. for 13 press keys 0 and 3).

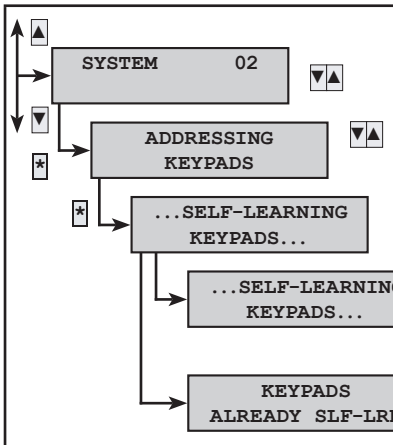
Example: if you want to use 2 radio expansions on the system set `##------` .

Touch Mitho: *(Default:* `YES` *)* F S A

With + - cursors it's possible to enable/disable the communication with the BPT home automation system.

NOTE.The communication between Brahms and BPT home automation system it available if the Proxinet has a firmware 1.0.16B4 or higher.

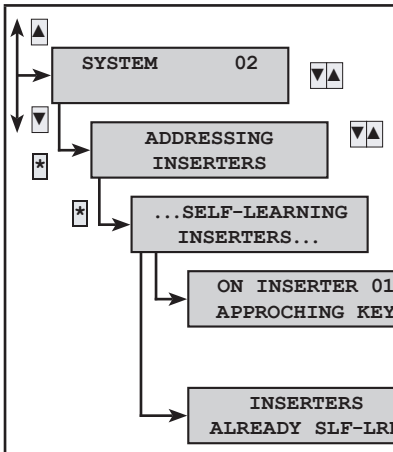
ADDRESSING KEYPADS



Automatic self-learning and addressing of keypads: F S A
For learning the system's keypads.

Keypads already self-learned: F S A
If the keyboards are already self learned a confirmation text is displayed.

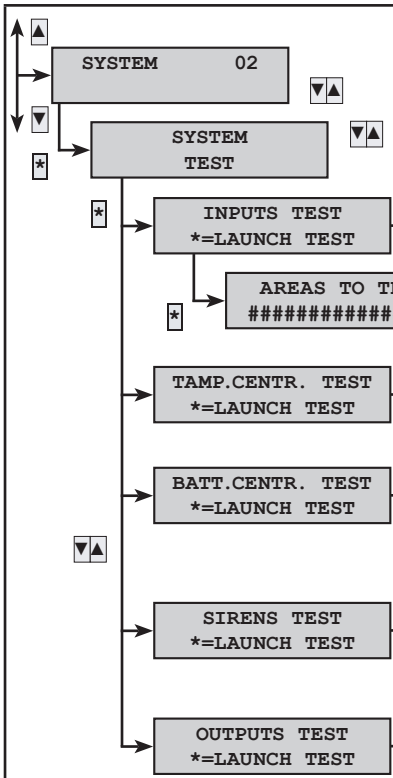
ADDRESSING INSERTERS



Automatic self-learning and addressing of inserters:: F S A
For learning the system's inserters. Hold key near to inserter that you wish to address with the address viewed on display.

Inserters already self-learned F S A
If the inserters are already self learned a confirmation text is displayed.

SYSTEM TEST



Inputs test: F S A
Testing for open inputs can be done on either the whole system or just on some selected areas.

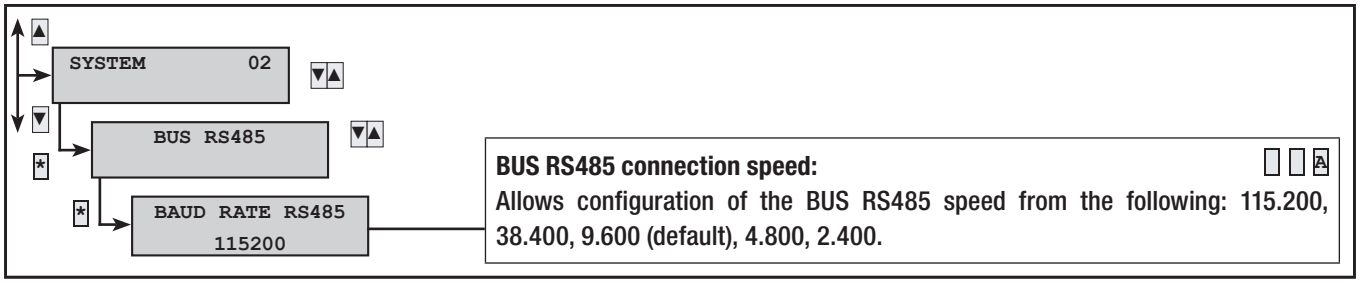
Control unit tamper test: F S A
For checking the control unit tamper-status

Control unit battery test: F S A
For promptly checking control unit battery-status

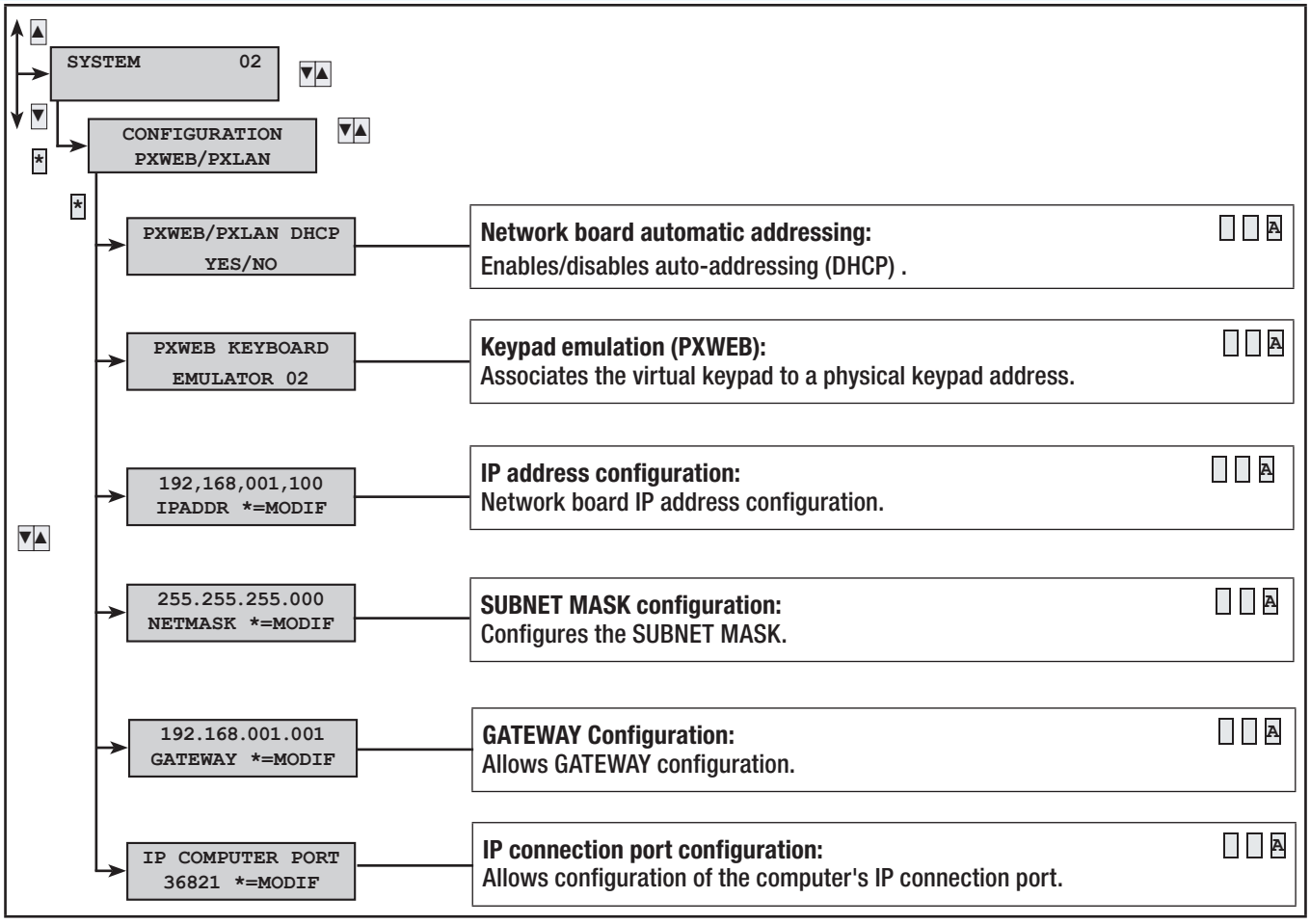
Sirens test: F S A
For manually commanding the alarm relay output of the control unit.

Outputs test: F S A
For manually commanding the system outputs.

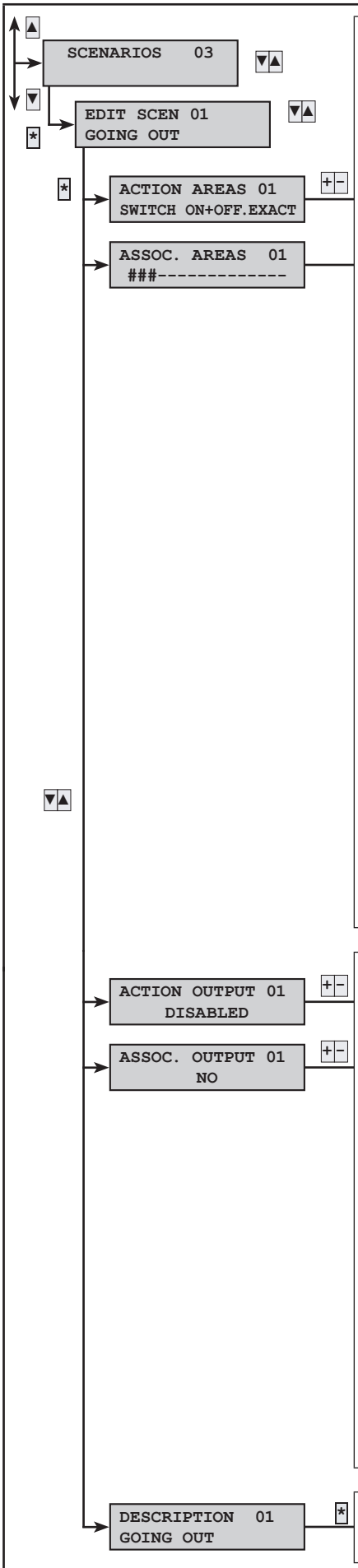
BUS RS485



PXLAN/PXWEB CONFIGURATION



2.3 Scenarios



Actions on areas: *(Default:* `SWITCH ON+OFF.EXACT` *)* F S A

Associated areas: F S A

The parameter defines the action that the scenario is to carry out in the areas specified in `ASSOC. AREAS`.

`DEACTIVATED` — The scenario does not alter the switched on status of the areas.

Example: *scenario deactivated or scenario for which you only want to manage the associated output on* `ASSOCIAT. OUTPUT` .

`SWITCH ON+OFF.EXACT` — The selected areas will switch on and those deselected will switch off in forced manner in the exact defined configuration.

Example: *it is the most used one and it is so that Users may set the switching on state of the areas by selecting scenarios independently of the previous configuration.*

GOING OUT `###` *; time, night time and perimetral areas are on;*

GOING TO BED `#-#` *;only day time and perimetral set to on and night time set to off;*

STAYING HOME `--#` *; only the perimetral set to on.*

`SWITCH ON SELECT AREAS` — Only the selected areas switch on, nothing changes about the status of the non selected areas.

Example: *used for specifically switching on areas; for example a scenario that only inserts the perimetral areas (EXCHANGE PERIMETER* `--#` *).*

`SWITCH OFF SELECT.AREAS` — Only the selected areas switch off, nothing changes about the status of the non selected areas.

Example: *used for specifically switching off areas; for example a scenario that only switches off the perimetral area (EXCHANGE PERIMETER* `--#` *).*

`EXCHANGES SEL AREAS` — The selected areas change status: if on the switch off and if off they switch on.

Example: *used for joining into one scenario the switching on or off actions of some areas; for example a scenario that only switches on/off the perimetral area (EXCHANGE PERIMETER* `--#` *).*

Output action and output association: *(Default:* `DISABLED` *)* S A

If activated, it lets command an output from a scenario. Select the output to command in the `ASSOC. OUTPUT`.

`DISABLE` — The scenario does not command any output.

Example: *scenario deactivated or scenario of which you want to only manage the areas.*

`ON` — The scenario activates the selected output.

Example: *scenario which lets you open a lock commanded from a timed output. Or a scenario that switches on a light commanded by a stable-type output.*

`OFF` — The scenario deactivates the selected output.

Example: *scenario that lets you switch off a light commanded by a stable output.*

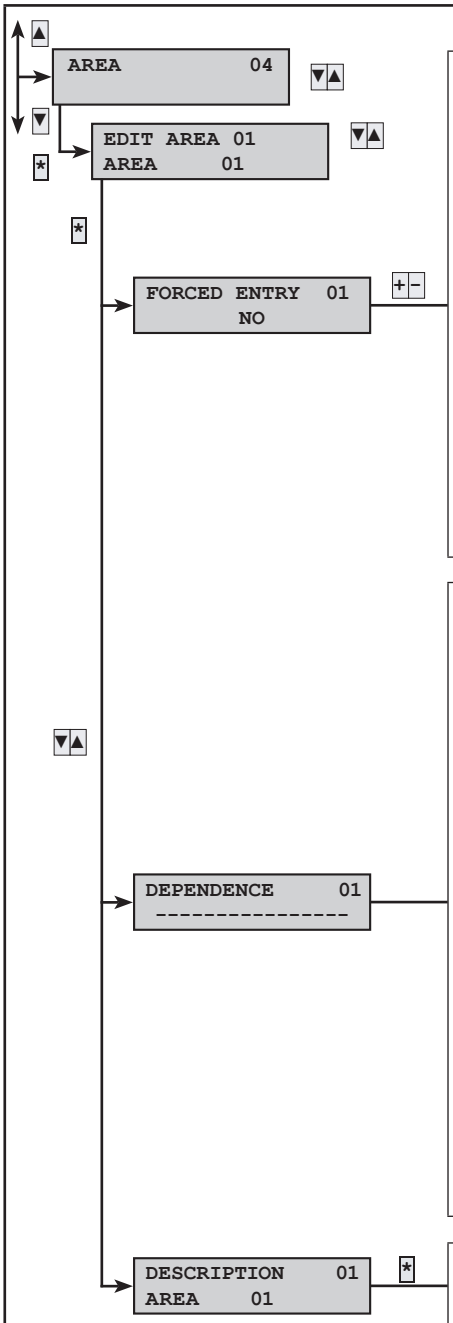
`EXCHANGE` — The scenario exchanges the status of the selected output (if on it becomes off, if off it becomes on).

Example: *scenario that joins the on and off commands of a light commanded by a stable output.*

Scenario description: F S A

For editing the scenario description.

2.4 Areas



Forced entry area: *(Default:* `NO` *)*

F S A

Forcing is the parameter which helps to define whether an area can be switched on even when any inputs are open (in this case, when the exit time is elapsed, the area alarm will be triggered).

`NO` — An area with deactivated forced-opening will start the exit time only if all of the inputs associated to it are closed.

Example: *used in residential settings so Users can close any open inputs.*

`YES` — An area with activated forced-opening will start its exit time independently of whether there are any inputs associated to it.

Example: *used in the service sector to prevent careless Users may leave the system with switched off areas due to open inputs. In this case the triggering of the alarm will inevitably warn that the system has been left with open inputs.*

Dependence: *(Default:* `----------` *)*

F S A

An area's dependence ties its switched on state to that of other areas (OR function). If you select the areas to depend from, the area will result as being on only if all of the other selected areas are turned on. In this case this area cannot be switched on or off manually by Users.
Switchings on in chain fashion are not allowed (area 1 depends on area 2); are 2 depends on area 3; switch on area 3. When I switch on area 3, areas 2 and 1 switch on).

Example: *you have two separate offices and a shared garage and you wish to insert the area associated to the garage only if all of the areas of the two offices are switched on:*

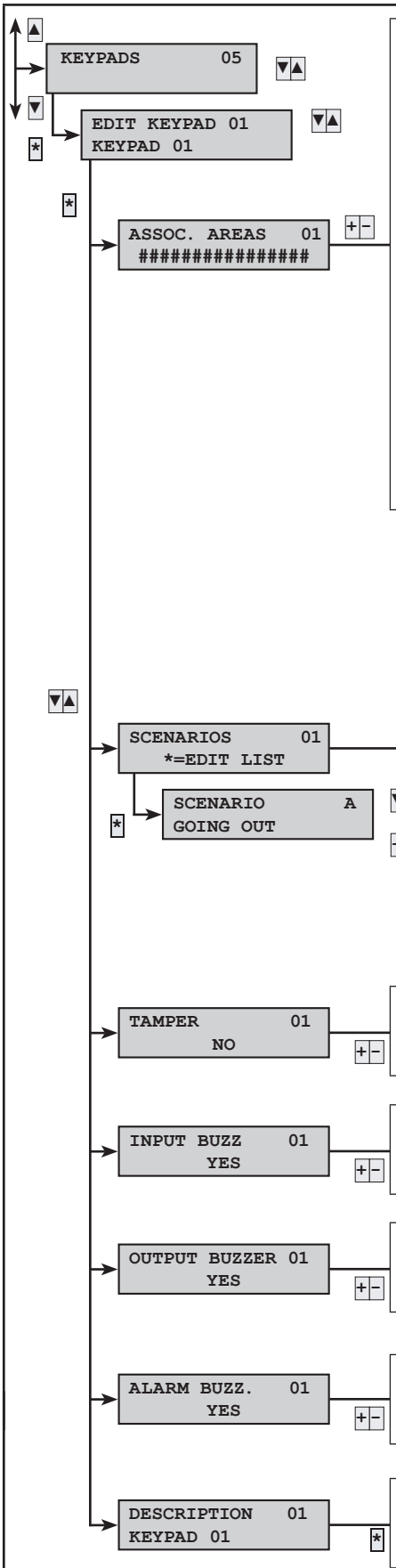
Area 1 = OFFICE 1 (depends on = `---` *)*
Area 2 = OFFICE 2 (depends on = `---` *)*
Area 3 = GARAGE (depends on = `##-` *)*
Scenario 1 = CLOSE OFFICE 1 (`SWITCH ON SEL. AREAS` *; areas =* `#--` *)*
Scenario 2 = CLOSE OFFICE 2 (`SWITCH ON SEL. AREAS` *; areas =* `-#-` *)*
Keypad 1 = Located in office 1: (associated areas = `#-#` *; scenario A = CLOSE OFFICE 1)*
Keypad 2 = Located in office 2: (associated areas = `-##` *; scenario A = CLOSE OFFICE 2)*
Code 1 = Office 1 User (associated areas = `#-#` *)*
Code 1 = Office 2 User (associated areas = `-##` *)*

Area description:

F S A

For editing the area description.

2.5 Keypads



Aree associate: *(Default: ################)* S A

Le aree associate sono le aree gestibili e visualizzabili dalla tastiera. Queste rappresentano anche un filtro di tipo AND sulle aree gestite dal codice o dallo scenario.

Esempio: *ho un'abitazione che ha in comune il negozio al piano terra. Il titolare vuole poter gestire con lo stesso codice l'abitazione e il negozio avendo la possibilità da casa di poter gestire anche il negozio.*

Area 1 = CASA

Area 2 = NEGOZIO

Scenario 1 = CHIUDO CASA (ACC.AREE SELEZ.; aree = #-)

Scenario 2 = APRO CASA (SPEGN.AREE SEL.; aree = #-)

Scenario 3 = CHIUDO NEGOZIO (ACC.AREE SELEZ.;aree = -#)

Tastiera 1 = Ubicata in casa: (aree associate = ##; scenario A = CHIUDO CASA; scenario B = APRO CASA; scenario C = CHIUDO NEGOZIO)

Tastiera 2 = Ubicata in negozio: (aree associate = -#; scenario A = CHIUDO NEGOZIO)

Codice 1 = Proprietario (aree associate = ##)

Codice 2 = Dipendente (aree associate = -#)

Scenari: *(Default: A=sc.1; B=sc.2, C=sc.3, 4=sc.4 ...)* S A

Associa gli scenari ai tasti della tastiera.
Con i tasti freccia seleziono il tasto della tastiera (A, B, C, 4, 5, …).
Con i tasti + - modifico lo scenario associato al tasto della tastiera.

Esempio: *si ha un'abitazione e si vuole gestire tre aree (giorno, notte e perimetrale) mediante due attivazioni: totale, solo perimetrale.*

Area 1 = GIORNO

Area 2 = NOTTE

Area 3 = PERIMETRALE

Scenario 1 = ESCO DI CASA (ACC+SPEGN.ESATTA; aree = ###)

Scenario 2 = RESTO IN CASA (ACC+SPEGN.ESATTA; aree = --#)

Tastiera 1 = aree associate = ###; scenario A = ESCO DI CASA; scenario B = RESTO IN CASA)

Tamper: *(Default: NO)* S A

For activating / deactivating the keypad tamper.

Input buzzer : *(Default: YES)* S A

For activating / deactivating the buzzer during the entrance time.

Output buzzer : *(Default: YES)* S A

For activating / deactivating the buzzer during the exit time

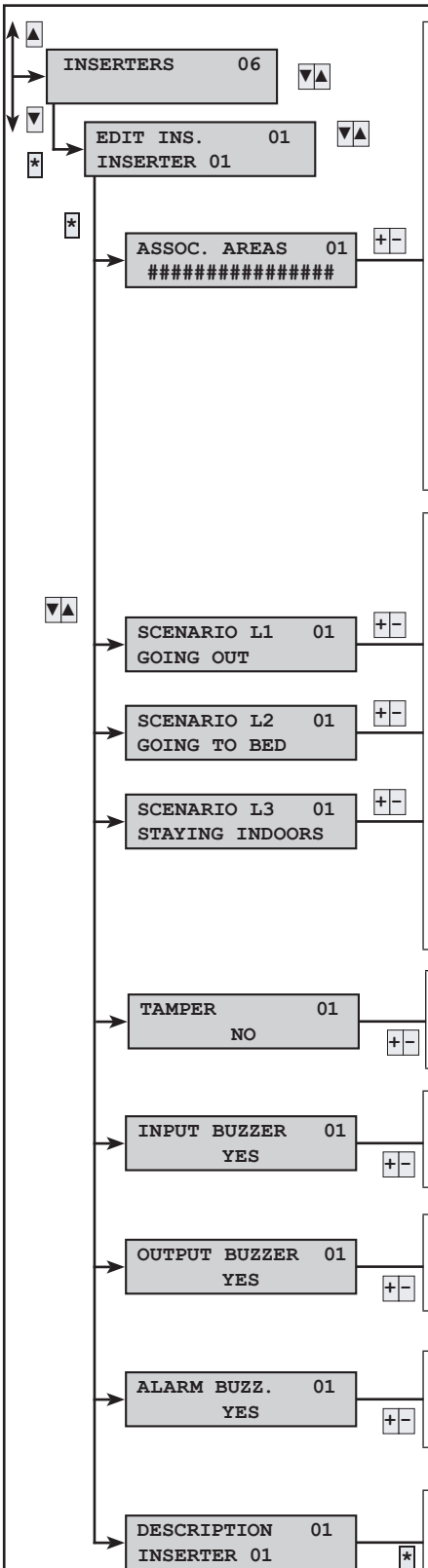
Alarm buzzer: *(Default: YES)* S A

For activating / deactivating the buzzer during the control unit's alarm time.

Keypad description: S A

For editing the keypad description.

2.6 Inserters



Associated areas: *(Default: ##########)* S A

The associated areas are those manageable by the inserter. These also represent an AND-type filter on the areas managed by the code or by the scenario.

Example: *my home is connecting with the shop downstairs. The business owner wants to manage both home and shop with the same key.*

Area 1 = HOME

Area 2 = SHOP

Scenario 1 = CLOSE HOME (SWITCH ON SEL. AREAS ; aree = #-)

Scenario 2 = CLOSE SHOP (SWITCH ON SEL. AREAS ; aree = -#)

Inserter 1 = Located in the home: (associated areas = #- ; scenario L1 = LOCK HOME)

Inserter 2 = Located in the shop: (associated areas = -# ; scenario L1 = LOCK SHOP)

Cod 1 = Business Owner (associated areas = ##)

Cod 2 = Employee (associated areas = -#)

Scenarios: *(Default: L1=sc.1; L2=sc.2, L3=sc.3)* S A

Associate the scenarios to the three inserter leds.

Use keys + - to edit the scenario associated to the inserter led.

Example: *you want to manage three areas in you home (day time, night time and perimetral) via two activations: total, only perimetral.*

Area 1 = DAY TIME

Area 2 = NIGHT TIME

Area 3 = PERIMETER

Scenario 1 = GOING OUT (SWITCH ON+OFF EXACT ; areas = ###)

Scenario 2 = STAYING HOME (SWITCH ON+OFF EXACT ; aree = --#)

Inserter 1 = (associated areas = ### ; scenario L1 = GOING OUT ; scenario L2 = STAYING HOME ; scenario L3 = NO SCENARIO)

Tamper: *(Default: NO)* S A

For activating / deactivating the inserters.

Input buzzer : *(Default: YES)* S A

For activating / deactivating the buzzer during the entrance time.

Output buzzer : *(Default: YES)* S A

For activating / deactivating the buzzer during the exit time.

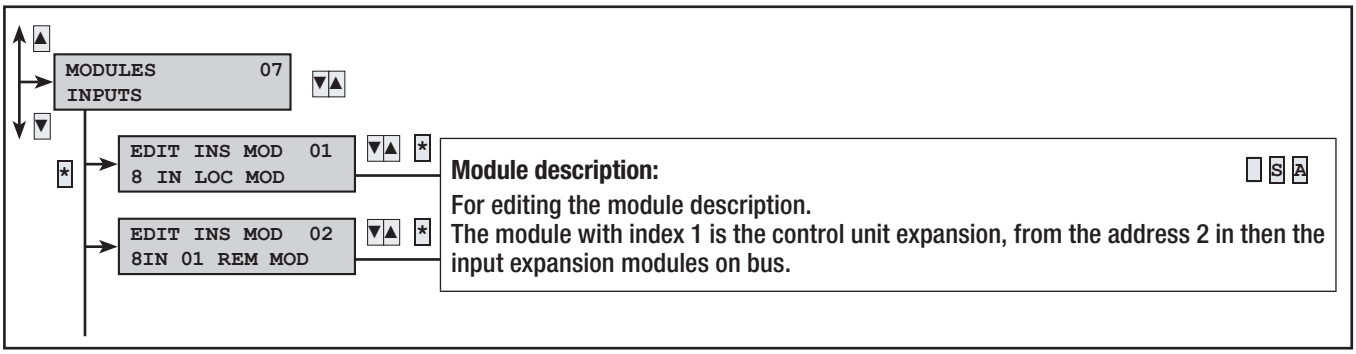
Alarm buzzer: *(Default: YES)* S A

For activating / deactivating the buzzer during the control unit's alarm time.

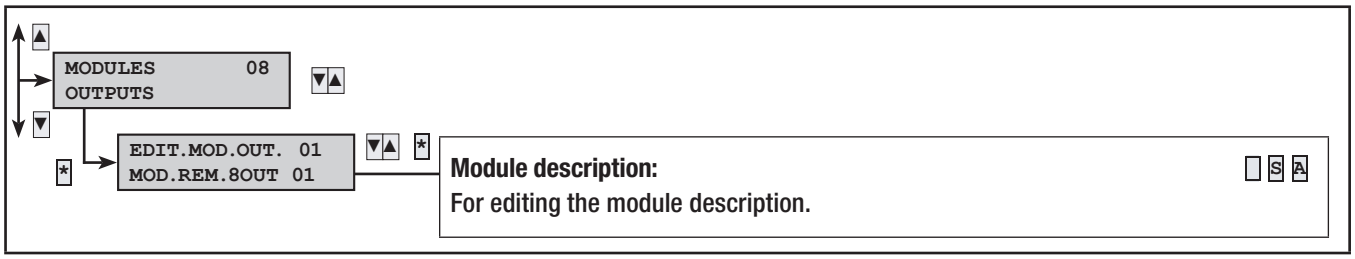
Inserter description: S A

For editing the inserter description.

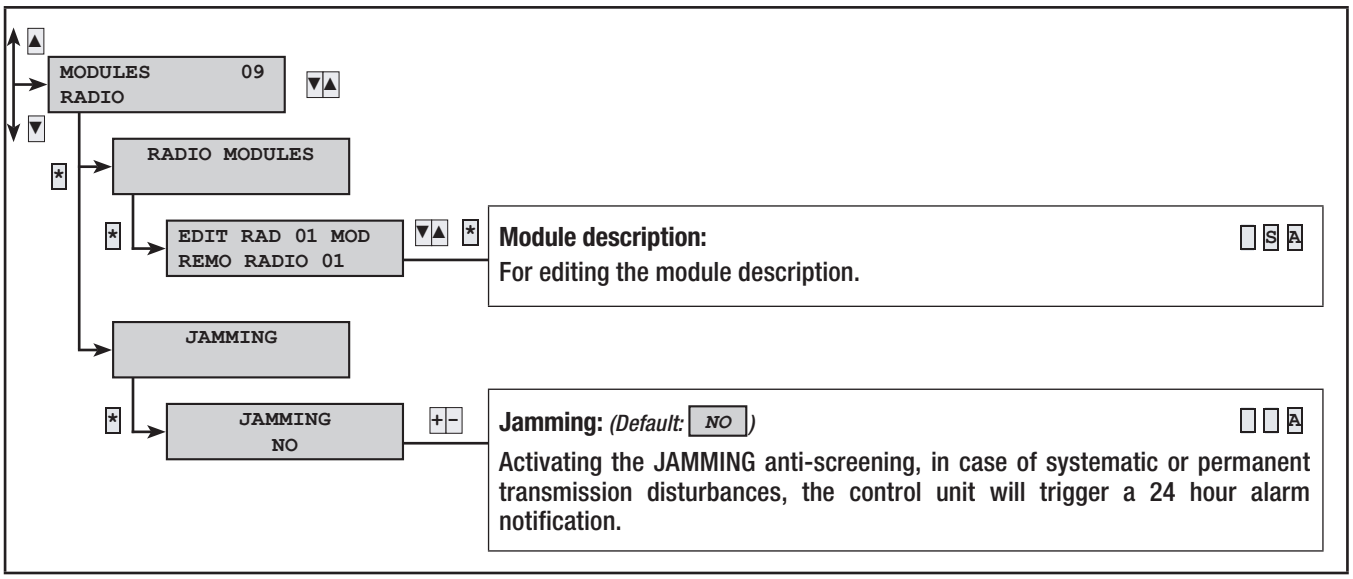
2.7 Inputs module



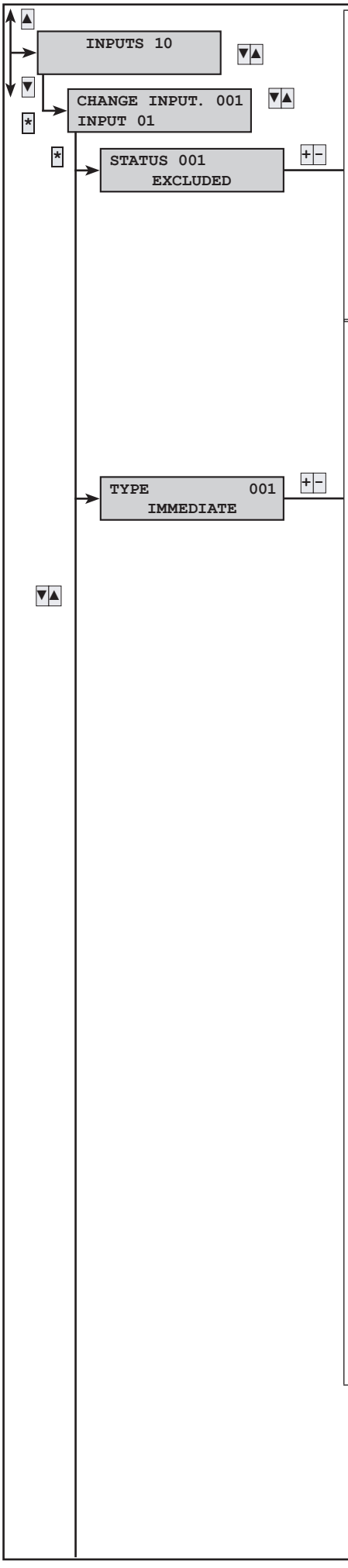
2.8 Outputs modules



2.9 Radio Modules



2.10 Inputs



Status: *(Default:* `EXCLUDED` *)* F S A

`EXCLUDED`	Inputs are excluded when they are unused.
`INSERTED`	Inputs are inserted when they are used in the system.
`TEST`	An input is a test when you want to monitor the behaviour of an input via the events log without triggering any alarms nor telephone calls. ***Example:*** *following installation of a system the input continues to revert to alarm without any apparent reason. By placing it into test mode you can continue to monitor any alarms (though the events log) without generating any alarms.*

Type: *(Default:* `IMMEDIATE` *)* F S A

The type defines the input's functional characteristics.

`IMMEDIATE`	This is a classic intruder-proof input, active when the control unit is up and inactive when the control unit is off. If unbalanced it triggers a general alarm. ***Example:*** *Installing a magnetic radio contact onto a window.*
`SERVICE`	It is active with control unit engaged or disengaged . It is not registered as an an alarm input, but only to be monitored via key pad or to activate outputs of calls regardless of control unit status. It is recorded in the event log.
`BLCK PRG.IN.`	If closed, it enables the time schedule function, excluding it if open.
`FAULT`	It remains enabled with control unit engaged and disengaged. The Fault Led light up for any malfunctions and breakdown output is enabled. The system displays the ANOMALY message followed by the input description.
`DELAYED 01`	It is active only when the control unit is on. If unbalanced, it triggers entrance time 1, during which a valid code must be entered to disengage the control unit. During this time the buzzer will sound continuously. If the control unit is not disengaged the general alarm will be triggered. ***Example:*** *input associated with an input port.*
`DELAYED 02`	As DELAYED 1, but with entrance time 2.
`24 HRS`	This instantaneous input is active either when the control unit is on or off. Unbalancing a 24 hour input triggers a general alarm. ***Example:*** *input associated with external siren tamper.*
`TECHNIC`	This instantaneous input is active either when the control unit is on or off. Unbalancing a technical input activates the TECHNICAL ALARM-defined output, sounding a continuous buzz (for the duration of the technical alarm) and the switching on of the alarm LED-light on the keypads. ***Example:*** *an input associated with a fire or gas detection sensor.*
`PATH`	Instantaneous input with control unit on. It performs like a delayed input if a control unit DELAYED input triggers the entrance time. And performs like an instantaneous input in all other situations. ***Example:*** *input associated with an infrared detector placed in front of a delayed-type input. If users open the door, this triggers the entrance time and the detector also performs in the same way; whereas if an intruder break in through a window, the sensor performs instantaneously.*

MEMORY

Input active when control unit is on. If it is closed (i.e. balanced) once the entrance time elapses, it performs like a normal instantaneous input. Otherwise, if once the exit time is elapsed it is still open (i.e. unbalanced), it will be ignored until it is closed (i.e. balanced) and from that moment it behaves like a normal instantaneous input.

Example:*the memory inputs are defined as the memory inputs that the User wishes to leave open (dormer window, windows, …) even when the system is engaged.*

SWITCHING ON

This input is used to switch on/off any areas associated to the input. The input's performance is defined by the action parameter. Total system switching off or partialisation via a SWITCHING ON input, simulates the entering of a code which blocks the telephone calls (if the parameter is programmed to STOP FROM CODE in the TELEPHONE OPTIONS.

ACTION	DESCRIPTION
Impulsive switching on	When input is unbalanced the associated areas switch on.
Impulsive switching off	When input is unbalanced the associated areas switch off.
Impulsive switching on+ off	When input is unbalanced the associated areas exchange status: when off they switch on and when on they switch off.
Stable switching on + off	When input is unbalanced the associated areas switch on and when balanced they switch off.

Example:*if switching on and off must be managed via a mechanical key, it is necessary to have a mechanical lock with C, NC and NO contacts.*
Input programmed to be type SWITCHING ON, action STABLE SWITCH ON + SWITCH OFF and associated areas the areas to switch on/off.
Connect the input to the lock so that when the key is on "system on" the input is unbalanced (i.e. open) and when it is on "system off" the input is balanced (i.e. closed).

BURGLARY

This instantaneous input is active either when the control unit is on or off. When unbalanced it does not triggers the keypad alarm LED lights to switch on and the alarm telephone call/s to numbers associated to the BURGLARY ALARM.

	Engaged status			Telephone calls					Keypads/ inserters			Times					
TYPE	Associated areas on	Always	Alarm relay	Alarm	Sabotage	Technical	Burglary	Out of order	Led alarm	Faulty Led	Buzzer	Alarm	Sabotage	Technical	Burglary	Entrance 1	Entrance 2
Instantaneous	X		X	X					X		X	X					
PRG Lock-up																	
Service		X		X				X		X							
Out of order		X															
Delayed 1	X		X	X					X		X	X				X	
Delayed 2	X		X	X					X		X	X					X
24 hours		X	X		X				X		X		X				
Technical		X				X			X		X			X			
Path	X		X	X					X		X	X				X	X
Memory	X		X	X					X		X	X					
Switching on		X															
Burglary		X					X								X		
Tamper		X	X		X				X		X		X				

ISTANTANEOUS 001
NEVER

+ −

Instantaneous: *(Default:* NEVER *)*

A

Parameter viewable only if the input is a delayed one.
For managing the delayed input as instantaneous if partialised (that is, if associated to several areas and not all of them are switched on).

NEVER — Standard setting, the input is always delayed.
Example: *overhead garage door.*

IF PARTIAL. ON — The input is delayed if all of the associated areas are switched on and is delayed if partialised (at least one area switched off and one switched on).
Example: *this parameter is set when it is necessary for the door to be delayed-type when the User is not at home, and is instant when at home (partialised system).*
Area 1: Day time zone.
Area 2: Night time zone.
Area 3: perimetral.
Scenario 1: Going out; Areas ### .
Scenario 2: Going to bed; Areas #-# .
Front door entrance: Instantaneous DELAYED 1 *; Type* IF PARTIAL. ON .
And / or areas: INS. IF AREAS OR *; Areas* -## .

BALANCING 001
SINGLE BAL

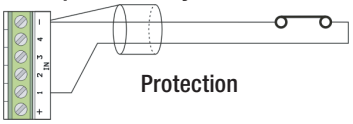
+ −

▼▲

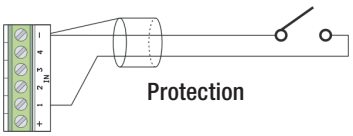
Balancing: *(Default:* SINGLE BAL *)*

F S A

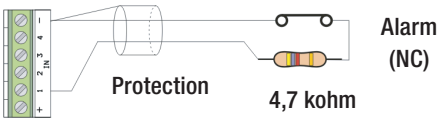
NORM.CLS — Input normally closed.



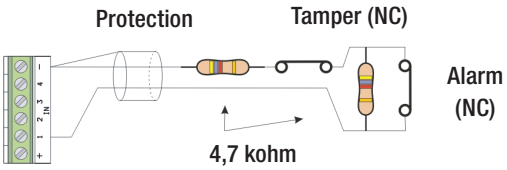
NORM.OPN — Input normally open.



SINGLE BAL — Single balanced input.

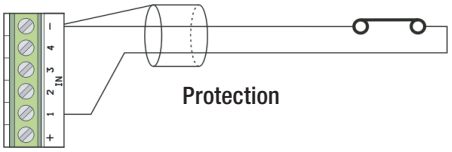


DOUBLE BAL. — Double balanced input.



SHUTTERS
VIBRATION

Shutter and vibration input. When one of these types of inputs the IMPULS.NUM and IMPULS.INTERV. parameters are viewed.



RADIO CHANNEL XXX
[1..03]NUMBER 03
*

Radio channel *(Default: 3):* F S A

Only available for multi-channel radio inputs (devices with several inputs), it lets you define which of the device's inputs will be associated to the input.

Example: *the radio magnetic contact has 3 channels:*

1. *Input 1.*
2. *Input 2.*
3. *Magnetic contact.*

LEARN 001
*=OK #=ESC
*

Radio device learning: F S A

Only available for radio inputs, for associating a radio device to an input.

SUPERVISION 001
NO
*

Radio supervision *(Default: NO):* F S A

Only available for radio inputs, if activated in case of no operating-status signal reception for a period longer than that set in the SUPERVISION TIME, the control unit sends a technical alarm warning (no tamper).

Parameters viewable only is the outputs is of the shutter or inertial-type.

IMPULS NUM 001
[1..15] NUMBER 03
+-

Number of impulses: *(Default: 03)* S A

For setting the number of impulses to have within the IMPULS INTERV time to generate the alarm.

IMPUL.001 INTERV.
[1..255] SEC 03
+-

Impulse interval: *(Default: 10)* S A

For setting the time interval within which if you have a number of impulses IMPUL.NUM. the alarm is generated.

Example: *if on a shutter input you set 3 impulses and a 10-second interval, you can have both cases:*

- *Trigger alarm when at least 3 impulses within 10 seconds are manifested.*
- *No alarm is generated if there are 3 impulses in more than 10 seconds.*

AREAS 001
#---------------

Associated areas: *(Default: #---------------)* F S A

The inputs can be freely associated to one or more areas. The behaviour of an input which is associated to several areas depends on the value selected for the parameter AND/OR AREAS .

AND/OR AREAS 001
INS. IF AREAS OR
+-

And / or areas: *(Default: INS. IF AREAS OR)* A

If you associate several areas to an input the input's insertion status which is given by the switched on/off status of the associated areas depends on this parameter:

INS. IF AREAS OR — Input inserted if at least one associated area is switched on.

Example: *used when you wish to manage partialisations along with the areas that share several inputs.*

INS. IF AREAS AND — Input inserted if all of the associated areas are switched on.

Example: *if there are two apartments that both share the same garage, usually two areas are associated to the garage (one for each apartment) and the AND function is enabled.*

▼▲

AND INPUT 001
NO
+ −

And input: *(Default:* NO *)* A

An input, which is programmed in AND with another input, will alarm trigger only if the second one is in alarm state. This parameter is normally used to have a double consensus function to generate the alarm (via the x + − Instantaneous you can set this input).

Example: *two sensors point to the same room and the user wants an alarm to be issued when both sensors go into alarm mode.*

INPUT 1 Type INSTANTANEOUS *; And input* INPUT 2 .

INPUT 2 Type INSTANTANEOUS *; And input* INPUT 1 .

AUTOEXCLUS. 001
[0..10 0=NO] 03
+ −

Auto exclude input: *(Default:* 03 *)* S A

It defines the number of times that the input can switch to alarm, beyond which said input is automatically excluded. The alarm counter resets and the input re-includes itself if at least one of the associated areas switches off.

Example: *A traditional example are outside detectors.*

BUZZ.OUPUT 001
NO
+ −

Buzzer output: *(Default:* NO *)* S A

For choosing whether the input will activate the "buzzer output" or not, or the keypads activated to sound along with the buzzer output. Always active independent from the statuses of the associated areas.

Example door open bell: *a typical use of this function is to make the key pad sound after a shop door is opened.*

Area 1: indoors.

Area 2: perimetral.

Keypad 1: positioned loose to sound; Associated areas ##-- .

Front door entrance: Buzzer output: YES *;Associated areas* -#-- .

Keypad buzzer output: #--- .

Perimetral area buzzer time 3 *seconds.*

▼▲

OUTPUT ASSOC 001
NO
+ −

Associating output: *(Default:* NO *)* S A

Assign the output to activate if the input is unbalanced. If the commanded output is stable, when the input unbalances the output activates, if it balances the output deactivates. If the output is impulsive, it activates and starts the timer when the input unbalances.

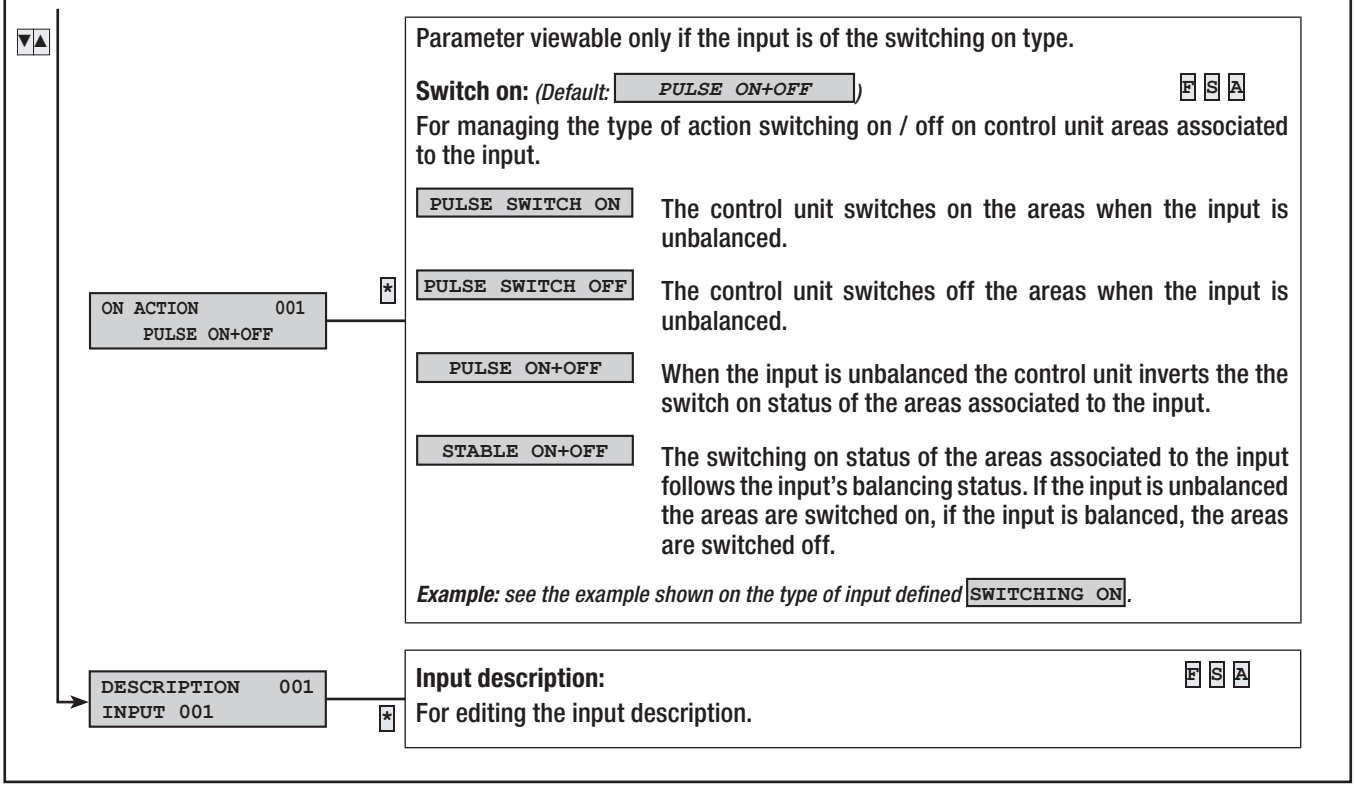
Depending on the OUTPUT COMM. parameter, managing the output may be linked to the input's inserted status.

OUTPUT COMM. 001
ALWAYS
+ −

Output command: *(Default:* ALWAYS *)* S A

According to this parameter, managing the exit may be linked to the input's inserted status.

ALWAYS	The output is always commanded by the input status. More precisely: the output is activated if the input is unbalanced and restored if the input is balanced.
INSERTED	If the input is active, meaning one or more areas associated to it are inserted, the output is commanded by the input's status. More precisely: the output is activated if the input is unbalanced and restored if the input is balanced.
NOT INSERTED	If the input is deactivated, meaning no area associated to it is inserted, the output is commanded by the input's status. More precisely: the output is activated if the input is unbalanced and restored if the input is balanced.



Parameter viewable only if the input is of the switching on type.

Switch on: *(Default:* `PULSE ON+OFF` *)* F S A

For managing the type of action switching on / off on control unit areas associated to the input.

`PULSE SWITCH ON`	The control unit switches on the areas when the input is unbalanced.
`PULSE SWITCH OFF`	The control unit switches off the areas when the input is unbalanced.
`PULSE ON+OFF`	When the input is unbalanced the control unit inverts the the switch on status of the areas associated to the input.
`STABLE ON+OFF`	The switching on status of the areas associated to the input follows the input's balancing status. If the input is unbalanced the areas are switched on, if the input is balanced, the areas are switched off.

Example: *see the example shown on the type of input defined* `SWITCHING ON`.

Input description: F S A

For editing the input description.

 - The data and information in this manual may be changed at any time with no obligation on BRAHMS part to notify anyone of this.

2.11 Outputs

OUTPUTS 11

EDIT OUTPUT 001
OUTPUT 01

TYPE 001
STABLE

Stato: *(Default:* STABLE *)* S A

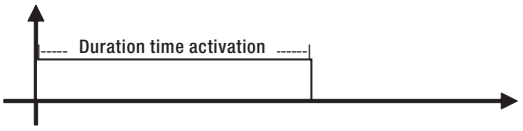
STABLE — the output's activity follows the status of the associated event.
Example: *the output is activated by the OPEN condition of the associated input.*

IMPULSIVE — the output's activity is determined by the associated event but not only for a certain time, the duration of which is selectable.

ACTIV. DURAT. 001
[0..255] SEC 000

Parameter viewable only if the output is an impulsive one.

Activation duration: *(Default:* 000 *)* S A
Duration time of the impulsive output activation.



Example: *via a code you wish to open a door lock. An impulsive output is associated to a code, with a 3-second activation time.*

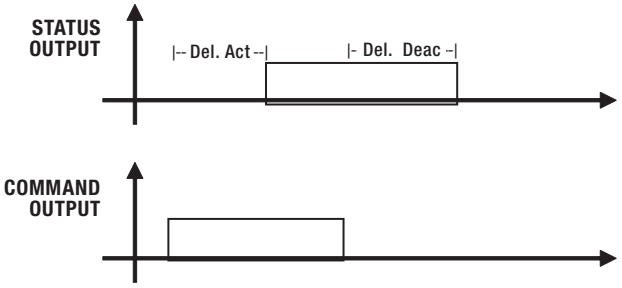
ACTIV. DELAY 001
[0..255] SEC 000

DEACTIV DELAY 001
[0..255] SEC 000

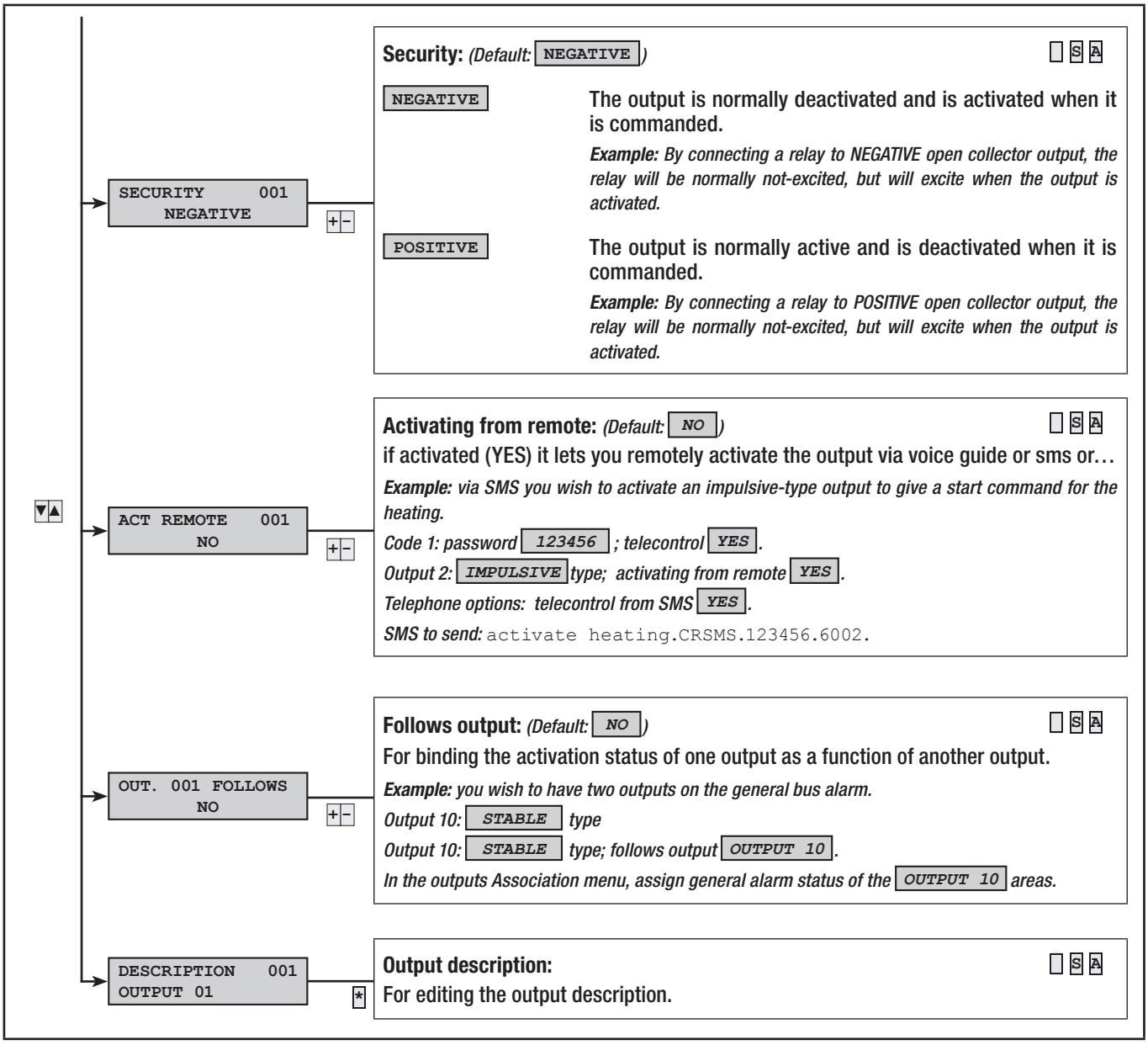
Parameters viewable only if the output is a stable one.

Activation delay: *(Default:* 000 *)* S A
Delayed time between the activation command and the output's activation.

Deactivation delay: *(Default:* 000 *)* S A
Delayed time between the deactivation command and the output's deactivation.



Example: *through an output you wish to view the switched on status of the system (switched on or off). In the outputs Association menu, assign the switching on status of the areas with one stable programmed output and zero second delay on activation and deactivation times.*



Security: *(Default:* `NEGATIVE` *)* S A

`NEGATIVE` The output is normally deactivated and is activated when it is commanded.

Example: *By connecting a relay to NEGATIVE open collector output, the relay will be normally not-excited, but will excite when the output is activated.*

`POSITIVE` The output is normally active and is deactivated when it is commanded.

Example: *By connecting a relay to POSITIVE open collector output, the relay will be normally not-excited, but will excite when the output is activated.*

Activating from remote: *(Default:* `NO` *)* S A

if activated (YES) it lets you remotely activate the output via voice guide or sms or…

Example: *via SMS you wish to activate an impulsive-type output to give a start command for the heating.*

Code 1: password `123456` *; telecontrol* `YES`.

Output 2: `IMPULSIVE` *type; activating from remote* `YES`.

Telephone options: telecontrol from SMS `YES`.

SMS to send: `activate heating.CRSMS.123456.6002.`

Follows output: *(Default:* `NO` *)* S A

For binding the activation status of one output as a function of another output.

Example: *you wish to have two outputs on the general bus alarm.*

Output 10: `STABLE` *type*

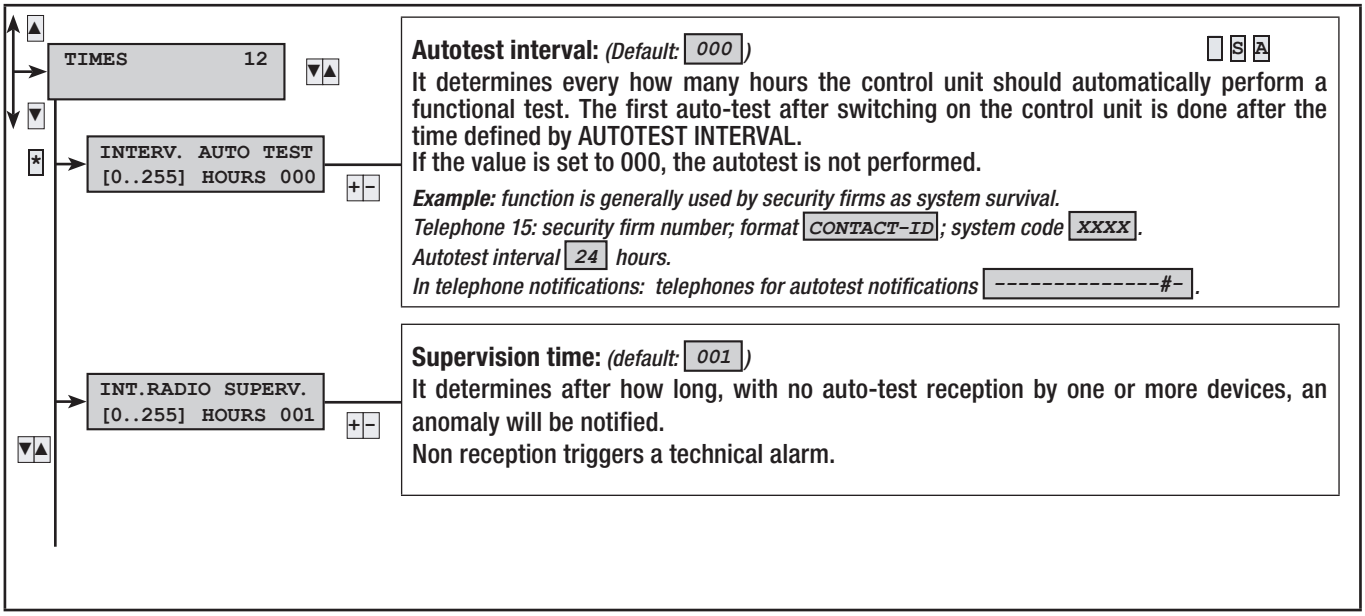
Output 10: `STABLE` *type; follows output* `OUTPUT 10`.

In the outputs Association menu, assign general alarm status of the `OUTPUT 10` *areas.*

Output description: S A

For editing the output description.

2.12Times



Autotest interval: *(Default:* `000` *)* S A

It determines every how many hours the control unit should automatically perform a functional test. The first auto-test after switching on the control unit is done after the time defined by AUTOTEST INTERVAL.

If the value is set to 000, the autotest is not performed.

Example: *function is generally used by security firms as system survival.*

Telephone 15: security firm number; format `CONTACT-ID` *; system code* `XXXX`.

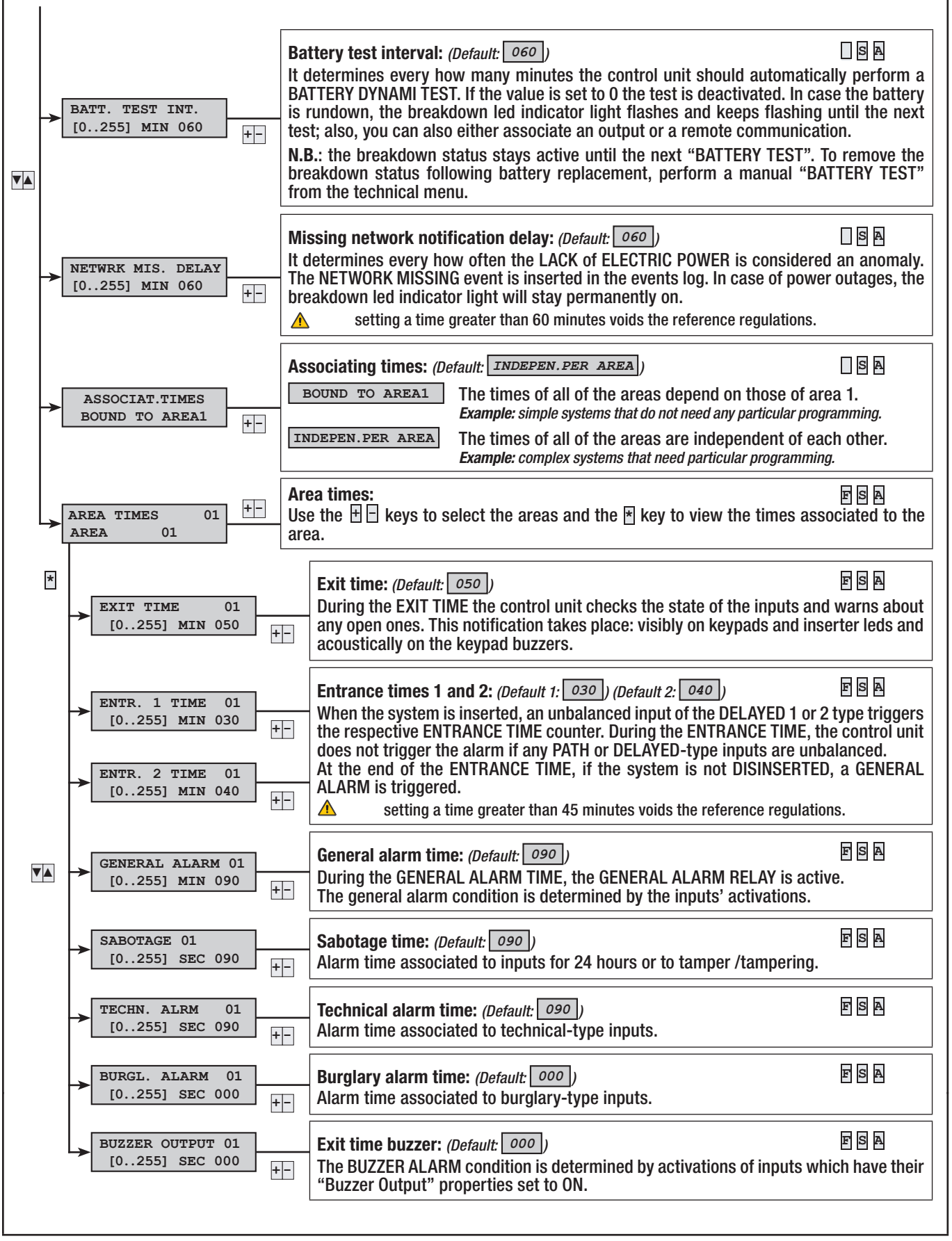
Autotest interval `24` *hours.*

In telephone notifications: telephones for autotest notifications `----------#-`.

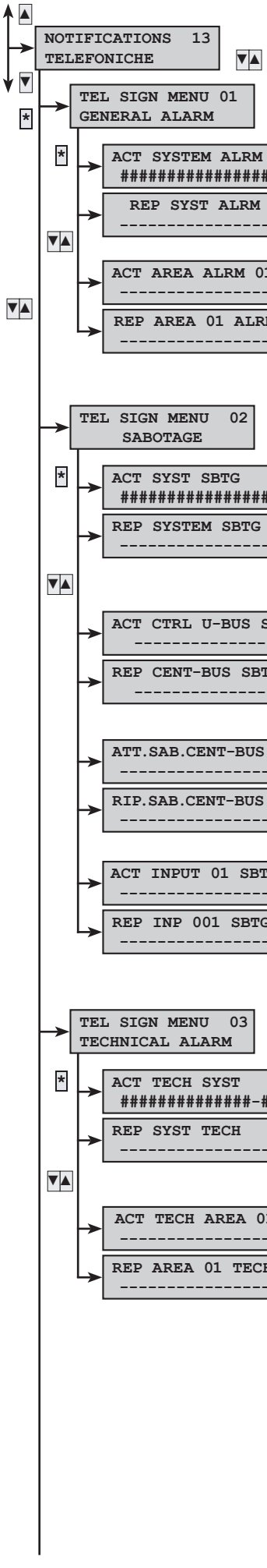
Supervision time: *(default:* `001` *)*

It determines after how long, with no auto-test reception by one or more devices, an anomaly will be notified.

Non reception triggers a technical alarm.


BATT. TEST INT.
[0..255] MIN 060
+-
Battery test interval: (Default: 060)
F S A
It determines every how many minutes the control unit should automatically perform a BATTERY DYNAMI TEST. If the value is set to 0 the test is deactivated. In case the battery is rundown, the breakdown led indicator light flashes and keeps flashing until the next test; also, you can also either associate an output or a remote communication.
N.B.: the breakdown status stays active until the next "BATTERY TEST". To remove the breakdown status following battery replacement, perform a manual "BATTERY TEST" from the technical menu.
▼▲
NETWRK MIS. DELAY
[0..255] MIN 060
+-
Missing network notification delay: (Default: 060)
F S A
It determines every how often the LACK of ELECTRIC POWER is considered an anomaly. The NETWORK MISSING event is inserted in the events log. In case of power outages, the breakdown led indicator light will stay permanently on.
setting a time greater than 60 minutes voids the reference regulations.
ASSOCIAT.TIMES
BOUND TO AREA1
+-
Associating times: (Default: INDEPEN.PER AREA)
F S A
BOUND TO AREA1
The times of all of the areas depend on those of area 1.
Example: simple systems that do not need any particular programming.
INDEPEN.PER AREA
The times of all of the areas are independent of each other.
Example: complex systems that need particular programming.
AREA TIMES 01
AREA 01
+-
Area times:
F S A
Use the + - keys to select the areas and the * key to view the times associated to the area.
*
EXIT TIME 01
[0..255] MIN 050
+-
Exit time: (Default: 050)
F S A
During the EXIT TIME the control unit checks the state of the inputs and warns about any open ones. This notification takes place: visibly on keypads and inserter leds and acoustically on the keypad buzzers.
ENTR. 1 TIME 01
[0..255] MIN 030
+-
ENTR. 2 TIME 01
[0..255] MIN 040
+-
Entrance times 1 and 2: (Default 1: 030) (Default 2: 040)
F S A
When the system is inserted, an unbalanced input of the DELAYED 1 or 2 type triggers the respective ENTRANCE TIME counter. During the ENTRANCE TIME, the control unit does not trigger the alarm if any PATH or DELAYED-type inputs are unbalanced.
At the end of the ENTRANCE TIME, if the system is not DISINSERTED, a GENERAL ALARM is triggered.
setting a time greater than 45 minutes voids the reference regulations.
▼▲
GENERAL ALARM 01
[0..255] MIN 090
+-
General alarm time: (Default: 090)
F S A
During the GENERAL ALARM TIME, the GENERAL ALARM RELAY is active.
The general alarm condition is determined by the inputs' activations.
SABOTAGE 01
[0..255] SEC 090
+-
Sabotage time: (Default: 090)
F S A
Alarm time associated to inputs for 24 hours or to tamper /tampering.
TECHN. ALRM 01
[0..255] SEC 090
+-
Technical alarm time: (Default: 090)
F S A
Alarm time associated to technical-type inputs.
BURGL. ALARM 01
[0..255] SEC 000
+-
Burglary alarm time: (Default: 000)
F S A
Alarm time associated to burglary-type inputs.
BUZZER OUTPUT 01
[0..255] SEC 000
+-
Exit time buzzer: (Default: 000)
F S A
The BUZZER ALARM condition is determined by activations of inputs which have their "Buzzer Output" properties set to ON.

2.13 Telephone notifications



Activating and restoring general system alarm (generic notification): F S A
Telephone notifications associated to both activation and restoration of the system's general alarm.
Use the number keys to set the phone numbers.

Activating and restoring general alarm in single areas: _ _ A
Telephone notifications associated to both activation and restoration of the single area's general alarm.
Use + - to select the areas. Use the number keys to set the phone numbers.

Activating the system sabotage alarm (generic notification): F S A
Restore system sabotage alarm (generic notification): _ S A
Telephone notifications associated to both activation and restoration of the system's sabotage mode.
Use the number keys to set the phone numbers.

Activating and restoring sabotage alarm in control unit and peripherals: _ _ A
Telephone notification associated to the activation and restoration of the control unit's and peripherals' sabotage alarm (tampering) and (module tampers), no peripherals communication, ...).
Use the number keys to set the phone numbers.

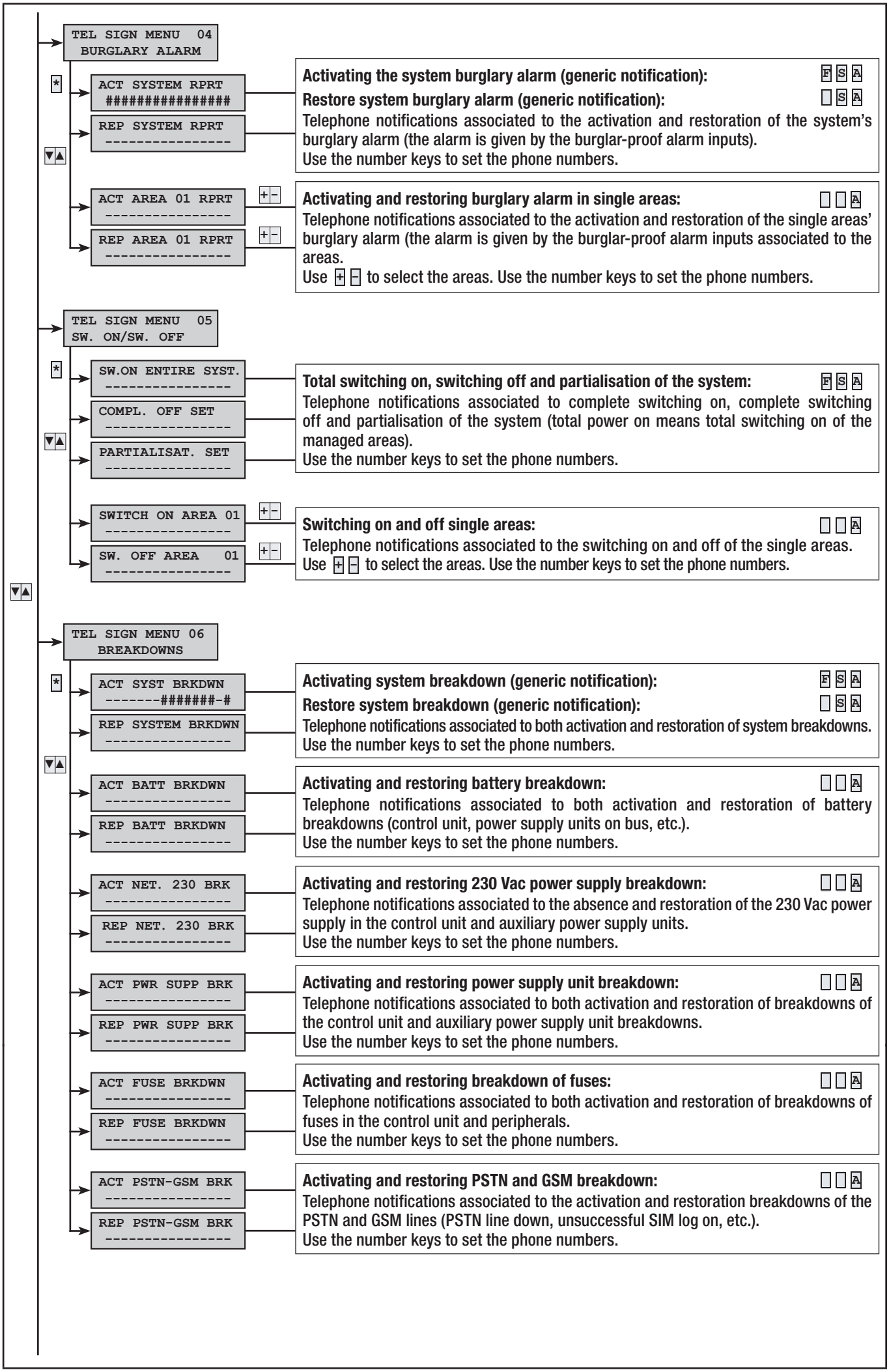
Activating and restoring sabotage alarm in single areas: _ _ A
Telephone notifications associated to both activation and restoration of the single area's sabotage alarm (the alarm is given by the inputs associated to the areas).
Use + - to select the areas. Use the number keys to set the phone numbers.

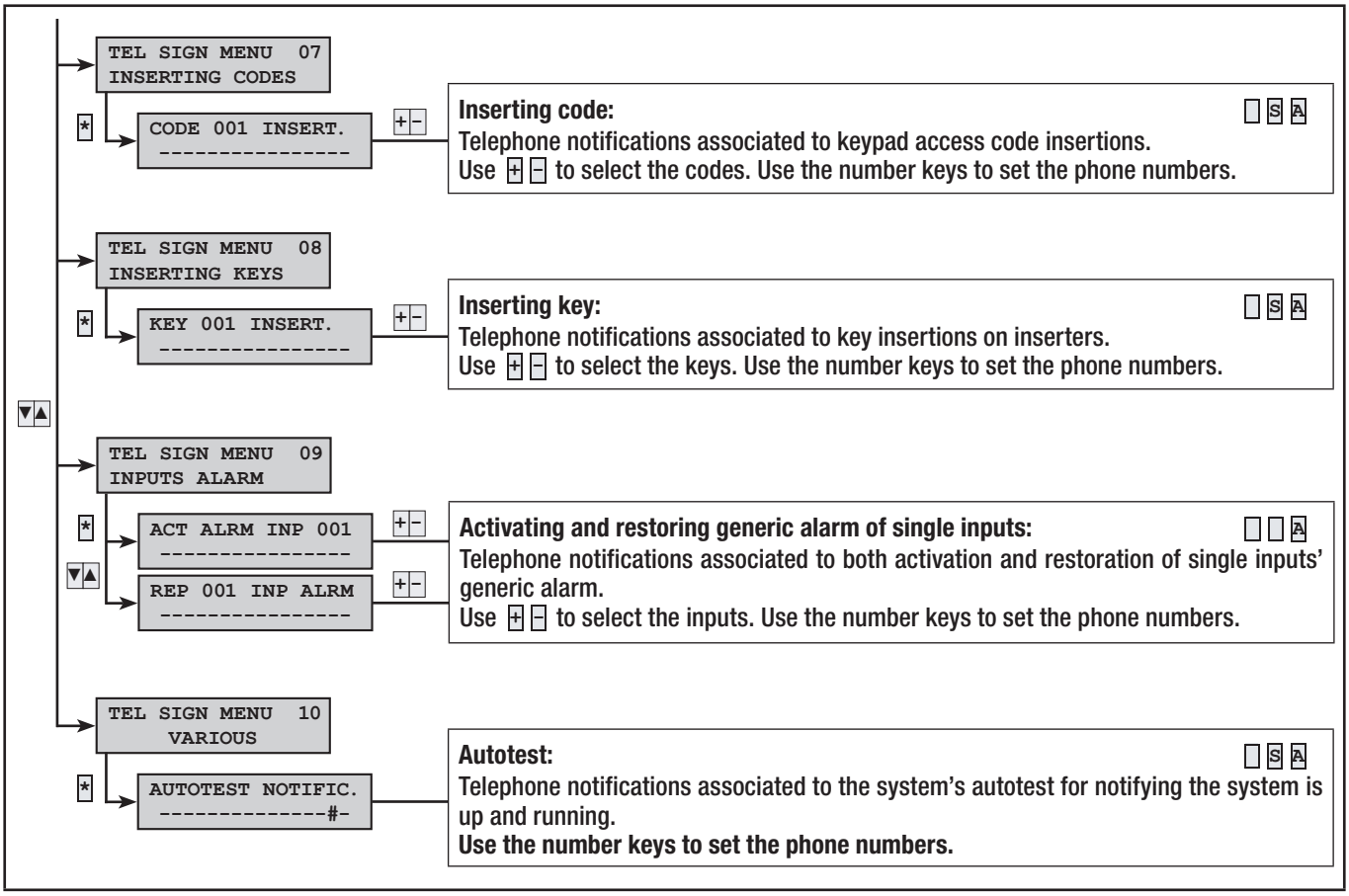
Activating and restoring sabotage alarm for single inputs: _ _ A
Telephone notifications associated to the activation and restoration of the single inputs' sabotage alarm (24 hour tamper and inputs).
Use + - to select the inputs. Use the number keys to set the phone numbers.

Activating the system technical alarm (generic notification): F S A
Restore system technical alarm (generic notification): _ S A
Telephone notification associated to the activation and restoration of the system's technical alarm (the alarm is given by the technical inputs).
Use the number keys to set the phone numbers.

Activating and restoring technical alarm in single areas: _ _ A
Telephone notifications associated to the activation and restoration of the single areas' technical alarm (the alarm is given by the technical inputs associated to the areas.
Use + - to select the areas. Use the number keys to set the phone numbers.

 - The data and information in this manual may be changed at any time with no obligation on BRAHMS part to notify anyone of this.


TEL SIGN MENU 04
BURGLARY ALARM
ACT SYSTEM RPRT
##########
REP SYSTEM RPRT
Activating the system burglary alarm (generic notification): F S A
Restore system burglary alarm (generic notification): S A
Telephone notifications associated to the activation and restoration of the system's burglary alarm (the alarm is given by the burglar-proof alarm inputs).
Use the number keys to set the phone numbers.
ACT AREA 01 RPRT
REP AREA 01 RPRT
Activating and restoring burglary alarm in single areas: A
Telephone notifications associated to the activation and restoration of the single areas' burglary alarm (the alarm is given by the burglar-proof alarm inputs associated to the areas.
Use + - to select the areas. Use the number keys to set the phone numbers.
TEL SIGN MENU 05
SW. ON/SW. OFF
SW.ON ENTIRE SYST.
COMPL. OFF SET
PARTIALISAT. SET
Total switching on, switching off and partialisation of the system: F S A
Telephone notifications associated to complete switching on, complete switching off and partialisation of the system (total power on means total switching on of the managed areas).
Use the number keys to set the phone numbers.
SWITCH ON AREA 01
SW. OFF AREA 01
Switching on and off single areas: A
Telephone notifications associated to the switching on and off of the single areas.
Use + - to select the areas. Use the number keys to set the phone numbers.
TEL SIGN MENU 06
BREAKDOWNS
ACT SYST BRKDWN
REP SYSTEM BRKDWN
Activating system breakdown (generic notification): F S A
Restore system breakdown (generic notification): S A
Telephone notifications associated to both activation and restoration of system breakdowns.
Use the number keys to set the phone numbers.
ACT BATT BRKDWN
REP BATT BRKDWN
Activating and restoring battery breakdown: A
Telephone notifications associated to both activation and restoration of battery breakdowns (control unit, power supply units on bus, etc.).
Use the number keys to set the phone numbers.
ACT NET. 230 BRK
REP NET. 230 BRK
Activating and restoring 230 Vac power supply breakdown: A
Telephone notifications associated to the absence and restoration of the 230 Vac power supply in the control unit and auxiliary power supply units.
Use the number keys to set the phone numbers.
ACT PWR SUPP BRK
REP PWR SUPP BRK
Activating and restoring power supply unit breakdown: A
Telephone notifications associated to both activation and restoration of breakdowns of the control unit and auxiliary power supply unit breakdowns.
Use the number keys to set the phone numbers.
ACT FUSE BRKDWN
REP FUSE BRKDWN
Activating and restoring breakdown of fuses: A
Telephone notifications associated to both activation and restoration of breakdowns of fuses in the control unit and peripherals.
Use the number keys to set the phone numbers.
ACT PSTN-GSM BRK
REP PSTN-GSM BRK
Activating and restoring PSTN and GSM breakdown: A
Telephone notifications associated to the activation and restoration breakdowns of the PSTN and GSM lines (PSTN line down, unsuccessful SIM log on, etc.).
Use the number keys to set the phone numbers.


TEL SIGN MENU 07
INSERTING CODES
*
CODE 001 INSERT.

+-
Inserting code:
S A
Telephone notifications associated to keypad access code insertions.
Use + - to select the codes. Use the number keys to set the phone numbers.
TEL SIGN MENU 08
INSERTING KEYS
*
KEY 001 INSERT.

+-
Inserting key:
S A
Telephone notifications associated to key insertions on inserters.
Use + - to select the keys. Use the number keys to set the phone numbers.
▼▲
TEL SIGN MENU 09
INPUTS ALARM
*
ACT ALRM INP 001

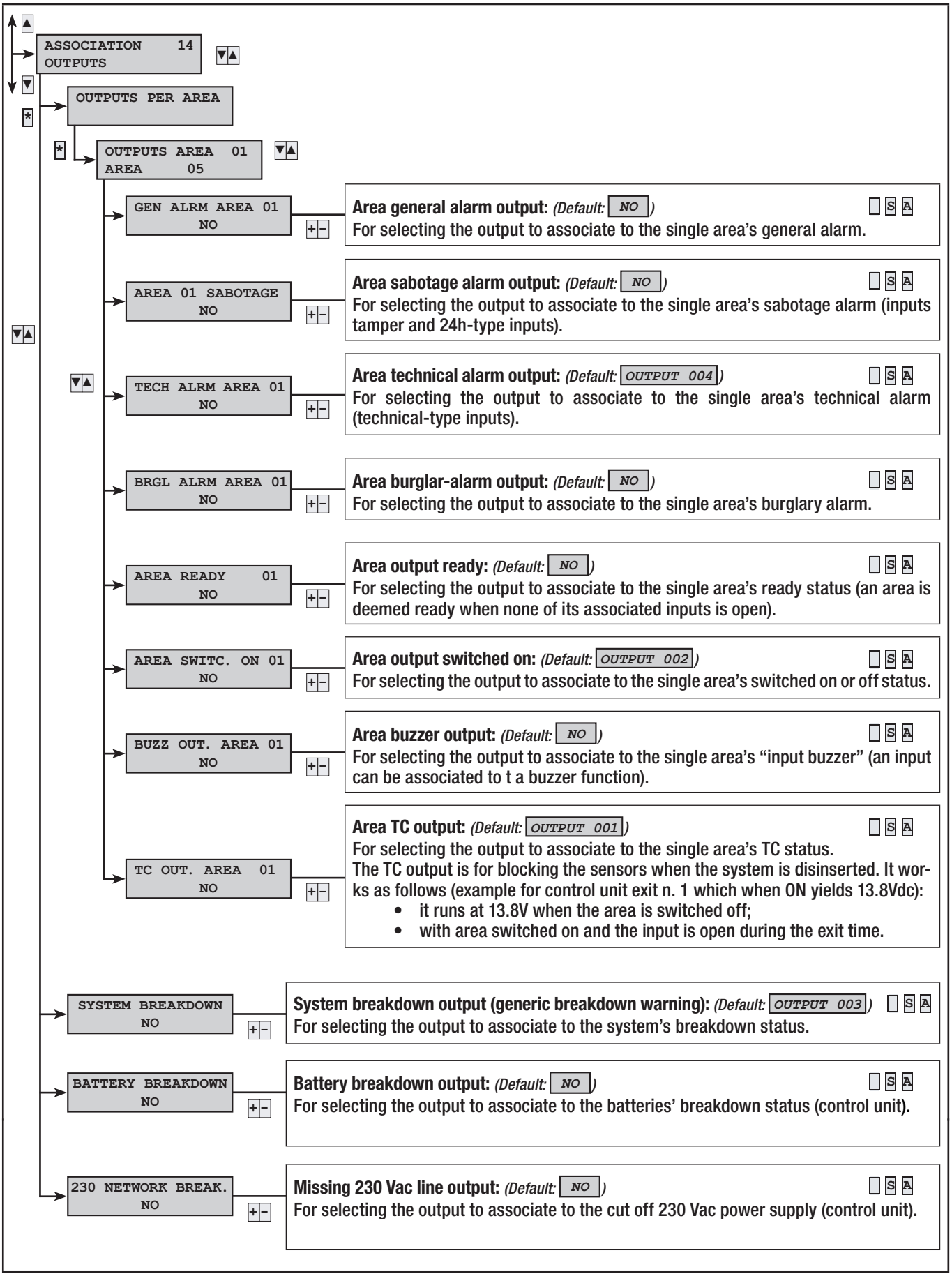
+-
▼▲
REP 001 INP ALRM

+-
Activating and restoring generic alarm of single inputs:
A
Telephone notifications associated to both activation and restoration of single inputs' generic alarm.
Use + - to select the inputs. Use the number keys to set the phone numbers.
TEL SIGN MENU 10
VARIOUS
*
AUTOTEST NOTIFIC.
----------#-
Autotest:
S A
Telephone notifications associated to the system's autotest for notifying the system is up and running.
Use the number keys to set the phone numbers.

2.14 Associating output

Associating the same output to several events or several areas (breakdowns, alarms, ...) means the function of the output.

Example: *associating the same stable output the general alarm for all areas, the output will activate when at least one area in state of alarm.*



Area general alarm output: *(Default:* NO *)* S A
For selecting the output to associate to the single area's general alarm.

Area sabotage alarm output: *(Default:* NO *)* S A
For selecting the output to associate to the single area's sabotage alarm (inputs tamper and 24h-type inputs).

Area technical alarm output: *(Default:* OUTPUT 004 *)* S A
For selecting the output to associate to the single area's technical alarm (technical-type inputs).

Area burglar-alarm output: *(Default:* NO *)* S A
For selecting the output to associate to the single area's burglary alarm.

Area output ready: *(Default:* NO *)* S A
For selecting the output to associate to the single area's ready status (an area is deemed ready when none of its associated inputs is open).

Area output switched on: *(Default:* OUTPUT 002 *)* S A
For selecting the output to associate to the single area's switched on or off status.

Area buzzer output: *(Default:* NO *)* S A
For selecting the output to associate to the single area's "input buzzer" (an input can be associated to t a buzzer function).

Area TC output: *(Default:* OUTPUT 001 *)* S A
For selecting the output to associate to the single area's TC status.
The TC output is for blocking the sensors when the system is disinserted. It works as follows (example for control unit exit n. 1 which when ON yields 13.8Vdc):

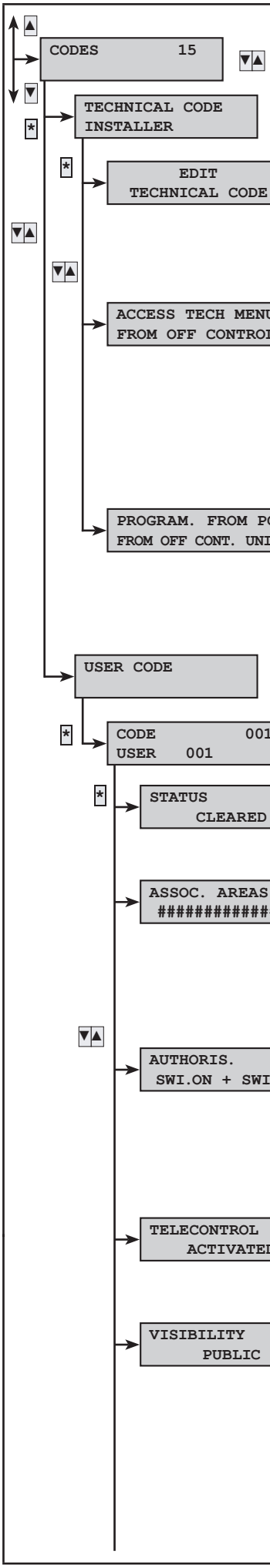
- it runs at 13.8V when the area is switched off;
- with area switched on and the input is open during the exit time.

System breakdown output (generic breakdown warning): *(Default:* OUTPUT 003 *)* S A
For selecting the output to associate to the system's breakdown status.

Battery breakdown output: *(Default:* NO *)* S A
For selecting the output to associate to the batteries' breakdown status (control unit).

Missing 230 Vac line output: *(Default:* NO *)* S A
For selecting the output to associate to the cut off 230 Vac power supply (control unit).

2.15 Codes



Edit technical code: F S A
For editing the technical code (default 222222).

Accessing the technical menu: *(Default:* `FROM OFF CONTROL UNIT` *)* A

`FROM OFF CONT.UNIT` Access to the technical menu is allowed only when the control unit is completely switched off (no area switched on).

`AFTER USER CODE` Access to the technical menu is allowed only when the control unit is completely switched off (no area switched on) and the after entering the User code.

Activate for programming from a PC: *(Default:* `FROM OFF CONTROL UNIT` *)* A

`FROM OFF CONT.UNIT` Programming the control unit from a PC is only allowed when the control unit is completely switched off (i.e. no areas are switched on).

`AFTER USER CODE` Programming the control unit from a PC is only allowed when the control unit is completely switched off (i.e. no areas are switched on) and the User code has been entered.

Activate code: *(Default:* `ACTIVATED` *)* F S A
If you want to use a code it must be activated.

Areas associates to the code: *(Default:* `################` *)* S A
For assigning areas of competence to the User code.
Use the number keys to set the telephone numbers.

User code authorisation: *(Default:* `SWITCH ON + SWITCH OFF` *)* S A

`SWITCH ON + OFF` The code is activated to switch on and off the areas to it assigned.

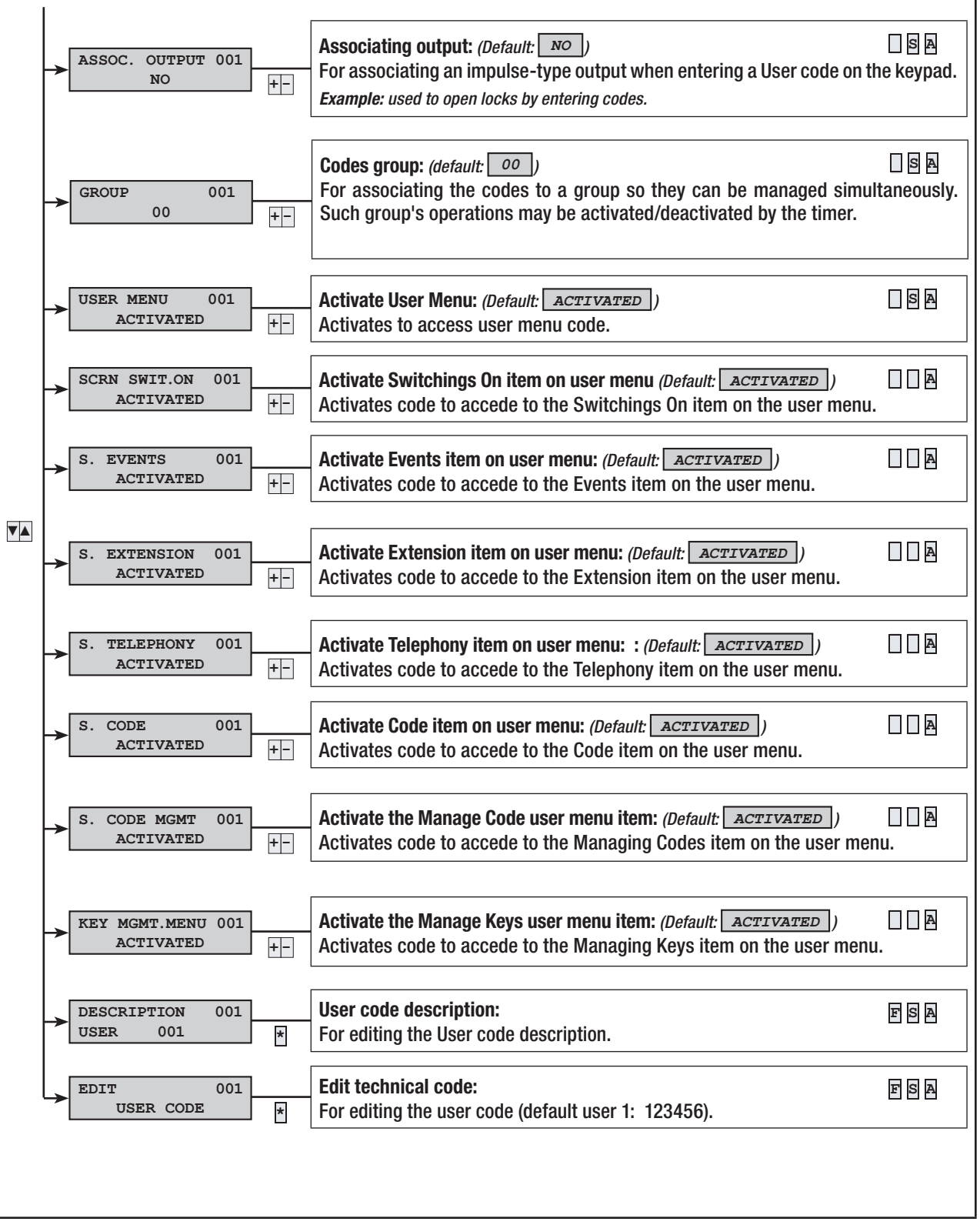
`SWITCHING ON ONLY` The code is only authorised to switch on the areas to it assigned.

Example: *used when you wish to assign the cleaning firm only the switching on code.*

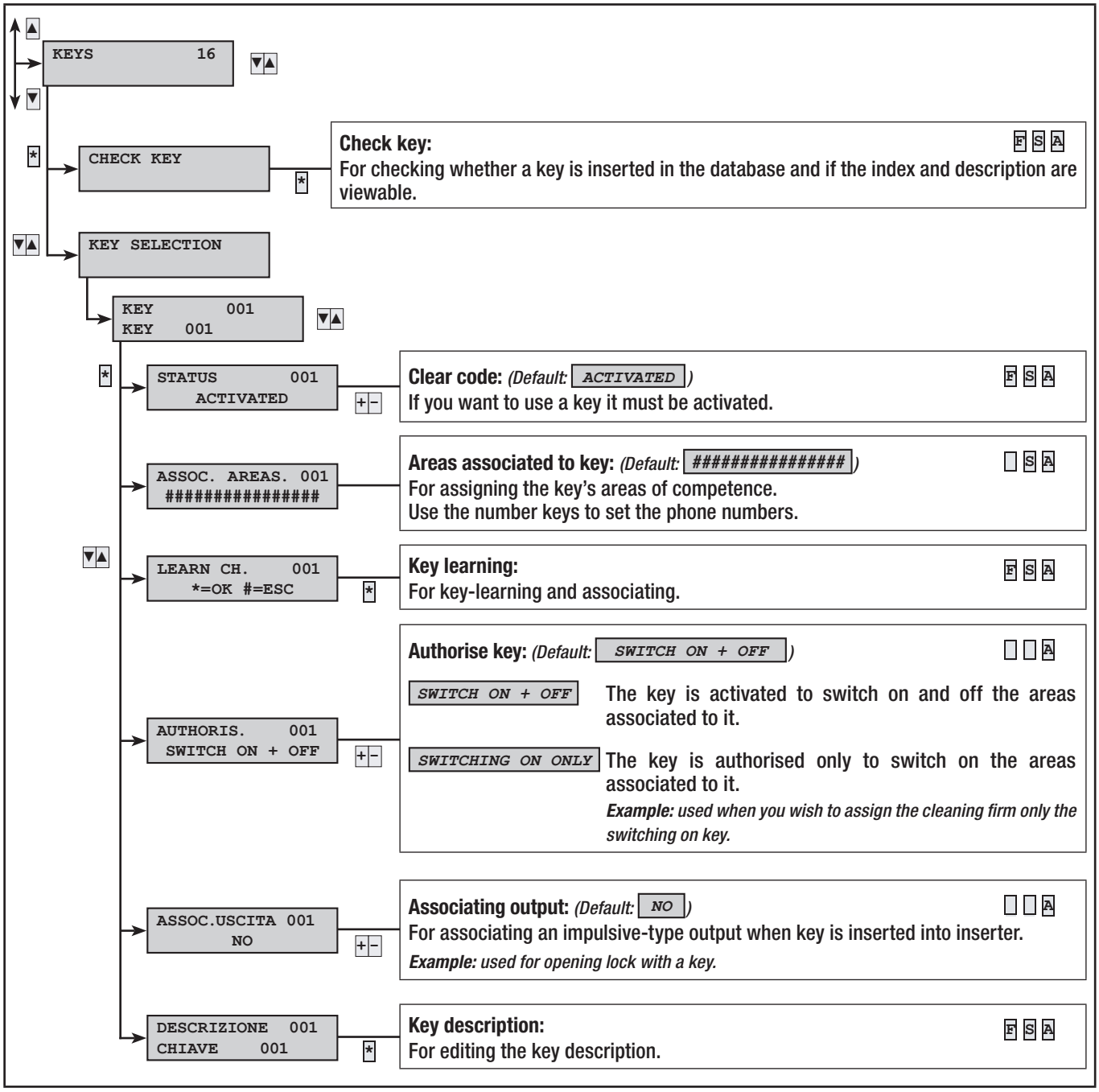
Activate for remote telecontrol: *(Default:* `ACTIVATED` *)* S A
Makes it possible for Users to remotely access the system to tele-manage it via SMSs or voice guide.

User code visibility: *(Default:* `PUBLIC` *)* S A
Setting a User code to public mode, allows other codes, that are activated to accede the “manage other codes” in user menu, to edit/activate said code.

Esempio: *or systems in small businesses the business owner’s code is usually set as private so that it is hidden from those of the employees.*


ASSOC. OUTPUT 001
NO
+-
Associating output: (Default: NO)
For associating an impulse-type output when entering a User code on the keypad.
Example: used to open locks by entering codes.
S A
GROUP 001
00
+-
Codes group: (default: 00)
For associating the codes to a group so they can be managed simultaneously.
Such group's operations may be activated/deactivated by the timer.
S A
USER MENU 001
ACTIVATED
+-
Activate User Menu: (Default: ACTIVATED)
Activates to access user menu code.
S A
SCRN SWIT.ON 001
ACTIVATED
+-
Activate Switchings On item on user menu (Default: ACTIVATED)
Activates code to accede to the Switchings On item on the user menu.
A
S. EVENTS 001
ACTIVATED
+-
Activate Events item on user menu: (Default: ACTIVATED)
Activates code to accede to the Events item on the user menu.
A
▼▲
S. EXTENSION 001
ACTIVATED
+-
Activate Extension item on user menu: (Default: ACTIVATED)
Activates code to accede to the Extension item on the user menu.
A
S. TELEPHONY 001
ACTIVATED
+-
Activate Telephony item on user menu: : (Default: ACTIVATED)
Activates code to accede to the Telephony item on the user menu.
A
S. CODE 001
ACTIVATED
+-
Activate Code item on user menu: (Default: ACTIVATED)
Activates code to accede to the Code item on the user menu.
A
S. CODE MGMT 001
ACTIVATED
+-
Activate the Manage Code user menu item: (Default: ACTIVATED)
Activates code to accede to the Managing Codes item on the user menu.
A
KEY MGMT.MENU 001
ACTIVATED
+-
Activate the Manage Keys user menu item: (Default: ACTIVATED)
Activates code to accede to the Managing Keys item on the user menu.
A
DESCRIPTION 001
USER 001
*
User code description:
For editing the User code description.
F S A
EDIT 001
USER CODE
*
Edit technical code:
For editing the user code (default user 1: 123456).
F S A

2.16 Keys



Check key: F S A
For checking whether a key is inserted in the database and if the index and description are viewable.

Clear code: *(Default:* ACTIVATED *)* F S A
If you want to use a key it must be activated.

Areas associated to key: *(Default:* ################ *)* S A
For assigning the key's areas of competence.
Use the number keys to set the phone numbers.

Key learning: F S A
For key-learning and associating.

Authorise key: *(Default:* SWITCH ON + OFF *)* A

SWITCH ON + OFF — The key is activated to switch on and off the areas associated to it.

SWITCHING ON ONLY — The key is authorised only to switch on the areas associated to it.

Example: *used when you wish to assign the cleaning firm only the switching on key.*

Associating output: *(Default:* NO *)* A
For associating an impulsive-type output when key is inserted into inserter.
Example: *used for opening lock with a key.*

Key description: F S A
For editing the key description.

2.17 Telephones

TELEPHONES 17

PHONE 01
PHONE 01

PHONE NUMBER 01
0491234567

FORMAT 01
VOICE

CODE SYSTEM 01
Xxxxxx *=EDIT

ATTEMPTS 01
[0..10] RE-TRY. 02

COMMON MSG 01
MESSAGE 01

LIS.TO TELEPH.LINE 001
ENABLED

DESCRIPTION 001
TELEPHONE 01

Telephone number: F S A

Edit telephone number. Pressed the * key, with the number key you write the numbers and with the * key confirm and cancel with the # key. To deactivate the number just cancel it completely.
Besides the numbers you can also enter the letters C (PBX) and P (ppause when dialling), which are respectively used for the following functions:

C In case of GSM calls, all numbers prior to C will not be dialled
P to insert a pause during the dialling

The C and P are respectively selected using the C and A keys.

To insert a telephone number select the number to insert, press * and insert the figures. Then finish with the * key.

Example: *PSTN line connected to a pbx with possibility to make GSM calls.*

```
0C 0456 789012
| | |_____|_ Telephone number
| |_________ Means the pbx is on line
|___________ Number to request the line from the pbx
```

Format of the telephone communication: *(Default:* `see table at beginning` *)*

`VOICE`	The telephone communications will be of the voice type.
`SMS`	The telephone communications will be of the SMS type.
`CONTACT-ID`	The telephone communications will be of the CONTACT-ID digital type.

Exemple: *notification to security firms.* F S A

System code: A

Used in CONTACT-ID format communications and defines the system code.

Call attempts: *(Default:* `02` *)* F S A

Used in VOCAL and CONTACT-ID communication formats. It defines the number of telephone call attempts to the number. To interrupt press either 0 or 5 on the telephones keypad.

Common message: *(Default:* `MESSAGE 01` *)* S A

A voice message can be associated to each telephone number, which is then sent with each voice call.

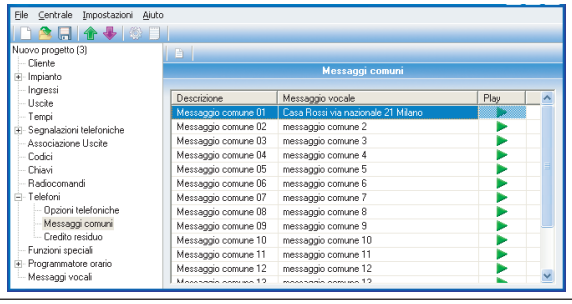
Example*: you have 2 telephone numbers to which to send the system alarm status. For both, the home street number must be quickly given.*

Telephone 1: `VOCAL` *format; Common msg:* `MESSAGE 01` .

Telephone 2: `VOCAL` *format; Common msg:* `MESSAGE 01` .

Telephone notifications: Act.Sys.Alarm `##------` .

Common message: The Rossi's residence 21 National Ave., Milan (automatic recording on PC software).



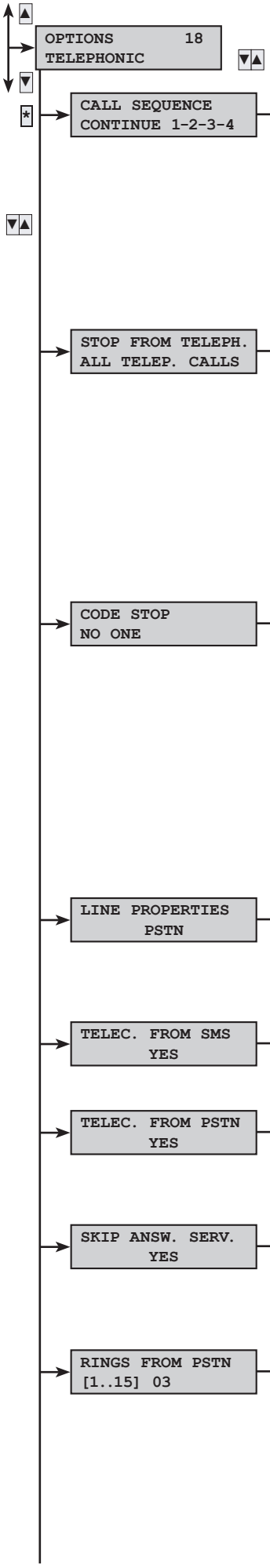
Listen to Telephone Line: F S A

Activate/Deactivate Listen to Telephone Line

Telephone description: F S A

For editing the telephone description.

2.18 Telephone options



Call sequence: *(Default:* `1-2-3-4` *)* S A

For choosing if in the selection sequence of programmed telephone numbers, in case of communications that are NOT completed (e.g. the called telephone number is busy), another call should be immediately made to the same telephone number ir is the communicator should continue selecting other numbers.

`CONTINUE 1-2-3-4`	Call and move on to next number.
`RE-TRY 1-1-2-2`	Call and try calling back for the number of times set up in the phone.

Stop telephone calls sequence: *(Default:* `ALL TELEP. CALLS` *)* S A

`ALL TELEP. CALLS`	While listening to a voice call, Users can press key 5 on their telephones to automatically interrupt ALL of the subsequent telephone communications (SMSs, voice calls, CONTACT-IDs).
`ONLY LA PROPRIA`	While listening to a voice call, Users can press key 5 on their phones to automatically interrupt ONLY the repetitive call backs to their own phone numbers. ALL of the subsequent telephone communications are anyhow carried out (SMSs, voice messages, CONTACT-IDs).

Stop sequence of code / key insertion calls: S A

(Default: `NO ONE` *)*

`ALL TELEP. CALLS`	If an event (i.e. general, technical, sabotage alarm, etc.) sets off a cycle of telephone calls, it can be interrupted by entering either a code or key, on the keypad, associated to the areas of competence with area switching off properties.
`NO ONE`	Events such as, general, technical or sabotage alarms and so on, trigger a cycle of phone calls, this CANNOT be interrupted once it has started by neither codes nor keys which are associated to areas of competence having area switch-off properties.

Telephone call priorities: *(Default:* `PSTN` *)* F S A

The priority if for selecting the type of predefined network between la linea PSTNor GSM for voice calls. In case the combiner does not find the predefined network, all voice calls will be rerouted to the secondary network. SMS messages are always sent on the GSM line. Digital calls are carried out only on the PSTN line.

`PSTN`	Voice calls via PSTN telephone line
`GSM`	Voice calls via GSM.

Activate SMS telecontrol: *(Default:* `YES` *)* A

For activating SMS-based telecontrol.

Activate PSTN (voice guide) telecontrol: *(Default:* `YES` *)* A

For activating access to the voice-guide via PSTN line.

Skip answer service: *(Default:* `YES` *)* A

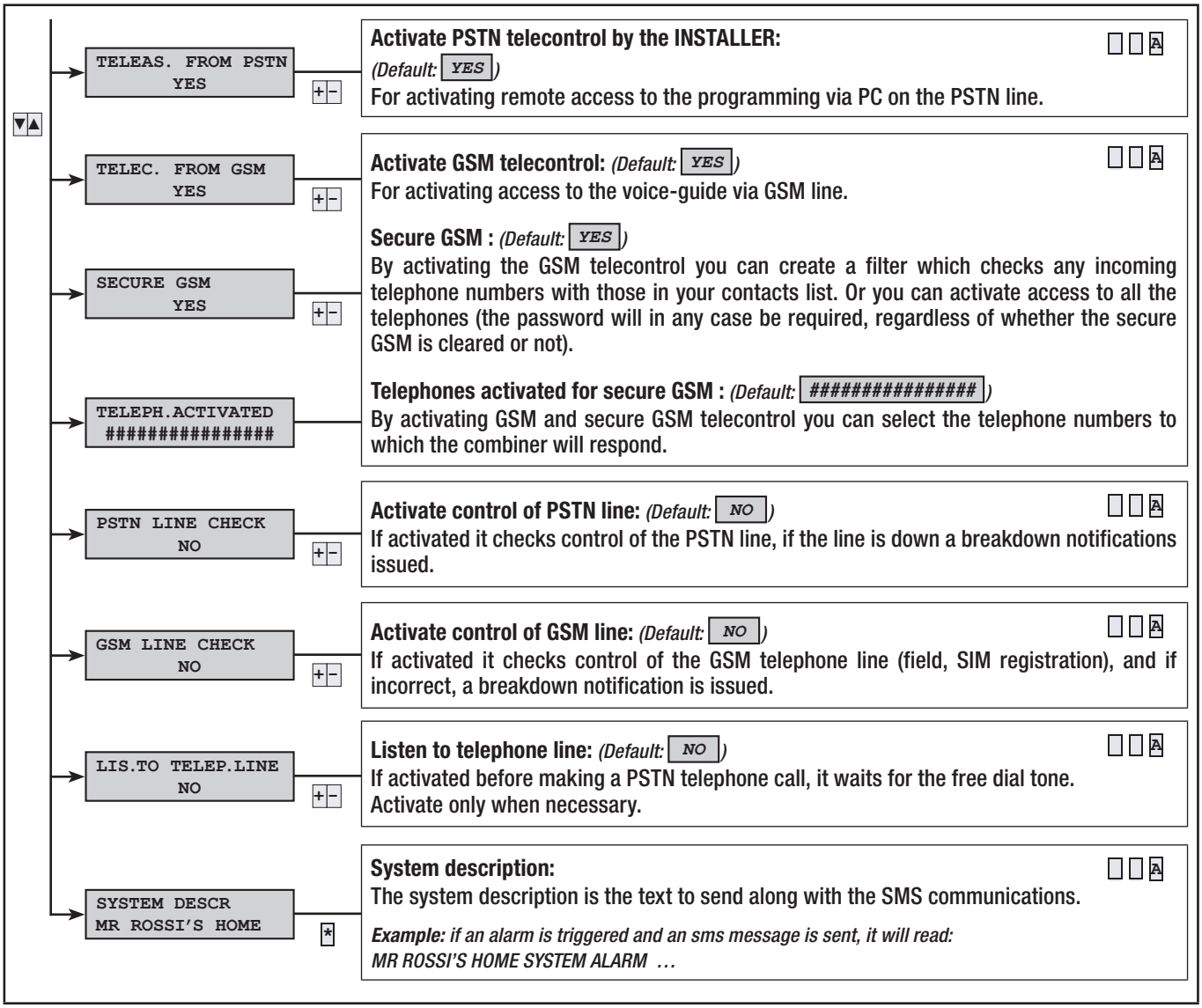
Activated if PSTN TELECONT is set to YES; for accessing the voice guide even when there is a programmed answering service to answer before the combiner.
If set to YES, you call the home number and hang up at the first ring; entering 60"repeat the call.

Rings from PSTN: *(Default:* `03` *)* A

Activated if PSTN TELECONT is set to YES; for set the number of rings after which the combiner will respond.

Example 1: *: there is no answering service in the home and you want a combiner answer after 6 rings.*
Telephone options: Telecontrol from PSTN `YES` *; Skip answer service* `NO` *; Rings from PSTN:* `06` *.*

Example 2: *the answer service in your home answers after 5 rings.*
Telephone options: Telecontrol from PSTN `YES` *; Skip answer service* `YES` *.*



When system is engaged, activating a delay-type input will initiate input time (max 45 sec as compliant to Standard EN50131). If an alarm is activated during input time, sirens will sound and telephone calls will be blocked, and will be sent after 30 sec or when input time has expired.

2.19 Special functions

FUNCTIONS 19 SPECIAL

DISPLAY KEYPADS STATUS OF AREAS

Display keypads: *(Default:* `STATUS OF AREAS` *)* F S A

The keypads are made up of two 16-character lines. The date appears in the first, and in the second you can choose to view among the following information:

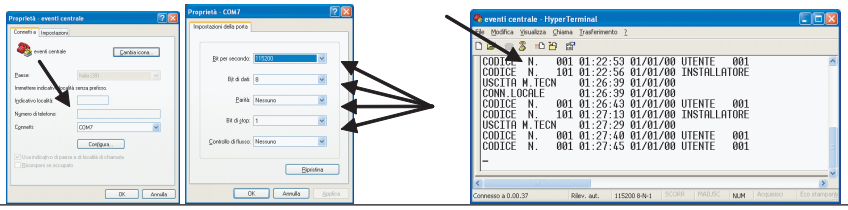
`KEYPAD NAME`	Keypad name.
`STATUS OF AREAS`	Switched on status of the single areas.
`SYSTEM STATUS`	System switched on status: OFF, COMPLETELY ON, PARTIALISED.
`ENTER CODE`	ENTER CODE fixed message.

PRINTER OUTPUT ACTIVATED

Printer output activated: *(Default:* `ACTIVATED` *)* A

For activating the printer output for the continuous print outs of events on the RS-232. The serial setting is: Bits per second 9600; Data bits 8; Parity N; Bit stop 1.

Example: *connect the control unit to the PC via a direct rs-232 (male-female) cable. Open a reception programme from serial (Hyper Terminal for example) and set la porta COMand the serial.*



POWER ON CNTR U. PREVIOUS STATE

Control unit switched on status after powering up the system (restarting it): A

(Default: `PREVIOUS STATE` *)*

`TOTAL START UP`	All of the areas switch on.
`COMPLETELY OFF`	All of the areas switch off.
`PREVIOUS STATE`	The switching on status of the areas returns to that before the power off was given.

QUICK SWITCH ON DEACTIVATED

Quick switch on: *(Default:* `DEACTIVATED` *)* A

If activated it lets you start scenarios from the keypads without having to enter a code.

Warning! *When activated, prevents exclusion of open inputs during the start up phase.*

SEE AREA STATUS [0..30] SEC 000

Screening the status of the control unit from keypads and inserters: A

(Default: `00` *)*

If switching on / off state of the areas is set to greater than 0, it is (hidden) after a preset amount of time.

KEYP BUZZ OUTPUT ----------

A

Buzzer on keypad output: *(Default:* `----------` *)*

If you activate the inputs to have buzzer properties, you can select the keypads that have to sound during the buzzer time. ***Example:*** *shop front door bell.*

PRE ENTER TEST DISARMED

Pre-insertion Test:*(Default:* `DISARMED` *)* F S A

PRE-INSERTION TEST ACTIVATED: the system can be forced activated when the system is activated and one of the following anomalies is present. The breakdown led blinks and the anomaly is stored in the event log. If this operation is performed by inserter, the same shall emit a beep and cancel the insertion.

Breakdown messages:

- BUS TAMPER: if one of the elements connected to the bus RS485 fails to communicate;
- BOX TAMPER: if a control unit or inserter tamper is in alarm mode;
-ANOMALY/BREAKDOWN: if one of the inputs defined as BREAKDOWN is open;
- INPUT TAMPER: if an input is in tamper mode;
- NO PSTN LINE: if line was activated but missing;
- NO GSM LINE: if line was activated but not registered;
- NO NETWORK: no network power available;
- BATTERY BREAKDOWN: if the control unit battery is down;
- FUSE BREAKDOWN: if fuses are out of order.

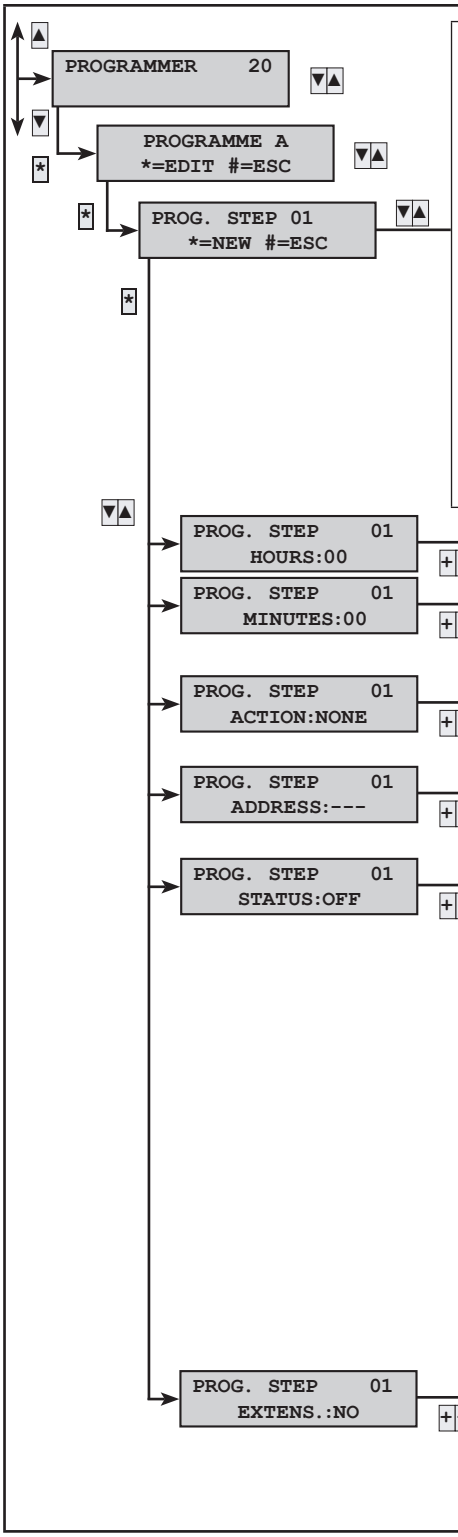
DESCRIPTION +-

Description of assistance and company: *(Default:* NO *)* F S A
Here you can enter the name of the installing firm that will appear on the user menu below the INFO item.

2.20 Programmer

The control unit features a weekly scheduler plus 30 programmable holidays. For each day of the week and each holiday you can select one among the 8 available programmes. Each programme features 20 steps. Each step can have the starting HOUR and ACTION to carry out set. Each programmed step will be automatically carried out by the control unit ONLY WHEN IT COINCIDES WITH THE SET TIME (HOURS AND MINUTES). If for any reason a step programmed for a specific time is not carried out, this step will no longer be carried out within the same day. There is no need to follow an increasing time sequence when setting the steps.

IMPORTANT: it is vital to pay careful attention in choosing the action to be automatically carried out by the steps because, if wrongly programmed, they can generate unwanted results in the control unit.



Programme step: *(Default:* DEACTIVATED *)* A
To activate/edit a programme step press * and set the action.
To disable a programme step press * and set the action to NONE .

*=NEW #=ESC — The programme step is deactivated.

HH:MM A,III,S,P — The programme step is activated with the following programming:
HH:mm: hour and minutes;
A: action;
III: address;
S: status;
P: extension;

To see the meaning of the values, see the table below.
Example: *if you have programming step that activates output 3 at 08.30 hours, this will appear:*
08:30 2,003,1,0
Hour: 08; Minutes: 30; Action: 2; Address: 3; Status: ON; Extension: NO.

Hour and minutes: *(Default:* 00:00 *)* A
For setting the hour and minute of the programme step action.

Action, address and status: *(Default:* NONE *)* A
Depending on how the action is set, the address and status change meaning:

ACTION	ADDRESS	STATUS
0 = NONE	--	--
1 = CONT. UNIT	--	0 = OFF = total switching off 1 = ON = total switching on
2 = OUTPUT	Output index	0 = OFF = output off 1 = ON = output on
3 = AREA	Area index	0 = OFF = switching off 1 = ON = switching on
4= B.CODES	Code group	0 = OFF = release codes 1 = ON = block codes

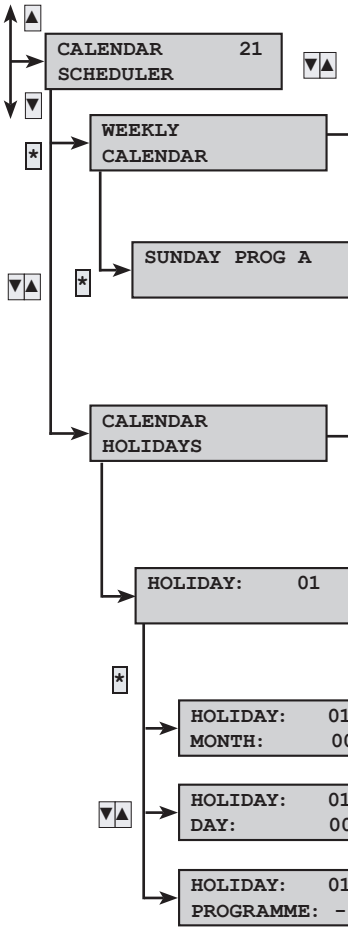
Example: *if you want to activate output 3 at 08:30 you need to set:*
Action: 2; Address: 3; Status: ON; Lengthening: NO; Hour: 08; Minutes: 30.

Extension: *(Default:* NO *)* A
By activating the extension of a programme step you can postpone the action from the user menu.

Example: *if you want to be able to postpone the switching on of the system programmed for 19:30, do the following settings:*
Action: 1; Address: non influential; Status: 1; Extension: YES; Hour: 19; Minutes: 30.

Exit time will be activated if a scheduler inserts into the system. An alarm will be generated independent of the Force Area parameter if outputs are open at the end of the exit time.

2.21 Scheduler calendar



Weekly calendar: A

You can associate one of the available programmes to each day of the week.
If a day of the week is the same as a holiday set on HOLIDAY CALENDAR, the programme executed on that day will be the holiday one.

Day of the week programme: *(Default: A)* A

Use the arrow to select the weekday and the + – keys to set the programme.
To deactivate the execution of programme, with + – select the programme –.

Holiday calendar: A

Up to 32 holidays can be associated to one of the available programmes.
Executing the holiday programme has priority status over that set WEEKLY CALENDAR.

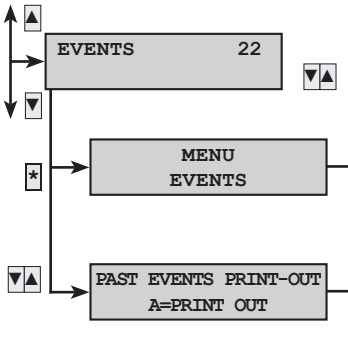
Month, day, schedule of holidays: *(Default: 00/00 PROG. –)* A

For setting the holiday's month and day and programme.
To deactivate a holiday set the month to 0 and day to 0.

⚠ If you set an non existant day (for example 31/02, the programme will not be carried out and no error notification will be given).

Example: *if you want to set the programme to 31/12, do the following:*
Month: 12; Day: 31; Programme: 3.

2.22 Events



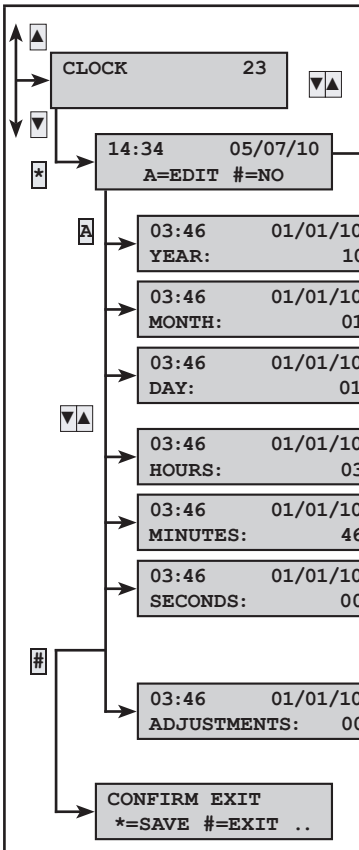
Event menu: F S A

For viewing events as in the user menu. See user's manual for event viewing.

Event printout: A

Press * to start print out of events on control unit RS-232.

2.23 Clock



Date and time: F S A

Press A to modify the clock's date and time.
Changing from daylight savings to solar time is done automatically according to the Italian national rule.

Date setting: F S A

Use the arrow key to select the parameters to edit and with the + - keys edit the value.
Press # to end: subsequently press * to save or # to cancel.

Time setting: F S A

Use the arrow key to select the parameters to edit and with the + - keys edit the value.
Press # to end: subsequently press * to save or # to cancel.

Adjustment setting: F S A

Compared to the PROXINET192 that features a calendar watch with buffer battery to guarantee its precision, the smaller control units feature manual precision adjustments (performed when manufactured).

Use the arrow key to select the parameters to edit and with the + - keys edit the value.

Press # to end: subsequently press * to save or # to cancel.

Example on how to make adjustments:

If after a week of setting the clock, it is 1 hour and 23 minutes fast, you need to act on the adjustment parameter to compensate the difference.
In the calculation, consider the following:

- *REGold: current adjusted value;*
- *REGnew: new adjusted value;*
- *Δt: difference, in seconds, between the hypothetical hour appearing in the control unit;*
- *Δdd: days passed since last adjustment.*

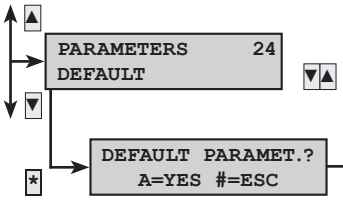
In the above mentioned example these values become:

- *REGold: 25 (example value of current adjustment);*
- *Δt: 83 (corresponds to 1 minute and 23 seconds);*
- *Δdd: 7 (days passed since last adjustment).*

If the clock is fast:	*If the watch is slow:*
REGnew = REGold – Δt / Δdays	*REGnew = REGold + Δt / Δdays*
REGnew = 25 – 83 / 7 = 13	*REGnew = 25 + 83 / 7 = 37*

If internal clock is not initialised, the key pad displays the message "INITIALISE DATE AND TIME" and the breakdown Led is on. Once the clock has been initialised, the Led switches off and the message will be cleared from the key pad.

2.24 Default parameters

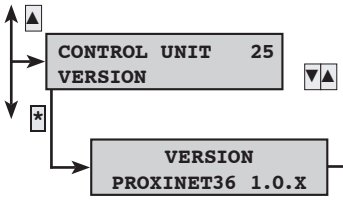


Default parameters: F S A

Press A to execute the default parameters.

The default parameters do not erase the codes and keys you purchased.

2.25Control unit version



Control unit version: F S A

To know the model and version of the control unit in use

 - The data and information in this manual may be changed at any time with no obligation on BRAHMS part to notify anyone of this.

3 Events messaging

The events are composed by:

- TIME and DATE
- EVENT DESCRIPTION (activation / restoring)
- EVENT INDEX
- EVENT DESCRIPTION (part 2)

ACTIVATION	RESTORE	DESCRIPTION 2	CAUSE	Telephone notifications group									
				Alarm	Sabotage	Technical	Burglary	Switching on	Out of order	Code	Key	Input	Various
SWITCHING ON		TOTAL AREAS SWITCHED-ON	We have a switching on event when there are only switching on actions (total or partial). If switching on all of the areas managed by the control unit, the second description will read TOTAL, whereas partial switching on will indicated the switched on areas (example ##--#).					X					
PARTIALISAT		AREAS SWITCHED-ON	The partialisation even takes place when we have non-total area switching off actions (partial switching off). The second description will show the switched on or of status of the remaining areas (example ##--#).					X					
SWITCHING OFF			The switching off event takes place when the system is totally switched off.					X					
TAMPER ALRM xx	REP TAMPER xx	CONTROL UNIT DESCR.PWR SUPP	Control unit or auxiliary power supply unit opening or ripping tampering detected Check physical state and tamper.		X								
INPUT TAMPER ALARM xxx	REP INP xxx TAMP	DESCR. INPUT	Input xxx has been tampered with (either cut or short-circuited depending on its balancing), check continuity along the input's electrical line. If it has restored (by itself) anyhow check the input's electric line because there may some faulty connections.		X								
AREA ALARM xx	REP AREA xx ALRM	DESCR.AREA	When an input is in alarm state the associated areas will be too.	X									
INPUT ALRM xxx	RESTOR INP xxx	DESCR. INPUT	Input xxx is in alarm (in unbalanced state).									X	
KEYP.COM.ERR. xxx		DESCR. INPUT	Radio input xxx battery is run down. Replace asap.						X				
ERR.COM.TAST. xx		DESCR.KEYPAD	The xx keypad is no longer communicating with the control unit (read warning led on keypad is flashing). Check activation of keypad, bus cable and address.		X								
ERR. xx IN MODE		DESCR. MODULE	The inputs expansion module on bus xx no longer communicates with the control unit (the red led communication light is not flashing). Check activation of module, bus cable and dip switch address.		X								
ERR. xx OUT MOD		DESCR. MODULE	The outputs expansion module on bus xx no longer communicates with the control unit (the red led communication light is not flashing). Check activation of module, bus cable and dip switch address.		X								
ERR. xx RX MODE		DESCR. MODULE	The radio receiver module on bus xx no longer communicates with the control unit (the red led communication light is not flashing). Check activation of module, bus cable and dip switch address.		X								
JAM. xx MOD RX		DESCR. MODULE	The radio receiver module on bus xx has detected a radio transmission that could shut out any radio transmitters (JAMMING function activated in control unit).		X								
SUPERVIS.TX xxx		DESCR. INPUT	Radio input xxx has transmitted a person-detected communication.										
xx IN MOD TAMP.		DESCR. MODULE	The tamper of the inputs expansion module on the bus xx has been tampered with. Check module tamper.		X								
xx OUT MOD TAMP.		DESCR. MODULE	The tamper of the exits expansion module on the bus xx has been tampered with. Check module tamper.		X								

xx RX MOD TAMP.		DESCR. MODULE	The tamper of the radio receiver of bus xx has been tampered with. Check module tamper.		X							
xx KEYPAD TAMP.		DESCR.KEYPAD	The xx keypad's opening tamper has been tampered with. Check keypad tamper.		X							
TECH MENU OUTPUT			Exiting the technical menu is logged in the events log.									
BATT BREAK. xx	REP BATTERY xx	CONTROL UNIT DESCR.PWR SUPP	Battery breakdown in either control unit or the bus connected auxiliary power supply units						X			
LOCAL CONNECT.			The communication between control unit and PC (uploading - downloading programming and events) is logged in the events log.									
xx NETW. BREAK.	xx NETWORK BACK	CONTROL UNIT DESCR.PWR SUPP	230 Vac power outage of the control unit or of the bus connected auxiliary power supply units.						X			
AUTO TEST			The autotest is normally used to check whether the control unit is up and running via a telephone notification.									X
CODE N. xxx		DESCR. CODE	Entering a code (user or technician's) is logged in the events log.							X		
KEY N. xxx		DESCR. KEY	The action of approaching keys to inserters is logged in the events log.								X	
SYST BREAKDOWN	R. SYST BRK DWN		Generic system breakdown notification. The breakdown can be caused by the batteries, the 230 network, the power supply unit, or fuses).						X			
TECH ALRM ON	REP SYS TECH ALRM		Generic technical alarm event. It is generated with an area technical alarm (if it is not associated to an area's technical input, the system technical alarm is not generated).			X						
GEN SYST ALRM	REP GEN SYS ALRM		The generic general alarm event is generated with either an area alarm or a system tamper alarm.	X	X							
PWR SUPPLY BREAKDOWN xx		CONTROL UNIT DESCR.PWR SUPP	Notification of breakdown of control unit power supply unit - fuses and auxiliary power supply units on bus.						X			
POWER-ON			The event is logged when the control unit is powered up for the first time or it is reset (the re-start button is pressed on the control unit's board).									
24H ALARM ON	"REP 24H SYS"		Generic notification of tamper alarm (sabotage).		X							
24H ALARM xx	REP 24H ALRM xx	DESCR.AREA	When an input is in tamper state also the associated areas go into sabotage alarm mode. All tamper-type events which are not associated to any inputs, automatically trigger a tamper alarm of area 1.		X							
REM. CONT. xx		DES.REMOT.CTRL	Each time you act on the system's remote control, this is logged in the events log.									
REM. CODE N.xxx		DESCR.CODE	Entering a code (e.g. user) from remote (either voice guide or sms) is logged in the events log.							X		
TECH ALARM xx	REP.TECH ALRM xx	DESCR.AREA	When an input goes into alarm mode also the associated areas go into technical alarm mode.			X						
BURG ALARM xx	REP xx BRGLY ALRM	DESCR.AREA	When an input goes into alarm mode also the associated areas go into burglary alarm mode.				X					
COD CLR xxx		DESCR.CODE	Code xxx has been activated from the user menu. The chronologically previous CODE N. xxx event shows who has edited.									
COD RST xxx		DESCR.CODE	Code xxx has been activated from the user menu. The chronologically previous CODE N. xxx event shows who has edited.									
WRONG CODE		DESCR. KEYPAD	21 wrong codes have been inserted from keypads. The description is the one of the last keypad to have an insertion attempt.		X							
WRONG KEY		DESCR. INSERT.	21 invalid keys have approached inserters. The description is the one of the last inserter to have an insertion attempt.		X							

4 Reference laws

Below are the standards to bring the system up to code with standard EN 50131:
- The inserter buzzer notifications cannot be deactivated (EN50131-1 8.3.8.2);
- The "24H" and "Technological" inputs must not be used;
- The inputs configured as "Switch on" are compliant only if controlled from devices whose number of combinations exceeds 10000;
- If the system incorporates devices that report breakdowns, these must be connected to the breakdown input;
- The telephone combiner must be active;
- The system must contain an self-powered external siren to signal any intrusion alarms;
- The number of alarms for input auto-exclude must be set between 3 and 10;
- Power supply failure notification time must be set at one minute (1 min);
- Do not activate quick switching on;
- The "Stop Communication" option must not be activated when control unit is switched off;
- Input time 1 and 2 must be set to a maximum of 45 sec. (EN50131-1 8.3.8.2);
- The battery test time must be set above 5 minutes;
- Activate SEE SYSTEM STATUS setting at ≤ than xx seconds;
- Deactivate the function 'QUICK SWITCHING ON'.

5 Declaration

CE

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Declares under its own responsibility that the following products for security alarm units:

PROXINET36-PROXINET76-PROXINET192

… comply with essential requisites and dispositions, given by the following Directives and applicable Regulations listed below.

--- DIRECTIVES---

2006/95/CE	*Low Voltage Directive*
2004/108/CE	*Electromagnetic Compatibility Directive*
1999/05/EC	*Directive on radio equipment and Telecommunications Terminal Equipment and Mutual Acknowledgement of their Compliance to Standards.*
EN 50130-4 + A1 + A2	*Alarm systems.* *Part 4: Electromagnetic compatibility.*
EN 60950-1	*Information - Security technology equipment.* *Part 1: General requirements.*
EN 61000-6-3	*Electromagnetic compatibility (EMC).* *Part 6-3: General standards - Emission standard for residential, commercial and light industry zones.*
ETSI ES 203 021-1	*Terminal Equipment (Te); Attachment Requirements For Pan-European Approval For Connection To The Analogue Public Switched Telephone Networks (Pstns) Of Te (Excluding Te Supporting The Voice Telephony Service) In Which Network Addressing, If Provided, Is By Means Of Dual Tone Multi Frequency (Dtmf) Signalling.*
EN 300 220-3	*Electromagnetic Compatibility And Radio Spectrum Matters (Erm); Short Range Devices (Srd); Radio Equipment To Be Used In The 25 Mhz To 1 000 Mhz Frequency Range With Power Levels Ranging Up To 500 Mw;* *Part 3: Harmonized En Covering Essential Requirements Under Article 3.2 Of The R&Tte Directive.*
EN 301 489-3	*Electromagnetic Compatibility And Radio Spectrum Matters (Erm); Electromagnetic Compatibility (Emc) Standard For Radio Equipment And Services;* *Part 3: Specific Conditions For Short-Range Devices (Srd) Operating On Frequencies Between 9 Khz And 40 Ghz.*
EN 50130-5	*Alarm Systems* *Part 5: Environmental Test Methods.*
EN 50131-1	*Alarms systems - intrusion and burglary alarm systems.* *General Requirements.*
EN 50131-6	*Alarms systems - intrusion and burglary alarm systems.* *Part 6: Power suppliers.*
	Complies with the product standard CEI 79-2 Second Level.