

CA864 USER'S MANUAL

3.4 VERSION

WARNING

This manual contains information on limitations regarding product use and function and information on the limitations as to liability of the manufacturer. The entire manual should be carefully read.

August 2004

CONTENTS

INTRODUCTION	5
REGULAR DAILY CA864 ALARM SYSTEM PERFORMANCE	5
OTHER MANUALS	6
CONDITIONAL SYMBOLS USED IN THIS MANUAL	6
CA864 SOUND SIGNALS	7
Liquid crystal display (LCD) keypad	7
Light-emitting diode indication on LCD keypad	7
LED keypad keys	8
Scheme of user programmable menus from LCD keypad	9
Enabling ARMING mode	11
Enabling FULL ARMING mode	11
Method 1	11
Method 2	12
Method 3	13
Enabling STAY ARMING mode	14
Enabling FORCE ARMING mode	15
Enabling INSTANT ARMING mode	16
ARM ALL AREA command	17
Disarming	18
LOG-file event memory review	19
Zone BYPASS	22
User programming	23
CA864 alarm system user codes	23
Limitations on codes	24
Changing own user code	25
Setting user code parameters	26
Entering and Configuration of Proxi-cards in the System	29
Setting the built-in time and date	31
Allowing/disallowing engineer access to system parameters	32
Enabling/disabling upload and download of user codes to memocard	33
Enabling/disabling the CHIME sound signal	34
Programming display settings	35
Private display	36
Editing of the Logo on the Screen	37
Turning the sirens off	38
Special key combinations	38
LCD keypad office messages	38
Light-emitting diode (LED) indication keypad	39
LED keypad diode indications	39
Keys on LED keypad	40
Using LED keypad to ARM	41
Enable FULL ARMING mode from LED keypad	41
Method 1	41
Method 2	42
Method 3	43
Enable STAY ARMING mode from LED keypad	44
Enable FORCE ARMING mode from LED keypad	45
Enable INSTANT ARMING mode from LED keypad	46
Disarming from LED keypad	47
User programming from LED keypad	48
Changing own user code from LED keypad	48
Changing the combination of another user code from LED keypad	49

Enabling / Disabling CHIME sound signal from LED keypad	50
Setting the built-in clock from LED keypad	51
Zone BYPASS from LED keypad	52
Turning the sirens off	53
Special combination of LED keypad keys	53
Using Proxi-cards	54
How to disarm an area with a Proxi-card	54
How to arm an area with a Proxi-card.....	54
Unlocking electrical door lock with a Proxi-card	54

INTRODUCTION

This manual presents the information required for operating the CA864 Alarm System.

The CA864 Alarm System is based on a modular principle. System configurations have to be set by a system engineer.

The system can be divided into up to 16 independent areas.

The CA864 Alarm System sustains 96 user codes and Proxi-cards.

Control is exercised with the help of a keypad - with liquid-crystal display (LCD) or light-emitting diode indication (LED) and Proxi-cards.

REGULAR DAILY CA864 ALARM SYSTEM PERFORMANCE

1. Carefully read this manual to find out how the CA864 works.
2. Before working this system find out what you can do with the system and what you have to observe.
3. Adjustments to configurations can be done at any time.
4. The LCD keypad buttons are shown in Fig. 1.

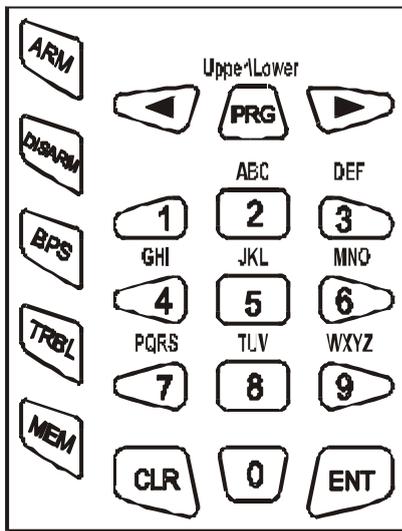


Fig. 1 LCD keypad

Both figures and letters can be keyed in. The letters and their respective figure correspondence are showed in Fig. 1.

Any figure or letter can be introduced depending on the number of clicks on the key. The PRG key changes capital to small case and vice-versa. Special symbols like space or coma can be introduced by keying in the 1 and 0 keys. The correspondence between the number of key clicks and the symbol to be displayed is showed in Table 1.

The arrows will shift the cursor within the edited section. Pressing ENT confirms any changes. Pressing CLR rejects the changes.

Table 1 Correspondence between number of key clicks and symbol

		Number of clicks							
		1	2	3	4	5	6	7	8
Keys	0	0		.	,	:	!	<	>
	1	1	-	=	+	\$	%	@	/
	2	2	A	B	C	?	?	?	?
	3	3	D	E	F	?	?	?	?
	4	4	G	H	I	?	?	?	?
	5	5	J	K	L	?	?	?	?
	6	6	M	N	O	?	?	?	?
	7	7	P	Q	R	S	?	?	?
	8	8	T	U	V	?	?	?	?
	9	9	W	X	Y	Z	?	?	?

OTHER MANUALS

1. CA864 Alarm System Programming Manual – provides information on system installation.
2. CA864 Alarm System User Manual – provides information on user level system handling.

CONDITIONAL SYMBOLS USED IN THIS MANUAL



This symbol indicates the operation performed on an LCD keypad. Specific instructions are provided in the text.



This symbol indicates the operation performed on a LED keypad. Specific instructions are provided in the text.



This symbol indicates the accompanying sound signal when operating the system. Specific instructions are provided in the text.

CA864 SOUND SIGNALS

CLICK – short sound when pressing any of the keys.

CONFIRMATION – one long and three short sounds for correctly performed action. It means that the action (introducing a code, initiating enabling or disabling arming mode, changing system configurations, etc) has been accepted by the system.

REJECTION – long sound for incorrectly performed action. It means that the action (introducing a code, initiating enabling or disabling arming mode, changing system configurations, etc) has been rejected by the system.

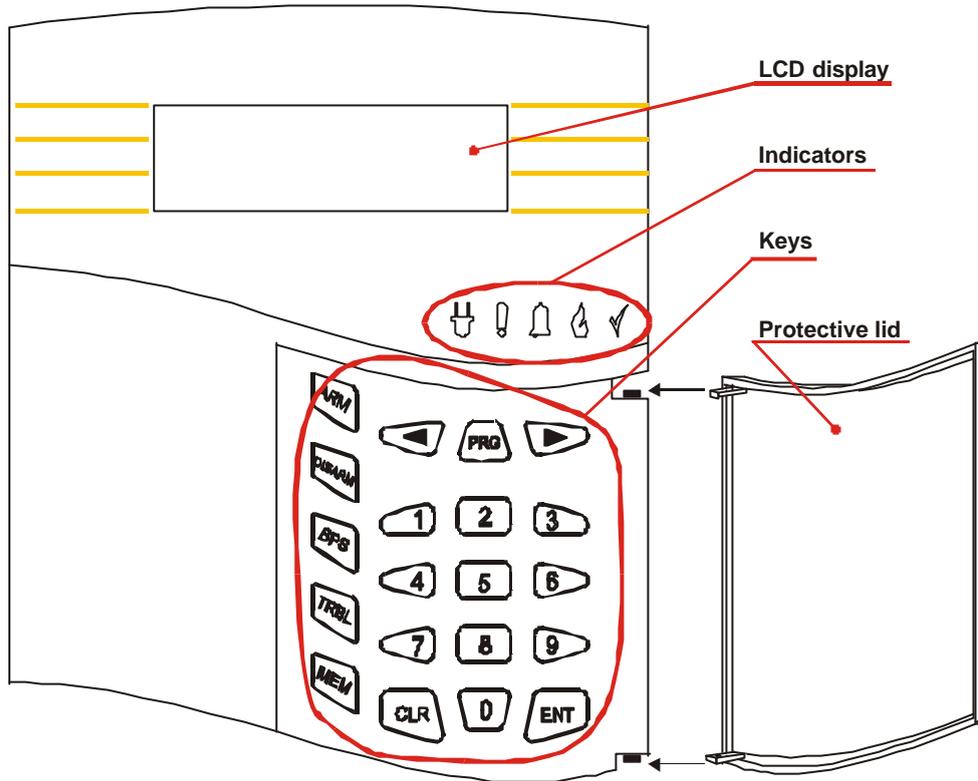
ENTRY TIME – uninterrupted sound heard after the armed territory has been tampered at any of the designated as entrances to zones. It counts the time for disarming the site.

EXIT TIME – broken sound heard after sending an arming command. It counts the time for vacating the armed territory. The frequency of the sound signal doubles ten seconds before the EXIT TIME expires.

SYSTEM TROUBLES – two short sounds heard when a problem occurs in the system.

CHIME – sound resembling a bell chime heard every time a zone, which has been assigned an attribute for a CHIME sound signal, has been breached.

Liquid crystal display (LCD) keypad



Light-emitting diode indication on LCD keypad

-  The symbol lights in green. Lights continuously when powered by the mains supply. Does not light when no mains supply is available.
-  The symbol lights in yellow. Lights continuously indicating system troubleshooting. The type of problem can be seen on the display. The probable problems are given in Table 2. In case of troubleshooting notify the technical assistant / service office.

Table 2. System trouble messages and meaning

Message	Meaning
AC loss	Loss of 220V mains supply.
AUX Power Failed	AUX power failed at main module.
Batt Loss	No battery or system battery failure.
Batt Low	Low system battery voltage.
Bus Error	Bus communication error with module.
PGM Power Failed	PGM power failed at main module.
Printer Problem	No paper in printer.
Tel 1 Failure.	Inbuilt communicator telephone 1 failure.
Tel 2 Failure.	Inbuilt communicator telephone 2 failure.
Tel 3 Failure.	Inbuilt communicator telephone 3 failure.
Tel 4 Failure.	Inbuilt communicator telephone 4 failure.
TL Fault	Telephone line fault

 The symbol lights in red. Lights continuously when the system is in alarm state or when memory for system alarm state is available.

 The symbol lights in red. Lights continuously when the system is in fire alarm state or when memory for system fire alarm state is available.

 Lights in red. Office indicator when programming system configurations.

LED keypad keys

0 - 9 keys – used to introduce user code.

ARM key – used for arming procedure.

DISARM key – used for disarming procedure.

BPS key – used for zone bypassing procedure.

TRBL key – used for reviewing the system trouble list.

MEM key – used for reviewing memory for Log File events.

PRG key – used to activate programming mode.

ENT key – used for confirming the set parameters or for transition to the next level in the structure of programming menus.

CLR key – used for rejecting the set parameters or for transition to the previous level in the structure of programming menus.

 key – used to move the cursor within the field or through the menus in one level in the structure of programming menus.

 key - used to move the cursor within the field or through the menus in one level in the structure of programming menus.

Scheme of user programmable menus from LCD keypad

The scheme of menus for the user code provides for quick reviewing of all user accessible CA864 alarm system menus.

There are two options for reaching a specific menu using the user code menus.

1. Use the left arrow, right arrow, and ENT and CLR keys to browse the menus. These keys are shown in the scheme.

The symbols representing the keys are as follows:



ENT key. Pressing the ENT key will access the next level in the menu structure.
Pressing the CLR key will access the previous level in the menu structure.

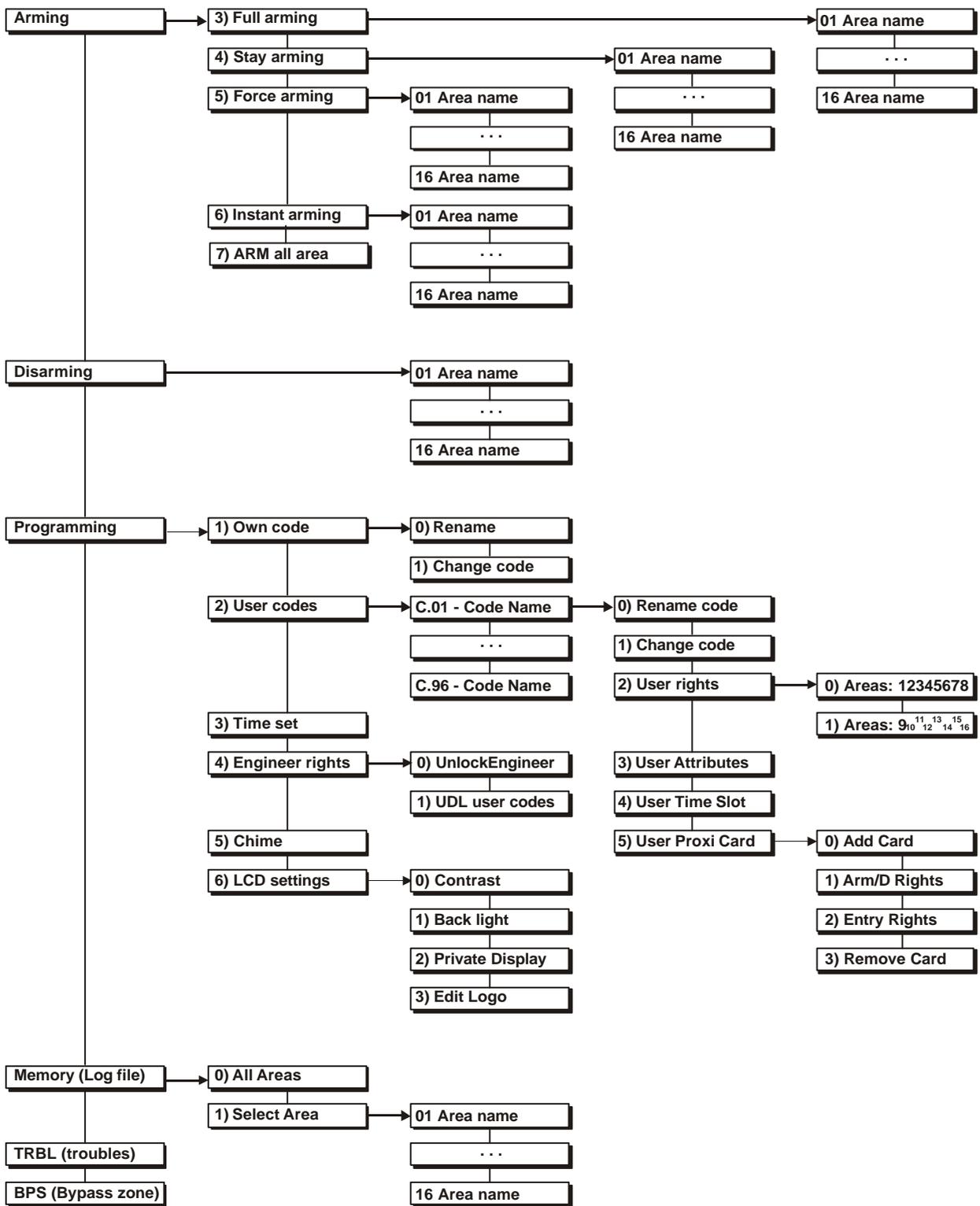


Right arrow key. Pressing the right arrow key will access the next menu of a given level in the menu structure.
Pressing the left arrow key will access the previous menu of a given level in the menu structure.

2. Use the short menu code when in programming mode. Here you only introduce the figure showed on the scheme in the respective menu and the system is immediately positioned in the desired menu. This method is quicker than the previous one because it only needs several key clicks. It also prevents from mistaken clicks.

The quick menu access code is not displayed on the keypad. It is on the scheme. Browsing the first level can only be done with the arrows. The short access codes to a specific menu are showed in the scheme. Where no such code has been displayed browsing can be done with the help of the arrows.

Scheme of user programmable menus from LCD keypad



Enabling ARMING mode

Every CA864 Alarm System area can be treated as an independent security system. Arming or disarming a specific zone does not interfere with the integrity of the remaining areas. Several arming modes are available. The arming mode depends on the programmed system parameters. All users need to have been instructed about the arming modes allowed for the respective area, the method of arming and the cases where each allowed arming mode can be employed.

Enabling FULL ARMING mode

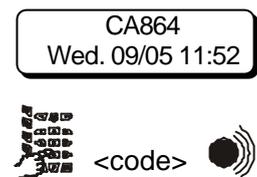
The Full Arming mode guards all zones in an area. Exit time starts running after an enable arm command is issued. This is the time for vacating the armed site (area) according to a predetermined route. An alarm incident will be created if a sensor is activated at the site (area) after the exit time runs out. A command enabling Full Arming can be issued using to one of the following methods:

Method 1

This is a standard method used where the user code has been attributed more than one arming modes.

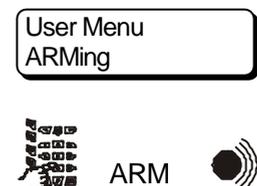
STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted. Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



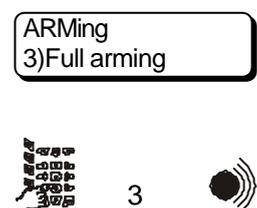
STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus. The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.



STEP 3. Press the 3 key for Full Arming mode.

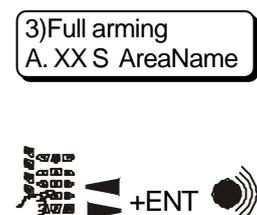
The CONFIRMATION sound signal will be heard if the user code has been assigned the arming attribute for Full Arming mode and the user can select the area. The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Full Arming mode.



STEP 4. Select XX area with the help of the arrows or by introducing the number. Confirm by pressing the ENT key.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.



STEP 4 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the arming command is issued, services this area as well;
- The keypad issuing the arming command services only one area, and the user code is enabled to work with that area, too.

The current S state is given for every displayed XX area serviced by the LCD keypad. The S state of an XX area is indicated by one symbol. The S symbols and their meanings are:

- symbol “-” - the XX area is not armed and in normal state.
- symbol “+” - the XX area is not armed and not ready for arming.
- symbol “f” - the XX area is in Full Arming mode.
- symbol “p” - the XX area is in Stay Arming mode.
- symbol “s” - the XX area is in Instant Arming mode.
- symbol “M” – memory is available for XX area.
- symbol “A” - the XX area is in alarm state.
- symbol “F” - the XX area is in fire state.
- symbol “ ” - the XX area is not serviced by this keypad or is not used in the system.

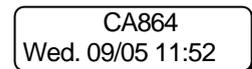
Method 2

This method is abridged and is used where the user code has been attributed only a Full Arming mode.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard and access to the user menu is granted when a valid user code is introduced.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the ARM key.

The CLICK sound signal will be heard and the user can select the area if the user code has been assigned the arming attribute for Full Arming mode only.

The REJECTION sound signal will be heard if the user code has not been assigned an arming attribute.



STEP 3. Select the area to be armed. Confirm by pressing the ENT key.

The CONFIRMATION sound signal will be heard and arming will be initiated if the user code is authorized to work with the area. The keypad zoom reports the exit time.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.



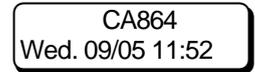
STEP 3 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the arming command is issued, services this area as well;
- The keypad issuing the arming command services only one area, and the user code is enabled to work with this area, too.

Method 3

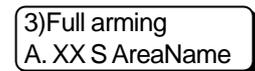
This is a quick method used where the respective area has been allowed arming by pressing one key. It always sustains the Full Arming mode.

STEP 1. Press the ARM key.



STEP 2. Select the area to be armed.

The CONFIRMATION sound signal is heard and arming initiated if the area has been permitted to be armed using this method and if the area has not already been armed. The keypad zoom reports the exit time. The REJECTION sound signal will be heard if the area has not been permitted to be armed using this method or if the area has already been armed and a different area can be selected.



STEP 2 is executed automatically by the system if the keypad issuing the arming command services only one area.

Enabling STAY ARMING mode

The Stay Arming mode arms all area zones except the Stay type zones. This arming mode is convenient for daytime arming when the fringe sectors of the site need to be secure and yet allow free movement inside.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus. The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.

User Menu
ARMing



STEP 3. Press the 4 key for Stay Arming mode.

The CONFIRMATION sound signal will be heard if the user code has been assigned the arming attribute for Stay Arming mode and the user can select the area.

The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Stay Arming mode.

ARMing
3)Full arming



STEP 4. Choose a number for the area to be armed. Confirm by pressing the ENT key.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.

4)Stay arming
A. XX S AreaName



STEP 4 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the arming command is issued, services this area as well;
- The keypad issuing the arming command services only one area, and the user code is enabled to work with this area, too.

Enabling FORCE ARMING mode

The Force Arming mode arms all area zones in the area.

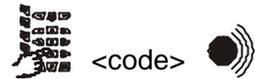
Particular about this type of arming is that it can be applied to open/active zones. The open zones with allowed automatic Bypass during arming will be automatically bypassed and will not be armed.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus.

The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.

User Menu
ARMing

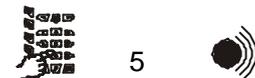


STEP 3. Press the 5 key for Force Arming mode.

The CONFIRMATION sound signal will be heard if the user code has been assigned the arming attribute for Force Arming mode and the user can select the area.

The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Force Arming mode.

ARMing
3)Full arming



STEP 4. Choose a number for the area to be armed. Confirm by pressing the ENT key.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.

5)Force arming
A. XX S AreaName



Enabling INSTANT ARMING mode

The Instant Arming mode arms all area zones except the Stay type zones. The Entry type zones function as Instant type zones.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted. Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus. The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.

User Menu
ARMing



STEP 3. Press the 6 key for Instant Arming mode.

The CONFIRMATION sound signal will be heard if the user code has been assigned the arming attribute for Instant Arming mode and the user can select the area.

The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Instant Arming mode.

ARMing
3)Full arming



STEP 4. Choose a number for the area to be armed. Confirm by pressing the ENT key.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.

6)Instant arming
A. XX S AreaName



Arm all areas command

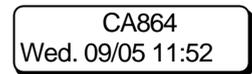
Arm all areas command arms all areas, which are allowed for arming with respective user code. These areas will be armed in Full arming mode.

If some area is not ready for arming it will remain disarmed. This area can be armed with repeated Arm all areas command execution when the area is in ready for arming state.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the ARM key.

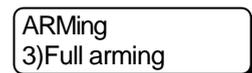
The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus. The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.



STEP 3. Press the 7 key for ARM all area mode.

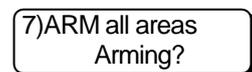
The CONFIRMATION sound signal will be heard if the user code has been assigned the arming attribute.

The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute.



STEP 4. Confirm by pressing the ENT key.

The CONFIRMATION sound signal will be heard and arming will be initiated. The keypad zoom reports the exit time.



Disarming

Entering an armed site will trigger off Entry Time. This is the time allowed for disarming the site without causing an alarm situation.

Any activities for disarming the site (area) have to be performed before the entry time runs out.

An alarm situation shall be created if by the end of entry time the site (area) is not disarmed.

Disarming activities are:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the DISARM key.

The CLICK sound signal will be heard if the user code has been assigned disarming attributes and the user will be granted access to the disarming menus.

The REJECTION sound signal will be heard if the user code has not been assigned disarming attributes.

User Menu
ARMinG



STEP 3. Choose a number for the area to be disarmed. Confirm by pressing the ENT key.

The CONFIRMATION sound signal will be heard if the user code is authorised to work with the area and disarming will be initiated.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been disarmed and a different area can be selected.

DISARMinG
A. XX S AreaName



STEP 3 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the disarming command is issued, services this area as well;
- The keypad issuing the disarming command services only one area, and the user code is enabled to work with this area, too.

LOG-file event memory review

The CA864 Alarm System sustains past event memory.

Access to event memory is provided to any user with assigned attribute to review said memory.

There are two reference options to past events in the system: reference to all areas or reference to a specific area within the system.

The messages and their meaning are provided in Table 3.

The event memory review activities are as follows:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the MEM key.

The CLICK sound signal will be heard if the user code has been assigned an event memory review attribute and the user will be allowed to choose the type of reference – for all areas or for a specific area.

The REJECTION sound signal will be heard if the user code has not been assigned an event memory review attribute.

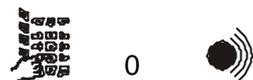
User Menu
ARMinG



STEP 3. Press 0.

Displays memory content for events in all areas within the system. Events are listed in the order of their occurrence. The first listed event is the latest recorded by the system. The list of events can be reviewed with the help of the arrows.

MEMory(Log file)
0)All Areas



STEP 4. Press the 1 key.

It is possible to select the area for which data from the event memory base can be reviewed.

With the help of the arrows select the reference area. Confirm the area selection by pressing the ENT key.

Memory content of events for the chosen system area is displayed.

Events are listed in the order of their occurrence. The first listed event is the latest recorded by the system. The list of events can be reviewed with the help of the arrows. Memory data report for events can be done for:

- all areas, if the user code works with all system areas.
- a given area, if it is included in the list of areas the user code works with.

MEMory(Log file)
0)All Areas



1)Select Area
A. XX S AreaName



A recording of every event in the event memory is reported in the following fields:

- R – recovering event
- XXX – event sequence number in the memory
- duz – number of (d) device, (u) user code or (z) zone
- ShortText – short text of the event
- Long Text – long text of the event
- A.XX – area number
- dd/mm – calendar data of event occurrence
- hh:mm – hour and minute of event occurrence

Pressing the ENT key will switch the display from short to long event message.

The short and long texts and their meaning are provided in a table.

RXXX duz ShortText
A.XX dd/mm hh/mm



Long Text
A.XX d/u/z

ENT

Table 3 Text and Meaning of Log Messages

Text		Meaning
Short	Long	
Medical	Medical alarm	Medical type ZZ zone has been activated or a Medical signal has been triggered from keyboard/DD device.
Fire	Fire alarm	Fire type ZZ zone has been activated or a Fire signal has been triggered from keyboard/DD device.
Panic	Panic alarm	Panic type ZZ zone has been activated or a Panic signal has been triggered from keyboard/DD device.
Duress	Duress	A UU code has been entered under duress.
Alarm	Burglary alarm	Entry Delay, Follow or Instant type ZZ zone has been activated.
Alarm	24 hour alarm	24h Burglary type ZZ zone has been activated.
Tamper	Tamper	Tamper type ZZ zone has been activated
ExpFail	Exp. module fail	Connection with DD module has failed along the rim
SenrTmp	Sensor tamper	A ZZ zone sensor has been self-armed.
Exp.Tmp	Exp. module tmp.	DD module has been self-armed.
24h nB	24h non-burglary	24h Non-burglary ZZ zone has been activated.
SystTrb	System trouble	PGM or AUX fuse of main module has failed.
AC loss	AC loss	220V mains power loss.
Battlow	Low system Batt.	Low system battery voltage.
SystRst	System reset	System hardware has been reset.
BattFlt	Batt test failed	No battery or blown system battery fuse.
Printer	PRN paper out	No paper in printer.
Printer	Local PRN failed	Connection to printer terminated along rim.
RAM bad	RAM checksum bad	Mistake in computed checksum in main module RAM.
C-tion	Fail to commun.	Communication failure in built-in communicator
UserO/C	User Open/Close	User arming via UU code.
AutoO/C	Auto. Open/Close	Automatic arming by time window. Marked by user code 65.
Arm Q	Quick Arming	Arming by keying in one key of the keyboard/DD device.
C-tion	CommunicationERR	Telephone line breakdown.
KeyOpen	Key switch Op/Cl	Arming by Key-switch type ZZ zone.
CallB-k	CallBack Request	Up/DownLoad system programming callback request has been received.
U/D OK.	Succ.Down.Access	Successfully completed Up/DownLoad system programming.
Bypass	Zone Bypass	Successful bypassing ZZ zone.
TestMan	M-ual T-ger Test	Manual test report via in-built communicator.
TestRep	Per. Test report	Periodic test report via in-built communicator.
TimeRST	Time/Date reset	System date and time resetting.
Eng In	Prog. mode entry	Programming mode entry.
Eng Out	Prog. mode exit	Programming mode exit.
Cancel	Cancel	Cancel day mode alarm.
System	System shut down	System power failure.
A-Arm F	Auto-arm failed	System auto-arm failure.
gBypass	Group bypass	Zone partial arming within an area.

Zone BYPASS

In case of failure a given zone will have to be bypassed. Arming an area will arm all zones except those, which have been bypassed. Therefore, it is recommended that this arming mode be used as a last resort.

The steps to bypass zones are as follows:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the BPS key.

The CLICK sound signal will be heard if the user code has been assigned a Bypass attribute and the user can choose the Bypass zone.

The REJECTION sound signal will be heard if the user code has not been assigned Bypass attributes.

User Menu
ARMing



STEP 3. Select bypass zones.

Only the zones meeting the following conditions can be bypassed:

- the zone has not been armed
- the zone is within an area, which is serviced by the introduced user code
- the zone has been enabled bypass

There are two methods to select bypass zones:

BPS(Bypass zone)
01 i0101 ZoneName



METHOD 1:

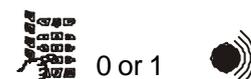
The system zone list can be browsed with the help of the arrows. Pressing the ENT key will bypass the specified zone.

Pressing the 1 key will bypass the zone.

Pressing the 0 key will undo zone bypass.

Single click the ENT or CLR keys to switch over to the list of zones.

01 i0101 ZoneName
Not bypassed



METHOD 2:

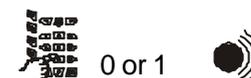
Introduce the zone system number. Pressing the ENT key will bypass the specified zone.

Pressing the 1 key will bypass the zone.

Pressing the 0 key will undo zone bypass.

Single click the ENT or CLR keys to switch over to the list of zones.

xx i0101 ZoneName
Not bypassed



User programming

Every system user has access to the programme configuration menus related to regular daily performance.

Adjusting some of these parameters requires the user code to be assigned attributes (rights). The system engineer or manager sets the user code attributes.

The attached scheme of menus shown in “**SCHEME OF USER PROGRAMMABLE MENUS FROM LCD KEYPAD**” makes user programming easier.

CA864 alarm system user codes

The CA864 Alarm System maintains 96 user codes and 1 system engineer code.

The engineer code provides access to system parameters.

Each system user code contains the following parameters:

- name;
- attachment to one or several areas;
- attributes for performing functions in these areas;
- time slot for limiting the function of the respective code.

The system engineer or manager can configure user code parameters.

The user code name consists of 8 symbols and can contain figures, capital and small letters in both the Cyrillic and Latin alphabets. Table 1 shows the correspondence between the number of clicks on the key and the symbol displayed.

There is no restriction to the attachment of a code to areas. Note that the code attributes will be the same for all areas, which have been attached.

Each system user code is assigned attributes, which determine the functions that can be performed with that code. The attributes and their functions are given in Table 4.

!Where no attributes are assigned to a user code, that code will remain inactive!

The function of the code can be limited in time with the help of a time slot. For example, a given code or area can be assigned access restriction during non-working hours. This means that the codes will remain active only during working hours, e.g. 8:00 to 17:00h.

!Only the system engineer can configure Time slots. To avoid errors consult the system engineer when using time slots!

The user code can only contain the digits 0 to 9.

The length of the user code can be of 4 or 6 digits. The system engineer sets the working length.

The CA864 Alarm System automatically maintains an Ambush Code. This code is used in irregular situations where the system user is forced to disarm the site. Introducing an Ambush Code will cause the same action which introducing the user code would cause, and at the same time will send an ambush signal to the security office.

!Introducing an Ambush Code will not activate system sirens. The keypads will not display any alarm situation information!

The ambush code is set by adding 1 to the respective user code. For example, if the user code is 1234 the ambush code will be 1235. Where the user code ends on 9 (for example 1239), there will be no carry over to the more significant digit. In this example the ambush code will be 1230.

!User codes and ambush codes in the system cannot be repeated. If the system refuses to accept code adjustments, change the figure configuration of the code!

Depending on the attributes assigned to the user code, system codes can be classified as follows:

Main user – the main attributes are assigned – full arming and disarming.

Standard user – in addition to full arming and disarming, a bypass attribute is also assigned.

Special user – other arming type attributes are assigned in addition to full arming, disarming and bypass attributes.

Manager – the manager can use all options of the system. He is further responsible for setting up and configuring user codes.

Limitations on codes

The manager configures the user codes in the system. There is no limitation to the number of system managers.

Every manager must comply with the following limitations:

- When setting up and configuring a new user code, the attributes assigned thereto cannot exceed those assigned for the respective manager.
- Areas, which are not listed with the respective manager, cannot be assigned when configuring the areas for the user code.
- The manager cannot exceed his own rights – assign new attributes and add new areas to his list.

!Failure to abide by any of the above restrictions will sound the REJECTION sound signal and the OVER YOUR RIGHTS message will be displayed!

- The manager cannot alter the configurations of those codes, which have a list of the working areas that is different from that of the manager. It is permissible for the user code list to coincide or to be part of the manager list.

!Failure to abide by this restriction will sound the REJECTION sound signal and the Access denied message will be displayed!

The following restrictions apply to user codes, including manager codes:

- The user code can only be used on the keypad, which has a list of working areas completely, or partially coinciding with the list of areas the user code works with.
- All Areas Log File event memory review can only be done from a user code with a set Lg attribute and rights to all system areas.
- Select Area Log File event memory review can only be done from a user code with a set Lg attribute and right to work with the respective area.

Changing own user code

Every system user can change the name and the combination of the own user code.

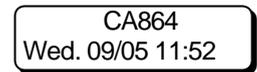
Changing the name and the combination of the user code requires for the current combination of the code to be available.

Follow the steps below to change the name and combination of the own user code:

STEP 1. Introduce user code.

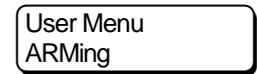
The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



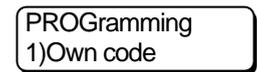
STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.



STEP 3. Press the 1 key.

The CLICK sound signal will be heard and the user will be granted access to the own code configuration.



STEP 4. Press the 0 key.

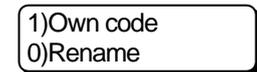
The CLICK sound signal will be heard and the user will be granted access to the own code name.

The length of the field for the own user code name is 8 symbols. The available symbols and their correspondence to the number of key clicks is given in Table 1.

The PRG key switches over between capital and small letters.

The cursor can be moved within the field with the help of the arrows.

Any corrections to the user code name can be confirmed by pressing the ENT key.



STEP 5. Press the 1 key.

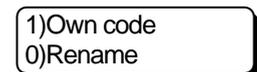
The CLICK sound signal will be heard and the user will be allowed to introduce a new own code.

The system engineer sets the length of the code.

Introduce the new code. A REJECTION sound signal means that the new code has been rejected by the system and the combination of the new code needs to be changed.

If the new code is accepted by the system, it can be introduced a second time.

If the two codes coincide the CONFIRMATION sound signal will be heard and the new code is then accepted. The old code is thereof invalid.



Setting user code parameters

Only a manager attributed code can change user code configurations without having the combination of the current code combination.

Follow the steps below to adjust the user code configurations:

STEP 1. Introduce manager code.

The CONFIRMATION sound signal is heard when a valid manager code is introduced and access to the user menu is granted.

Introducing an invalid manager code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the manager will be granted access to the programming menus.

User Menu
ARMinG



STEP 3. Press the 2 key.

The CLICK sound signal will be heard and the manager will be granted access to the user code list.

The REJECTION sound signal is heard if an invalid manager code is introduced and access to the list of user codes is denied.

PROGramming
1)Own code



STEP 4. Select user code.

There are two methods to select user code:

- browse the user code list with the help of the arrows. Pressing the ENT key will confirm the selected user code.
- introduce user code number. Pressing the ENT key will confirm the selected user code.

The CLICK sound signal is heard if the selected user code meets the requirements of item Limitations on Codes and access to the selected code parameters is granted.

The REJECTION sound signal will be heard if the selected user code does not meet these conditions and a chance to select a different user code will be granted.

The "*" symbol marks the user codes used in the system.

2)User codes
C. 01 * Code01



STEP 5. Press the 0 key.

The CLICK sound signal will be heard and the manager will be granted access to the name of the selected user code.

The length of the field for the user code name is 8 symbols. The available symbols and their correspondence to the number of key clicks are given in Table 1.

The PRG key switches over between capital and small letters.

The cursor can be moved within the field with the help of the arrows.

Any corrections to the user code name can be confirmed by pressing the ENT key.

C. 01 * Code01
0)Rename code



0)Rename code
new: Code01



STEP 6. Press the 1 key.

The CLICK sound signal will be heard and the manager will be granted access to the combination of the selected user code.

The length of the user code can be of 4 or 6 digits. The system engineer sets the length.

For authenticity the code combination has to be introduced twice.

The new code can be rejected where:

- the two set combinations do not match.
- a code with such combination already exists in the system.

Another parameter can be selected after the new user code configuring is completed.

C. 01 * Code01
0)Rename code



1)Change code
new:[]



STEP 7. Press the 2 key.

The CLICK sound signal will be heard and the manager will be granted access to the list of areas for the user code.

The areas within the system are divided in two – from first to eighth (by pressing the 0 key) and from ninth to sixteenth (by pressing the 1 key). The list of areas can be drawn up by assigning to each area the following status:

- pressing the 1 key will include the area in the list. This will be indicated with the "*" symbol.
- pressing the 0 key will exclude the area from the list. This will be indicated with the "-" symbol.

Pressing the ENT key will confirm the programmed configuration.

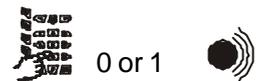
The CONFIRMATION sound signal will be heard if the set list meets the restrictions described in item Limitations on Codes and the list of areas the user code is to work with will then be accepted. Otherwise the REJECTION sound signal will be heard and the list will be rejected.

After the list of areas the user code will be set up with is completed press the CLR key. The next user code parameter can be selected.

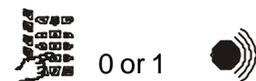
C. 01 * Code01
1)Change code



2)User rights
0)Upon Areas 1-8



Areas 1 8
0/1 : - - - - -



STEP 8. Press the 3 key.

The CLICK sound signal will be heard and the manager will be granted access to the user code attributes.

The user code attributes and the rights, which they assign, are provided in a table 4.

Any arbitrary combination of attributes can be assigned as user code.

Pressing the 1 key enables the respective attribute. This is marked with the "*" symbol.

Pressing the 0 key disables the respective attribute. This is marked with the "-" symbol.

Any corrections to user code attributes can be confirmed by pressing the ENT key.

The CONFIRMATION sound signal will be heard if the set attributes meet the restrictions described in item Limitations on Codes and the user code attributes will be accepted. Otherwise the REJECTION sound signal will be heard and the set attributes will be rejected.

After the user code attributes have been set, the next user code parameter can be selected.

C. 01 * Code01
1)User rights



3)UserAttributes
- Full arming

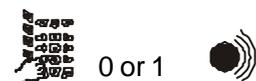


Table 4. Attributes and assignments to user codes

Attribute		Function
Lg	Log File	Authority to review memory for zone Log-file events the user code belongs to
Pf	Part Force/Force Arming	Authority to Force type arming
Ps	Part Set/Stay and Instant Arming	Authority to Stay and Instant type arming
Mg	Manager	Authority of manager creates and edits user codes
Bp	Bypass	Authority to terminate Bypass zones
Us	Unset	Authority to disarm
Td	Time and Date Set	Authority to change system time
Fs	Full Set	Authority to arm Full Set

STEP 9. Press the 4 key.

The CLICK sound signal is heard and the manager is granted access to set a time slot to limit the user code validity.

The system engineer configures time slots.

!The assigned time slot will restrict the validity of the user code in time. It is advisable to consult the system engineer!

The time slot assigned to the user code can be confirmed by pressing the ENT key.

C. 01 * Code01
3)User Attribut.



enter Time slot
N 01 . . 25 : 00



Entering and Configuration of Proxi-cards in the System

Only codes with managerial attributes can be used to change the parameters of a user code without knowledge of the current code combination.

The sequence of operations for entering and configuration of Proxi-cards is as follows:

STEP 1. Enter manager code.

The sound signal CONFIRMED is heard upon entry of a valid manager code and access is provided to the user menus.

The sound signal DENIED is heard upon entry of an invalid manager code and an opportunity is given to re-enter the manager code.

CA864
Wed. 09/05 11:52



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.

User Menu
ARMinG



STEP 3. Press button 2.

The sound signal CLICK is heard and the manager is provided access to the list.

If the code entered is not a manager code, the sound signal DENIED is heard and access to the list of user codes is denied.

PROGramming
1)Own code



STEP 4. Select a user code.

A user code can be selected in any of the following ways:

- Use the arrows to highlight the list of user codes. Press the ENT button to confirm the selected user code.

- Enter the number of the user code. Press the ENT button to confirm the selected user code.

If the selected user code meets the requirements described in the Code Restrictions Section, the sound signal CONFIRMED is heard and access is provided to the parameters of the selected code.

Otherwise the sound signal DENIED is heard and an opportunity is given to select another user code. The "*" sign is used to denote user codes which are used in the system.

2)User codes
C. 01 * Code01



STEP 5. Press button 5.

The sound signal CLICK is heard and the manager is provided access to the addresses for operation of Proxi-cards.

C.01 * Code01
0)Rename



STEP 6. Press button 0.

The sound signal CLICK is heard and the manager is given the opportunity to enter the Proxi-card for the selected user code. Press the ENT button once to run the entering procedure.

Bring the card to a reader in the system.

The sound signal CONFIRMED will show successful reading and entering of the card in the system.

If the card brought to the reader has already been entered into the system, entry will be denied as shown by the sound signal DENIED.

5)User ProxiCard
0)Add Card



0)Add Card
start?

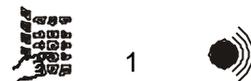


5)User ProxiCard
0)Add Card

STEP 7. Press button 1.

The sound signal CLICK is heard and the manager is given access to programming of a group the security of which will be put or removed with the card.

Enter the group number. The group must be accessible to the user code. Press the ENT button once to confirm the programmed configuration.



1)Arm/D. Rights
to Areas N: 00



STEP 8. Press button 2.

The sound signal CLICK is heard and the manager is given access to the setting of groups whose doors can be entered with the Proxi-card.

Groups are divided into two parts – 1 through 8 and 9 through 16. Press button 0 to access the first part and press button 1 to access the second part.

Press button 1 to enable a group. This is indicated by the "*" sign.

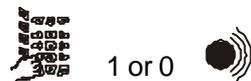
Press button 0 to disable a group. This is indicated by the "-" sign.

Press the ENT button once to confirm the group settings.

5)User ProxiCard
1)Arm/D. Rights



2)Entry rights
0)Areas: 12345678



5)User ProxiCard
2)Entry rights

STEP 9. Press button 3.

The sound signal CLICK is heard and the manager is given access to the procedure for removing the Proxi-card from the system.

Press the ENT button once to run the procedure.



3)Remove Card
start?



Setting the built-in time and date

The CA864 Alarm System maintains a clock in real time. The settings of the clock determine the proper performance of the system – automatic arming and disarming modes, sending text messages to monitoring stations, recording events in memory, etc.

Setting the system clock and date requires a code with an attribute assigned for their adjustment. The system clock and date can be adjusted as follows:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.

User Menu
ARMIing



STEP 3. Press the 3 key.

The CLICK sound signal will be heard if the user code has been assigned a clock and date adjustment attribute and the user can adjust the time and date. The REJECTION sound signal will be heard if the user code has not been assigned a clock and date adjustment attribute.

PROGRAMming
1)Own code



STEP 4. Introduce the new time and date.

The time and date are introduced as follows:

- yy - year

- dd/mm – date and month (using 0 as first digit where appropriate)

- hh:mm – hours and minutes (using 0 as first digit where appropriate)

The cursor can be moved within the field with the help of the arrows.

Any corrections to system time and date can be confirmed by pressing the ENT key. The REJECTION sound signal will be heard where invalid

values for date and time are introduced, the correction is rejected and has to be repeated.

3)Time set
20yy dd/mm hh:mm



Allowing/disallowing engineer access to system parameters

Every code with a manager assigned attribute can control the system engineer access to system parameters. Thus, changes to system configurations without manager acknowledgement will be avoided. The permission is valid only for a single access to the programming mode of the system parameters. The following steps allow engineer access to system parameters:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted. Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.

User Menu
ARMing



STEP 3. Press the 4 key.

The CLICK sound signal will be heard if the user code has been assigned a manager attribute and the engineer is granted access to system parameters. The REJECTION sound signal will be heard if the user code has not been assigned a manager attribute.

PROGramming
1)Own code



STEP 4. Engineer access to system parameters is allowed or disallowed.

Pressing 1 allows engineer access to system parameters. Pressing 0 disallows engineer access to system parameters. Single click ENT or CLR to exit the menu.

4)EngineerRights
0)UnlockEngineer



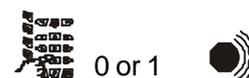
STEP 5. Authorize or deny the engineer access to the parameters of the system. It is possible to set single access (Single) or permanent access (Always) of the engineer to the parameters of the system. Choose one or the other types of access by using the arrows.

Press button 1 to authorize access of the engineer to the parameters of the system.

Press button 0 to deny the selected type of access of the engineer to the parameters of the system.

Press the ENT or CLR button once to exit the menu.

0)UnlockEngineer
- Single



Enabling/disabling upload and download of user codes to memocard

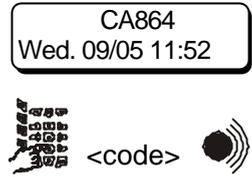
Every Manager code in the system can allow or disallow Uploading and Downloading of User codes to Memocard.

The following steps enable or disable the Upload and Download of User codes to Memocard:

STEP 1. Introduce user code.

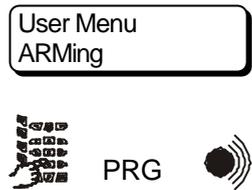
The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



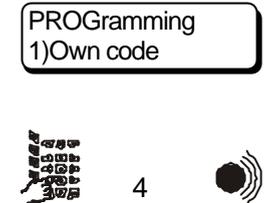
STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.



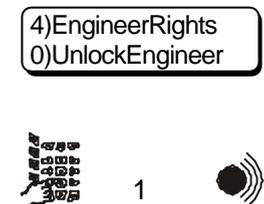
STEP 3. Press the 4 key.

The CLICK sound signal will be heard if the user code has been assigned a manager attribute and the engineer is granted access to system parameters. The REJECTION sound signal will be heard if the user code has not been assigned a manager attribute.



STEP 4. Press the 1 key.

The CLICK sound signal will be heard if the user code has been assigned a manager attribute and the engineer is granted access to system parameters. The REJECTION sound signal will be heard if the user code has not been assigned a manager attribute.

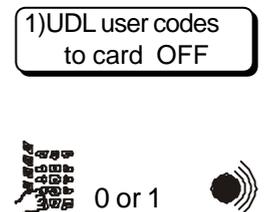


Step 5. The Uploading and Downloading of User codes to Memocard is enabled or disabled.

Pressing 1 enables the Uploading and Downloading of User codes to Memocard.

Pressing 0 disables the Uploading and Downloading of User codes to Memocard.

Single click ENT or CLR to exit the menu.



Enabling/disabling the CHIME sound signal

The CA864 Alarm System maintains a CHIME sound signal. It is heard every time a zone in daytime mode is activated. The zone has to have been assigned a CHIME sound signal attribute. The CHIME sound signal can be enabled or disabled for every individual keypad. Enable or disable can be assigned by every valid user for the respective keypad user code. The following steps enable or disable the CHIME sound signal:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted. Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.

User Menu
ARMinG



STEP 3. Press the 5 key.

The CLICK sound signal will be heard and the user will be permitted to enable or disable the CHIME sound signal.

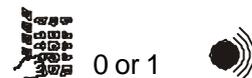
PROGramming
1)Own code



Step 4. The CHIME sound signal is enabled or disabled.

Pressing 1 enables the CHIME sound signal. Pressing 0 disables the CHIME sound signal. Single click ENT or CLR to exit the menu.

5)Chime
0/1 OFF



Programming display settings

This function programmes LCD keypad display settings – contrast of letters and backlight brightness of the display. The adjustment is only valid for the respective keypad.

Contrast of letters and backlight brightness of display can be programmed by any user code allowed to work with the keypad.

The following steps will programme LCD keypad display settings:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.

CA864
Wed. 09/05 11:52



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.

User Menu
ARMIing



STEP 3. Press the 6 key.

The CLICK sound signal will be heard and the user will be permitted to programme display settings.

PROGramming
1)Own code



STEP 4. Press the 0 key.

The CLICK sound signal will be heard and the user will be permitted to programme display contrast.

Increase or reduce the contrast of the letters on the display using the arrows. Settings are confirmed by pressing the ENT key.

6)LCD settings
0)Contrast



STEP 5. Press the 1 key.

The CLICK sound signal will be heard and the user will be permitted to programme display backlight brightness.

Increase or reduce the display backlight brightness using the arrows. Settings are confirmed by pressing the ENT key.

6)LCD settings
1)Backlight



Private display

The LCD display keypads maintain a Private Display office mode where system groups and status are showed – armed, disarmed, alarm, etc.

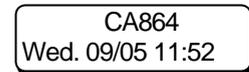
The areas compatible with the keypad will only be displayed.

The following steps will switch over to Private Display office mode:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



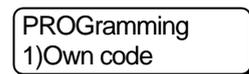
STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.



STEP 3. Press the 6 key.

The CLICK sound signal will be heard and the user will be permitted to programme display settings.



STEP 4. Press the 2 key

The CLICK sound signal will be heard and the user will be permitted to programme Private display allowance.

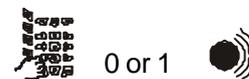


STEP 5. The Private Display office mode is allowed or disallowed.

Pressing 1 allows the Private Display office mode.

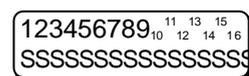
Pressing 0 disallows the Private Display office mode.

Single click ENT or CLR to exit the menu.



The current S state is given for every displayed XX area serviced by the LCD keypad. The S state of an XX area is indicated by one symbol. The S symbols and their meanings are:

- symbol “-” - the XX area is not armed and in normal state.
- symbol “+” - the XX area is not armed and not ready for arming.
- symbol “f” - the XX area is in Full Arming mode.
- symbol “p” - the XX area is in Stay Arming mode.
- symbol “s” - the XX area is in Instant Arming mode.
- symbol “M” – memory is available for XX area.
- symbol “A” - the XX area is in alarm state.
- symbol “F” - the XX area is in fire state.
- symbol “ ” - the XX area is not serviced by this keypad.

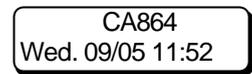


Editing of the Logo on the Screen

The logo of keyboards with LCD screen may be edited at the owner's choice. The logo may include up to 16 characters – numbers and letters. The procedure for editing the logo on the screen is as follows:

STEP 1. Enter user code.

The sound signal CONFIRMED is heard upon entry of a valid user code and access is provided to the user menus. The sound signal DENIED is heard upon entry of an invalid manager code and an opportunity is given to re-enter the user code.



CA864
Wed. 09/05 11:52



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.

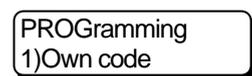


User Menu
ARMing



STEP 3. Press the 6 key.

The CLICK sound signal will be heard and the user will be permitted to programme display settings.



PROGRAMming
1)Own code



STEP 4. Press button 3.

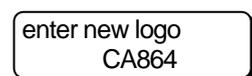
The sound signal CLICK is heard and an opportunity is given to edit the logo on the keyboard screen.



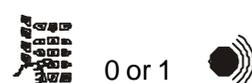
6)PrivateDisplay
0)Contrast



STEP 5. Enter a new logo on the screen.



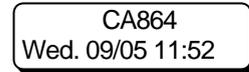
enter new logo
CA864



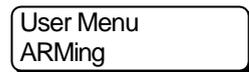
Turning the sirens off

An alarm event would normally activate system sirens. The following steps will switch off the siren alarm signal:

STEP 1. Introduce a valid user code.



STEP 2. Press the DISARM key.



Special key combinations

Pressing the CLR and ENT keys at the same time will trigger off the PANIC signal alarm.

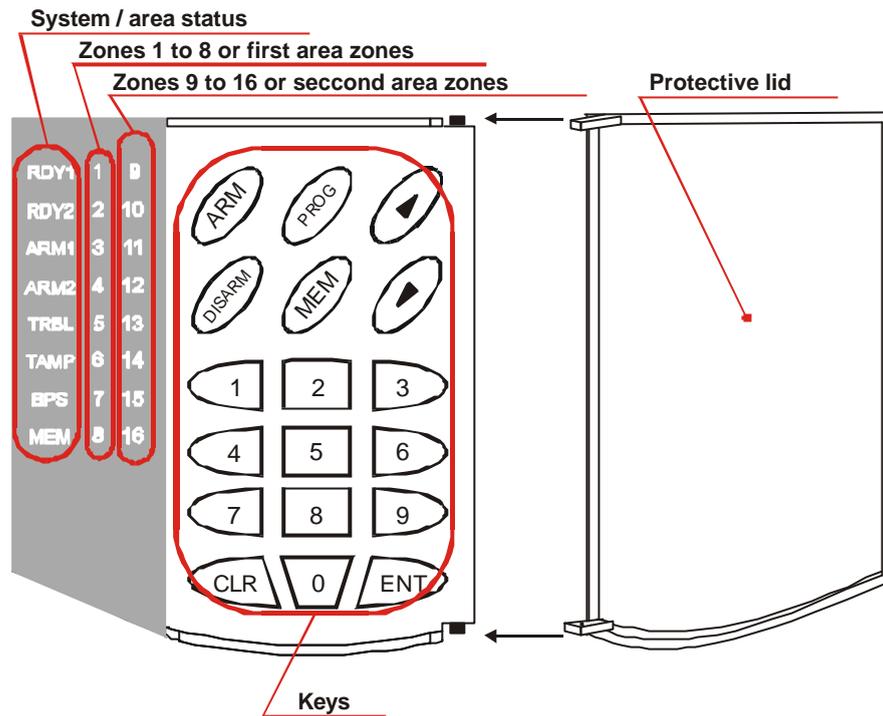
Pressing the 1 and 3 keys at the same time will trigger off the MEDICAL panic signal alarm.

Pressing the 4 and 6 keys at the same time will trigger off the FIRE panic signal alarm.

LCD keypad office messages

Armed	- successful arming.
Disarmed	- successful disarming.
Already armed	- the area has already been armed.
Already disarmed	- the area has already been disarmed.
! First disarm !	- the area is under some type of arming – it must first be disarmed.
Leave area	- leave the area (when arming).
Area isn't ready	- the area is not ready to be armed (it has open zones).
TimeSlot Expired	- the code validity time has expired.
Code not in use!	- the code is not currently used.
already exists !	- the code exists (when changing codes).
try again	- try again (where error during code change).
confirm:[- confirm code.
confirming ERROR	- confirmation error.
code is changed	- successful code change.
code is cleared	- successfully deleted code.
Bypassed	- the zone has been bypassed (menu: zone bypass).
Not bypassed	- the zone has not been bypassed.
OVER YOUR RIGHTS	- exceeding rights (where user rights are assigned).

Light-emitting diode (LED) indication keypad



LED keypad diode indications

RDY1 – lights in green. It lights uninterruptedly when first area / system is ready to be armed.

RDY2 – lights in green. It lights uninterruptedly when second area is ready to be armed.

ARM1 – lights in red. It lights uninterruptedly when first area / system is armed. Flashes quickly during entry or exit time of first area. Flashes slowly in armed mode for first area with bypassed zones.

ARM2 – lights in red. It lights uninterruptedly when second area is armed. Flashes quickly during second area entry or exit time of second area. Flashes slowly in armed mode for second area with bypassed zones.

TRBL – lights in red. It lights uninterruptedly during system trouble. Probable trouble shootings are given in Table 5.

TAMP – lights in red. It lights uninterruptedly when the self-protection circuit of a zone in the adjacent area has been breached. The light-emitting diode of the respective zone also lights at the same time.

BPS – lights in red. Flashes where bypassed zones in serviced areas are available. Light-emitting diodes of bypassed zones flash synchronically with BPS light-emitting diode.

MEM – lights in red. It lights uninterruptedly where an alarm situation or alarm situation memory is available in the system. It flashes where a fire situation in the system or fire situation memory in the system is available.

Table 5. System Trouble Messages and their Meaning

Light-emitting diode	Message
01	No 220V mains supply.
02	Low system battery voltage.
03	Lost system battery or blown battery fuse of main module.
06	Blown AUX fuse of main module.
07	Blown PGM fuse of main module.
08	No telephone line.
09	Communication with telephone 1 of integrated communicator failed.
10	Communication with telephone 2 of integrated communicator failed.
11	Communication with telephone 3 of integrated communicator failed.
12	Communication with telephone 4 of integrated communicator failed.
15	Bus connection with module interrupted.
16	No paper in the printer.

Keys on LED keypad

0 - 9 keys – used to introduce user code.

ARM key – used for arming procedure.

DISARM key – used for disarming procedure.

PROG key – used to activate programming mode.

MEM key – used for reviewing problems in System Troubles. The possible problems are shown in Table 5.

ENT key – used for confirming set parameters or transition to the next level in the structure of programming menus.

CLR key – used for rejecting set parameters or transition to the previous level in the structure of programming menus.

 key – used to move the cursor within the field or through the menus in one level in the structure of programming menus.

 key - used to move the cursor within the field or through the menus in one level in the structure of programming menus.

Using LED keypad to ARM

Every CA864 Alarm System area can be treated as an independent security system. Arming or disarming a specific zone does not interfere with the integrity of the remaining areas.

Several arming modes are available. The arming mode depends on the programmed system parameters. All users need to have been instructed about the arming modes allowed for the respective area, the method of arming and the cases where each allowed arming mode can be employed.

Enable FULL ARMING mode from LED keypad

The Full Arming mode guards all zones in an area.

Exit time starts running after an enable arm command is issued. This is the time for vacating the armed site (area) according to a predetermined route.

An alarm incident will be created if a sensor is activated at the site (area) after the exit time runs out.

A command enabling Full Arming can be issued when the respective area is ready. The RDY1 or RDY2 diodes light up uninterruptedly to indicate readiness to be armed.

Depending on the area the ARM1 or ARM2 diodes do not light up where there is no readiness to be armed and the active zone will be indicated in the zone diode column.

A command enabling Full Arming can be issued using to one of the following methods:

Method 1

This is a standard method used where the user code has been attributed more than one arming modes.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus.

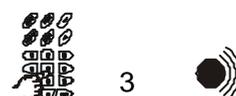
The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.



STEP 3. Press the 3 key for Full Arming mode.

The CLICK sound signal will be heard if the user code has been assigned the arming attribute for Full Arming mode and the user can select the area.

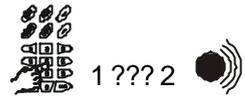
The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Full Arming mode.



STEP 4. Select the area by pressing the 1 key for first area or 2 key for second area.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time. During exit time, depending on the area, which has been issued the command, the ARM1 or ARM2 diode flashes quickly.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.



STEP 4 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the arming command is issued, services this area as well;
- The keypad issuing the arming command services only one area, and the user code is enabled to work with this area, too.

Method 2

This method is abridged and is used where the user code has been attributed only a Full Arming mode.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard and access to the user menu is granted when a valid user code is introduced.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the ARM key.

The CLICK sound signal will be heard and the user can select the area if the user code has been assigned the arming attribute for Full Arming mode only.

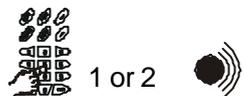
The REJECTION sound signal will be heard if the user code has not been assigned an arming attribute.



STEP 3. Select the area to be armed – the 1 key for first area and 2 for second.

The CONFIRMATION sound signal will be heard and arming will be initiated if the user code is authorized to work with the area. The keypad zoom reports the exit time.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.



STEP 3 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the arming command is issued, services this area as well;
- The keypad issuing the arming command services only one area, and the user code is enabled to work with this area, too.

Method 3

This is a quick method used where the respective area has been allowed arming by pressing one key. It always sustains the Full Arming mode.

STEP 1. Press the ARM key.



STEP 2. Select the area to be armed.

The CONFIRMATION sound signal will be heard and arming initiated if the area has been permitted to be armed using this method and if the area has not already been armed. The keypad zoom reports the exit time.



The REJECTION sound signal will be heard if the area has not been permitted to be armed using this method or if the area has already been armed and a different area can be selected.

STEP 2 is executed automatically by the system if the keypad issuing the arming command services only one area.

Enable STAY ARMING mode from LED keypad

The Stay Arming mode arms all area zones except the Stay type zones.

This arming mode is convenient for daytime arming when the fringe sectors of the site need to be secure and yet allow free movement inside.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus.

The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.



STEP 3. Press the 4 key for Stay Arming mode.

The CLICK sound signal will be heard if the user code has been assigned the arming attribute for Stay Arming mode and the user can select the area.

The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Stay Arming mode.



STEP 4. Choose a number for the area to be armed - the 1 key for first area and 2 for second.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time. The ARM1 or ARM2 diodes, depending on the area, flash slowly thus indicating bypass zones arming

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.



STEP 4 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the arming command is issued, services this area as well;
- The keypad issuing the arming command services only one area, and the user code is enabled to work with this area, too.

Enable FORCE ARMING mode from LED keypad

The Force Arming mode arms all area zones in the area.

Particular about this type of arming is that it can be applied to open/active zones. The open zones with allowed automatic Bypass during arming will be automatically bypassed and will not be armed.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus.

The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.



STEP 3. Press the 5 key for Force Arming mode.

The CLICK sound signal will be heard if the user code has been assigned the arming attribute for Force Arming mode and the user can select the area.

The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Force Arming mode.



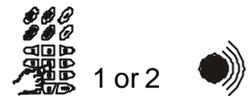
STEP 4. Choose a number for the area to be armed - the 1 key for first area and 2 for second.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time.

Where during arming no zones are bypassed the indication will be the same as for Full Arming mode.

Where zones are bypassed during arming the indication will be the same as for Stay Arming mode.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.

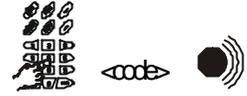


Enable INSTANT ARMING mode from LED keypad

The Instant Arming mode arms all area zones except the Stay type zones.
The Entry type zones function as Instant type zones.

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.
Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the ARM key.

The CLICK sound signal will be heard if the user code has been assigned arming attributes and the user will be granted access to the arming menus.
The REJECTION sound signal will be heard if the user code has not been assigned arming attributes.



STEP 3. Press the 6 key for Instant Arming mode.

The CLICK sound signal will be heard if the user code has been assigned the arming attribute for Instant Arming mode and the user can select the area.
The REJECTION sound signal will be heard if the user code has not been assigned the arming attribute for Instant Arming mode.

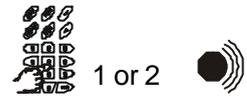


STEP 4. Choose a number for the area to be armed - the 1 key for first area and 2 for second.

The CONFIRMATION sound signal will be heard if the user code is authorized to work with the area and arming will be initiated. The keypad zoom reports the exit time.

The indication will be the same as for Stay Arming mode.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been armed and a different area can be selected.



Disarming from LED keypad

Entering an armed site will trigger off Entry Time. This is the time allowed for disarming the site without causing an alarm situation. Exit time is indicated by an uninterrupted sound signal from the keypad and quick flashing of the ARM1 or ARM2 diodes, depending on the area.

Any activities for disarming the site (area) have to be performed before the entry time runs out.

An alarm situation shall be created if by the end of entry time the site (area) is not disarmed.

Disarming activities are:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the DISARM key.

The CLICK sound signal will be heard if the user code has been assigned disarming attributes and the user will be granted access to the disarming menus.

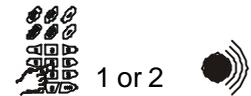
The REJECTION sound signal will be heard if the user code has not been assigned disarming attributes.



STEP 3. Choose a number for the area to be disarmed by pressing 1 for first area or 2 for second.

The CONFIRMATION sound signal will be heard if the user code is authorised to work with the area and disarming will be initiated.

The REJECTION sound signal will be heard if the user code has not been authorized to work with the area or if the area has already been disarmed and a different area can be selected.



STEP 3 is executed automatically by the system given one of the following conditions:

- The user code is allowed to work with only one area and the keypad, from which the disarming command is issued, services this area as well;
- The keypad issuing the disarming command services only one area, and the user code is enabled to work with this area, too.

User programming from LED keypad

The following parameters can be set using a LED keypad:

- change own user code combination;
- change code combination of user codes for the same area;
- enable / disable CHIME sound signal;
- setting the built-in clock (hours only);
- zone Bypass.

Adjusting some of these parameters requires the user code to be assigned attributes (rights). The system engineer or manager sets the user code attributes.

Changing own user code from LED keypad

Every system user can change the combination of the own user code.

Changing the combination of the user code requires for the current combination of the code to be available.

Follow the steps below to change the combination of the own user code:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.



STEP 3. Press the 1 key.

The CONFIRMATION sound signal will be heard. The system status diodes flash quickly indicating that the keypad is in programming mode. The user is allowed to introduce a new own code.

The diodes for zones 5 to 8 light up. A diode is extinguished for every figure introduced.

The diodes for zones 3 to 8 light up if the system works with user codes of 6-digit length.

The system engineer sets the length of the code.

Introduce the new code. A REJECTION sound signal means that the new code has been rejected by the system and the combination of the new code needs to be changed.

If the new code is accepted by the system, it can be introduced a second time.

If the two codes coincide the CONFIRMATION sound signal will be heard and the new code is then accepted. The old code is thereof invalid.



Changing the combination of another user code from LED keypad

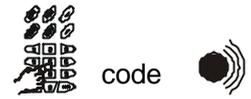
The combination of user codes can be changed using a user code with an assigned manager attribute. It is necessary for the code that will be changed to work with the same area that the manager assigned code works with.

Follow the steps below to change the combination of the user code:

STEP 1. Introduce a user code with assigned manager attribute.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.



STEP 3. Press the 1 key.

The CONFIRMATION sound signal will be heard. The system status diodes flash quickly indicating that the keypad is in programming mode. The user is allowed to introduce a number for the user code, which is going to be changed.

The diodes for zones 7 and 8 light up. Introduce a double-digit figure, which coincides with the number of the user code in the system. A diode is extinguished for every figure introduced.

The CONFIRMATION sound signal is heard if a change in the user code combination is permitted and a chance to introduce the new combination is granted.

The diodes for zones 5 to 8 light up. A diode is extinguished for every figure introduced.

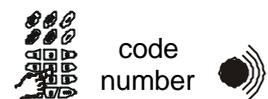
The diodes for zones 3 to 8 light up if the system works with user codes of 6-digit length.

The system engineer sets the length of the code.

Introduce the new code. A REJECTION sound signal means that the new code has been rejected by the system and the combination of the new code needs to be changed.

If the new code is accepted by the system, it can be introduced a second time.

If the two codes coincide the CONFIRMATION sound signal will be heard and the new code is then accepted. The old code is thereof invalid.

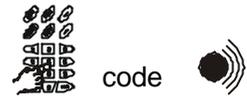


Enabling / Disabling CHIME sound signal from LED keypad

The CA864 Alarm System maintains a CHIME sound signal. It is heard every time a zone in daytime mode is activated. The zone has to have been assigned a CHIME sound signal attribute. The CHIME sound signal can be enabled or disabled for every individual keypad. Enable or disable can be assigned by every valid for the respective keypad user code. The following steps enable or disable the CHIME sound signal:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted. Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.



STEP 3. Press the 2 key.

The CONFIRMATION sound signal will be heard and the user will be permitted to enable or disable the CHIME sound signal. The system status light diodes flash quickly indicating that the keypad is in programming mode. All zone diodes light up uninterruptedly when the CHIME sound signal is enabled. The zone diodes do not light up when the CHIME sound signal is disabled.



STEP 4. The CHIME sound signal is enabled or disabled.

Pressing any key will alternately change the CHIME sound signal status – enabled or disabled. Pay attention to the indication. The selected status can be confirmed by pressing the ENT key once. Pressing the CLR key once can reject the correction.



Setting the built-in clock from LED keypad

The CA864 Alarm System maintains a clock in real time. The settings of the clock determine the proper performance of the system – automatic arming and disarming modes, sending text messages to monitoring stations, recording events in memory, etc.

Setting the system clock requires a code with an attribute assigned for their adjustment.

The system clock can be adjusted as follows:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user will be granted access to the programming menus.



STEP 3. Press the 3 key.

The CONFIRMATION sound signal will be heard if the user code has been assigned a clock adjustment attribute and the user can adjust the time in the system.

The system status light diodes flash quickly indicating that the keypad is in programming mode.

The REJECTION sound signal will be heard if the user code has not been assigned a clock adjustment attribute.



STEP 4. Introduce the new time.

The diodes for zones 5 to 8 help indicate binary system clock time. Moving over to the next figure can be done with the down arrow. Moving over to the previous figure can be done with the up arrow

Time is introduced as follows:

- hh:mm – hours and minutes (using 0 as first digit where appropriate)

Any corrections to system time can be confirmed by pressing the ENT key.

The REJECTION sound signal will be heard where invalid values for time are introduced, the correction is rejected and has to be repeated.



Zone BYPASS from LED keypad

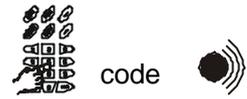
In case of failure a given zone will have to be bypassed. Arming an area will arm all zones except those, which have been bypassed. Therefore, it is recommended that this arming mode be used as a last resort.

The steps to bypass zones are as follows:

STEP 1. Introduce user code.

The CONFIRMATION sound signal is heard when a valid user code is introduced and access to the user menu is granted.

Introducing an invalid user code will sound the REJECTION signal and the user code can again be introduced.



STEP 2. Press the PRG key.

The CLICK sound signal will be heard and the user is granted access to the programming menus



STEP 3. Press the 4 key.

The CONFIRMATION sound signal will be heard if the user code has been assigned a Bypass attribute and the user can choose the Bypass zone.

The system status light diodes flash quickly indicating that the keypad is in programming mode.

The REJECTION sound signal will be heard if the user code has not been assigned Bypass attributes.



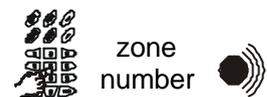
STEP 4. Select bypass zones.

Only the zones meeting the following conditions can be bypassed:

- the zone has not been armed
- the zone is within an area, which is serviced by the introduced user code
- the zone has been enabled bypass

Introduce the number of the zone in the area. Observe the correspondence of the diode number, which represents the zone on the display. For example, for zone 1 introduce 01. The selected zone diode lights up permanently to indicate it has been bypassed.

To remove a zone from the bypass zone list introduce the diode number, which represents it on the display. The light diode of the selected zone is extinguished.



Turning the sirens off

An alarm event would normally activate system sirens. The following steps will switch off the siren alarm signal:

STEP 1. Introduce a valid user code.



STEP 2. Press the DISARM key.



Special combination of LED keypad keys

Pressing the 1 and 3 keys at the same time will trigger off the PANIC signal alarm.

Pressing the 4 and 6 keys at the same time will trigger off the MEDICAL panic signal alarm.

Pressing the 7 and 9 keys at the same time will trigger off the FIRE panic signal alarm.

Using Proxi-cards

With a Proxi-card you can:

- disarm an area;
- arm an area;
- unlock electrical door lock.

You have to keep in mind that one Proxi-card can manage arm/disarm mode of one area in the system only.

How to disarm an area with a Proxi-card

Bring the proxi-card near to and in parallel with the proxi-reader in distance of 2-3 cm. The result of reading the proxi-card is indicated on the reader with lighting of the built-in LED and sound.

If the card is accepted the LED lights green for 2 seconds and there is sound CONFIRMATION. The area is disarmed.

If the card is rejected the LED lights red for 2 seconds and there is sound REJECTION. The state of area security will not be changed.

How to arm an area with a Proxi-card

Bring the proxi-card near to and in parallel with the proxi-reader in distance of 2-3 cm. The result of reading the proxi-card is indicated on the reader with lighting of the built-in LED and sound.

If the card is accepted the LED lights green for 2 seconds and there is sound CONFIRMATION. Hold on the card in front of the proxi-reader.

If the card is programmed to arm the respective area there is interrupted sound from the built in sounder. Wait holding on the card while you hear the CONFIRMATION sound. The area is armed.

If there is not an interrupted sound for 5 seconds the respective card has no right for arming.

If the card is rejected the LED lights red for 2 seconds and there is sound REJECTION. The state of area security will not be changed.

Unlocking electrical door lock with a Proxi-card

Bring the proxi-card near to and in parallel with the proxi-reader in distance of 2-3 cm. The result of reading the proxi-card is indicated on the reader with lighting of the built-in LED and sound.

If the card is accepted the LED lights green for 2 seconds and there is sound CONFIRMATION. If the card is programmed to unlock the door lock there is 5 seconds unlocking time. Otherwise the door lock will not be activated.

If the card is rejected or behind the door there is an armed area the LED lights red for 2 seconds and there is sound REJECTION. The state of area security will not be changed. The door lock will not be activated.

Guarantee

During the guarantee period the manufacturer shall, at its sole discretion, replace or repair any defective product when it is returned to the factory. All parts replaced and/or repaired shall be covered for the remainder of the original guarantee, or for ninety (90) days, whichever period is longer. The original purchaser shall immediately send manufacturer a written notice of the defective parts or workmanship, which written notice must in all cases be received prior to expiry of the guarantee.

International Guarantee

Foreign customers shall enjoy the same guarantee rights as those enjoyed by any customer in Bulgaria, except that manufacturer shall not be liable for any related customs duties, taxes or VAT, which may be payable.

Guarantee Procedure

This guarantee will be granted when the appliance in question is returned. The manufacturer shall accept no product whatsoever, of which no prior notice has been received.

Conditions for waiving the guarantee

This guarantee shall apply to defects in products resulting only from improper materials or workmanship, related to its normal use. It shall not cover:

- § Damages resulting from transportation and handling;
- § Damages caused by natural calamities, such as fire, floods, storms, earthquakes or lightning;
- § Damages caused by incorrect voltage, accidental breakage or water; beyond the control of the manufacturer;
- § Damages caused by unauthorized system incorporation, changes, modifications or surrounding objects:
- § Damages caused by peripheral appliances (unless such peripheral appliances have been supplied by the manufacturer:
- § Defects caused by inappropriate surrounding of installed products;
- § Damages caused by failure to use the product for its normal purpose; Damages caused by improper maintenance;
- § Damages resulting from any other cause, bad maintenance or product misuse.

In the case of a reasonable number of unsuccessful attempts to repair the product, covered by this guarantee, the manufacturer's liability shall be limited to the replacement of the product as the sole compensation for breach of the guarantee. Under no circumstances shall the manufacturer be liable for any special, accidental or consequential damages, on the grounds of breach of guarantee, breach of agreement, negligence, or any other legal notion.

Waiver

This Guarantee shall contain the entire guarantee and shall be prevailing over any and all other guarantees, explicit or implicit (including any implicit guarantees on behalf of the dealer, or adaptability to specific purposes), and over any other responsibilities or liabilities on behalf of the manufacturer. The manufacturer does neither agree, nor empower, any person, acting on his own behalf, to modify or alter this Guarantee, nor to replace it with another guarantee, or another liability with regard to this product.

Unwarranted Services

The manufacturer shall repair or replace unwarranted products, which have been returned to its factory, at its sole discretion under the conditions below. The manufacturer shall accept no products for which no prior notice has been received.

The products, which the manufacturer deems repairable, will be repaired and returned. The manufacturer has prepared a price list and those products, which can be repaired, shall be paid for every repaired appliance.

The closest equivalent product, available at the time, shall replace the products manufacturer deems unreparable. The current market price shall be charged for every replaced product.

