TS50131-3:2003
EN50131-1
PD6662
Security Grade 3
Environmental Class 2

EURO 46 Programming Manual

For use with the EURO 46

For **Technical Support** please call Castle Care-Tech Ltd on **0845 6434 999** (local rate) **or 01709 535225** or visit **www.castle-caretech.com/technical**

When calling Technical Support, please have ready your **software version number**. This will enable the correct advice to be given for your panel and can be found in the engineer menu under software revisions.

RINS1340-3

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Output Modules	2
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Communications	Modem, ATE Pins, ARM®
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Shunt, Day Alarm, Unset Input Types	YES
Follow Input	YES
Special Log	YES
Intelligent Inputs	Multiple
Inputs to Confirm on Entry	1 or 2
Display when Set	YES
Selectable Resistance Ranges	YES
Download When Set	YES
Remote Set and Soak	YES
Event Signalling to Insite	YES
Dial Out Menu	Upload/Commission
PSU	-

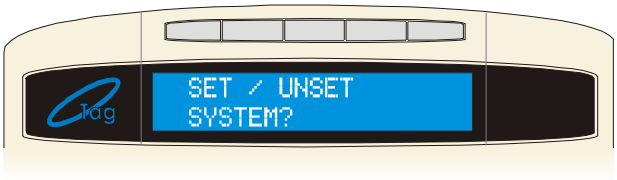
CHAPTER 3: THE ENGINEERS MENU

In order to program system configurations from the keypad, you must be in the Engineer Menu. The panel will enter the Engineering Menu after entering a valid engineer code when the panel is in an unset state. Whilst in Engineer Mode all tamper alarms (including case tamper), will be disabled.

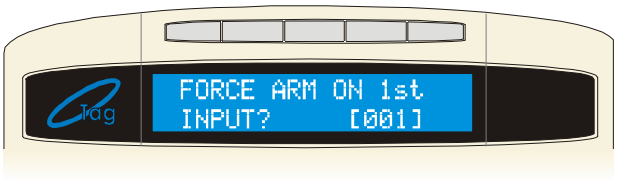
3.1 Entering The Engineers Menu

NOTE: You will not be able to access Engineers Mode if Areas or Set levels are set. The system must be fully unset in order to gain access to the Engineer Menu. Access maybe also denied if the user has disabled the "Allow Engineer Menu" in the Master Manager Mode 'Authorisation Required' will be shown.

- Enter Engineer Code (default 1111).
- Any active faults will be shown. Press the [NO] key.
- "**SET / UNSET SYSTEM**?" will be displayed.
- Press the [NO] key.



- "**FORCE ARM ON 1st INPUT [01]**" will be displayed.
- Press the [NO] key.
- **ENTER CODE**" will be displayed and a pulsed tone will be heard.
- Enter Engineer Code (default 1111).
- "**INHIBIT FIRE / HU?**" will be displayed



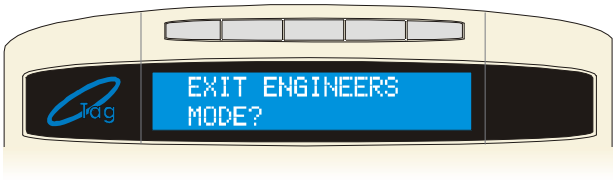
Once you are in the Engineer Menu, a high pitch tone will be generated regularly to remind you that you are still in the Engineer Menu.

3.2 Exiting The Engineer Menu

On completion of programming, the system can be returned back to normal mode by:

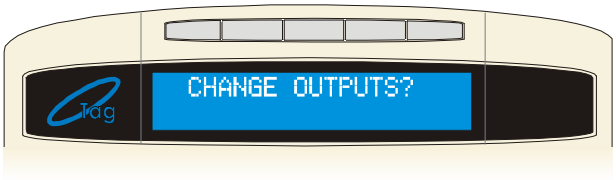
METHOD ONE

- Use the scroll keys: [B] and [NO] to scroll to "**EXIT ENGINEERS MODE**"
- Press the [YES] key
- You will be returned to day mode



METHOD TWO

- When the display shows any main menu item (i.e. an item shown in capitals) press the [A] key, you will be returned to day mode.



Please see page: 63, for all fault codes that may appear when exiting Engineers.

CHAPTER 4: POWERING UP & KEYPAD OPERATIONS

Before using the system, all items connected to the RS-485 communications bus must be allocated a unique address.

4.1 Default Codes / Number of Areas/Level Sets

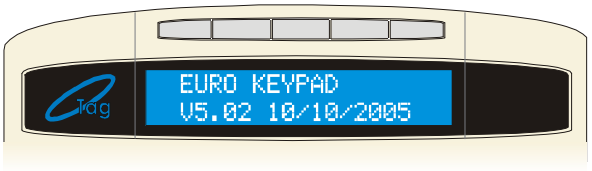
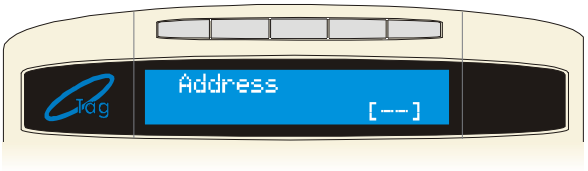
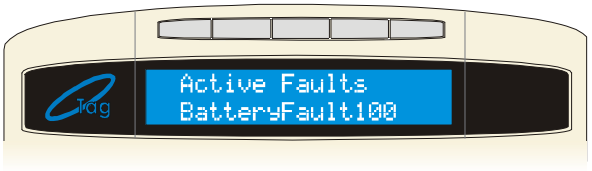
User: 1234.	**Master Manager:** 2222	**Engineers**: 1111

4.2 Number of Areas/Level Sets

EURO 46: 6 level sets / Area's

4.3 Initial Power Up

Power up the EURO system on **mains only**, an alarm will be generated. Proceed to the nearest keypad, which will display (from power up):

➢ The following will be displayed:	
After 10 seconds, the display will blank, and then show 'Address'. Enter 00 and then press the [YES] key. (Press the [YES] key for further options just as tag volume, keypad brightness etc).	
Press the [A] key to exit the addressing function, and enter '1111' (default engineer code) to silence an alarms that occur.	
When the display shows: 'Battery Fault' and **NOT** before, connect the battery to the panel.	

In the keypad function there are also other individual options such as: language, the status of the keypad inputs, key-click volume, tag volume, master volume and the tag iD.

The tag iD is used to show the identification code for each proximity tag.

4.4 The Addressing Keypads Function

To address further keypads on the EURO system, press and hold the [D] key until "**KEYPAD CODE**" is displayed. Then enter '2000' as the code. This will take you to the screens above. Once this has been done you will need to assign the keypad in engineers mode, see 'Assign Keypads/Readers' on page: 23. Note: To address the readers you must select the relevant switches on the circuit board, see the installation manual for more information.

Any keypad that is not properly assigned will have a blank display until they are addressed.

4.5 Testing The Keypad

With the system unset, press the [B] key for 10 seconds at any keypad. This will cause all the LEDs on that keypad to illuminate, and the LCD screen to scroll a display testing each pixel. The keypad will revert to normal display approximately 10 seconds after the key is released.

4.6 Text Programming

Text may be programmed for input names, for the 'sign-on' message, and to identify the Set level being set / unset. Each keypad key is allocated characters as shown below:

The EURO system incorporates predictive text, so the system will predict what word is being spelt. For example, if you enter 'B' and press the [D] key and enter 'e'. Bedroom will be displayed, to accept this press the [YES] key. If the word that you require doesn't appear on the LCD display, just type the word as normal.

To type a word, press the relevant key the appropriate number of times – e.g. for the letter 'k' press the [5] key twice, or for the letter 's' press the [7] key four times.

In addition, the [A] [B] [C] [D] keys are used as follows:

[A] = make the character into a capital
[B] = move cursor left
[C] = clears cursor / adds a space
[D] = moves cursor right

4.7 Accessing the Engineers Menu on Any Keypad

On the EURO 46 it is possible to access the Engineer Menu on any keypad. If you are in the Engineer menu in keypad address 0, the other keypads will display 'system busy', to access the Engineer menu on these, press the [B] key on the relevant keypad.

4.8 Grade 2 and Grade 3 Defaults

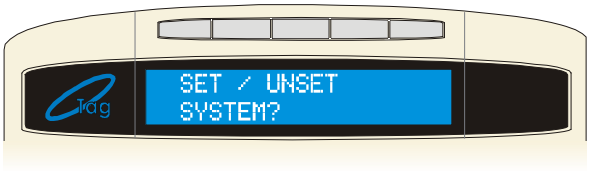
The EURO 46 can be used as either a Grade 2 panel, or a Grade 3 panel. This feature is performed in the 'Clean Start' option (see page 14) All you need to do is enter '2000' to clean start the panel to Grade 3. Or enter '2002' to clean start the panel to Grade 2.

4.9 Set / Unset System

If you do not have access to a user code, setting and unsetting the system can be done using the engineer's code.

Please note the term areas will refer to both areas and level sets in this manual, also note that the number of level sets/areas will change depending on the panel.

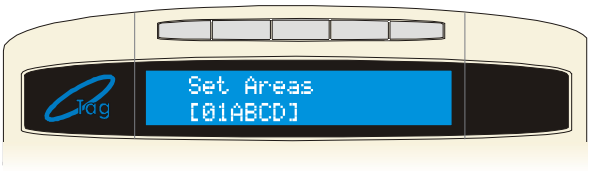
- Enter Engineer Code (default 1111).
- "**SET / UNSET SYSTEM**?" will be displayed
- Press the [YES] key



Select the Area(s) / level sets you would like to set. Press the [YES] key. The system then will begin to set.

To unset the areas, enter the engineer code, and wait a couple of seconds. '**SET / UNSET SYSTEM'** will be displayed, press the [YES] key.

To unset the areas, press the [NO] key.



This display shows the EURO 46.

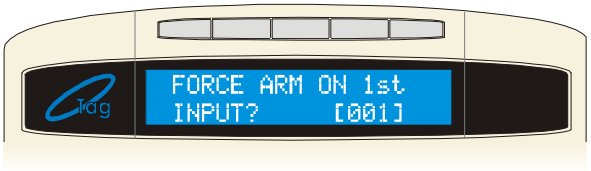
4.10 Forced Arm On Inputs

The 'Forced Arm On Inputs' allows the Engineer to set the system using the Engineer Code, forcing it to Set despite inputs in fault condition, and nominate which inputs must be triggered to generate an alarm condition. This is a useful feature if you need to test a system in a building where people are walking around.

NOTE 1: The system will give the correct DigiCom response to the Setting, and any resulting alarm. On unsetting the system (With the Engineer code or the User code), the system will revert to normal mode.

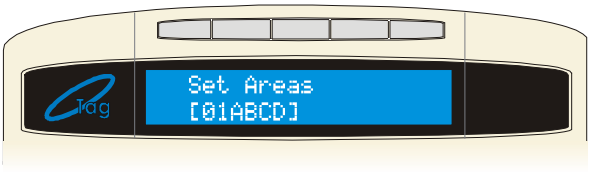
NOTE 2: If the system has been set by any other code, the Engineer code will not unset it.

- Enter Engineer Code (default 1111).
- Any active faults will be displayed, press the [NO] key.
- Press the [NO] key again.
- '**FORCED SET ON INPUT**' will be displayed
- Select the first input to be forced set and press the [YES] key.
- Select the second input to be forced set and press the [YES] key.



Select the area(s) / level set you would like to set. Press the [YES] key. The system then will begin to set.

When the input is triggered the alarm will be activated. Please note the primary Areas are A,B,C and D.



(This shows the display of a Euro 46 panel)

CHAPTER 5: THE ENGINEER FUNCTIONS

Please note that any programming done in the Engineers Menu will not be seen by the system until you have exited and the system has saved its data (please see Page: 10).

5.1 Clean Start

It is essential that the Non-Volatile Memory (NVM) be reset at initial power up of a new system, to ensure that the initialisation is correct to factory defaults.

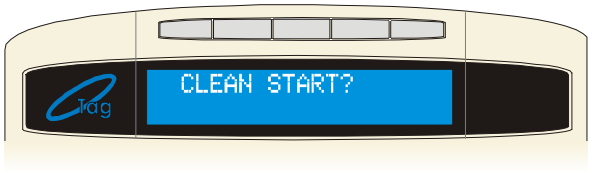
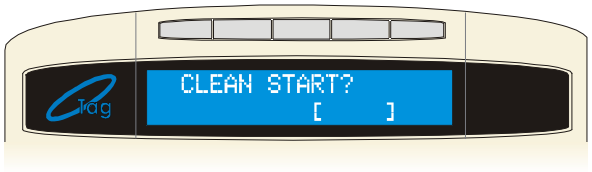
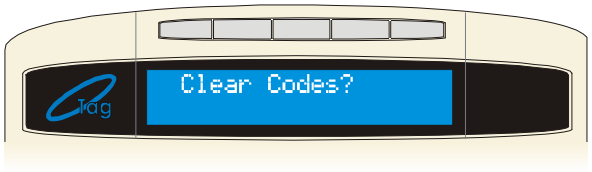
The 'CLEAN START' function will clear all information apart from the user codes and the logs. After the system has completed a reset, it will prompt with '**Clear Codes?**' If 'Yes' is selected then all user codes will be cleared. Once this has completed, the system will then prompt '**Clear Logs**'. If 'Yes' is selected, all the logs will be cleared. The process below describes how to do this. If the NVM chip is removed from the panel, it MUST be replaced before starting programming.

The system memory will now be restored to factory defaults EXCEPT:

- Keypad 00 remains enabled at all times & the keypad in use remains enabled
- Current keypad Areas are not changed

NOTE: If a new NVM chip is to be used, logs should be cleared.

It is also possible to perform two different clean starts. A grade 2 default clean start (2002) and a grade 3 default clean start (2000)

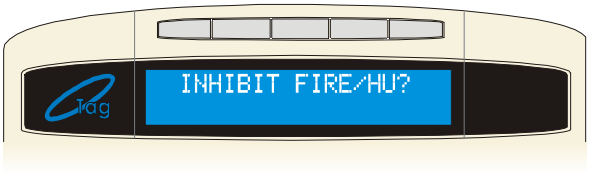
Using the [B] and [NO] keys, scroll to '**CLEAN START?**' Press the [YES] key.	
The following will be displayed: Enter [2][0][0][0] "**Please Wait**" will be displayed, and then 'Panel has been clean started'. ***Enter 2002 for a Grade 2 clean start***	
Press the [YES] key. **"Clear Codes"** will be displayed". If you would like to clear all the codes then press the [YES] key now. "Codes have been cleared" will be displayed. Otherwise press the [NO] key. "**Clear Logs**" will be displayed. If you would like to clear the logs then press the [YES] key now. "Logs have been cleared" will be displayed. Otherwise press the [NO] key. You will be returned to the Engineer Menu.	

5.2 Inhibit Fire/HU

This function allows you to select if you would like the EURO system to respond to or inhibit **Fire** and **Hold Up** Alarms during the Engineers Menu.

Using the [B] and [NO] keys, scroll to '**INHIBIT FIRE/HU?**'

Press the [YES] key



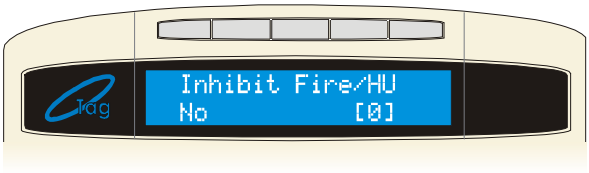
The following will be displayed:

Enter [0]: for [NO]

Enter [1]: for [YES] ***(Default)***

Press the [YES] key

You will be returned to the Engineer Menu.

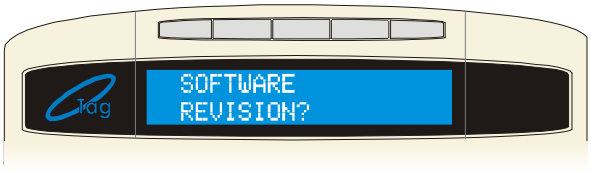


5.3 Software Revision

This option identifies the software version number, software serial number and product.

Using the [B] and [NO] keys, scroll to '**SOFTWARE REVISION?**'

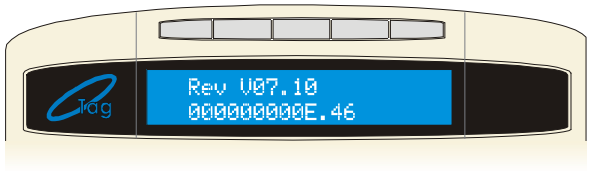
Press the [YES] key.



The version number will be displayed.

Press the [YES] key.

You will be returned to the Engineer Menu.



5.4 Choose Mode

5.4.1 The End of Line Range

This programs the panel to operate with different resistor values:

1K = *Alarm: 1K, Tamper: 1K.*

2K2 = *Alarm: 4K7, Tamper: 2K2.* ***(Default)***

6K8 = *Alarm: 6K8, Tamper: 4K7.*

5.4.2 SR or DR

This programs whether the whole alarm panel and any ZEMs will be used in Singe End of Line mode (SR) or Double End of Line (DR) resistor mode. ***(DR is selected as default)***

5.4.3 Input Response Time

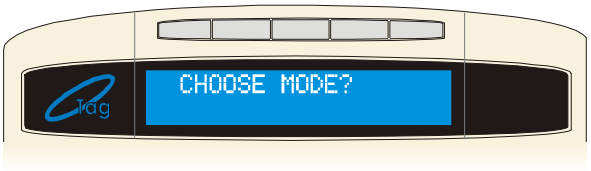
This selects the time that an input trigger must be present before the whole system responds by generating an alarm, and is programmable from 100mS (0.1 seconds) to 3000mS (3 seconds). *Note: Settings above 400mS do not comply with PD6662/EN50131. If used in a BS4737 installation, setting should be between 300 and 800mS.* ***400mS is selected as default.***

5.4.4 Input XDF

DO NOT CHANGE THIS SETTING UNLESS INSTRUCTED TO BY CUSTOMER SUPPORT.

Choose Mode

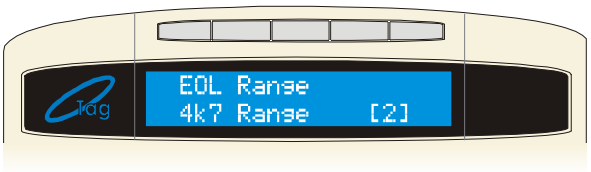
Using the [B] and [NO] keys, scroll to '**CHOOSE MODE?**'. Press the [YES] key



The End of Line Range

Enter [0]: 1k. Enter [1]: 2k2

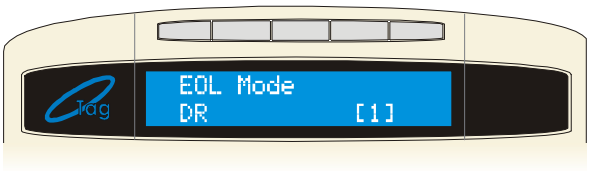
Enter [2]: 4k7. Press the [YES] key



The End of Line Mode

Enter [0]: for **SR** Enter [1]: for **DR**

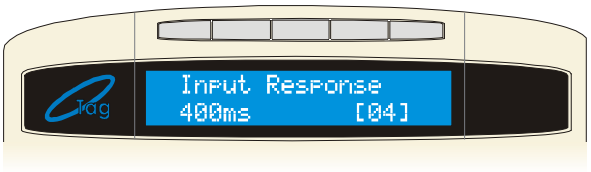
Press the [YES] key



The Input Response

Select the required input response – using the [B] and [D] keys to scroll through the different responses: 100ms to 3000ms.

This should be left at default (400ms). Press [YES]. ***Input XDF*** will be displayed, do not alter this and press the [YES] key

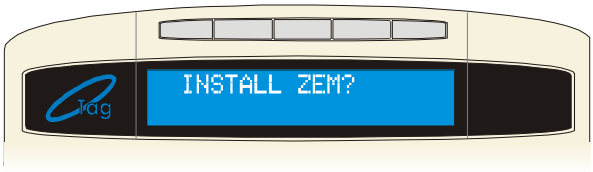


5.5 Install ZEM

Any Zone Expander Modules (ZEMs) installed on the EURO system must be enabled by the 'Install ZEM' function.

Install ZEM

Using the [B] and [NO] keys, scroll to '**INSTALL ZEM?**'. Press the [YES] key



ZEM Address

Please select the address for the ZEM you are installing and press the [YES] key.

ZEM Installed?

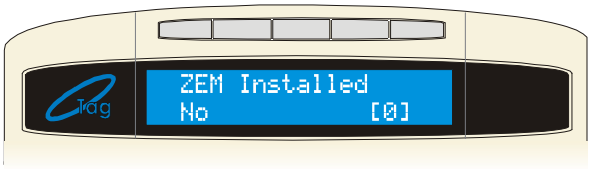
Enable/Disable the ZEM that you have installed.

Enter [0]: for **NO.**

Enter [1]: for **YES.**

Press the [YES] key. Repeat for additional ZEMs or press the [NO] key. You will be returned to the Engineer Menu.

For information on how to use predictive text, please see page:12. Enter the location and press [YES]



5.6 Change Inputs

By default, all inputs are pre-set as '**unused**' so you will need to program each individual input you require. The input will not be 'live' (and hence cannot be walk tested) until you have exited the Engineer Menu (please see Page: 10)

5.6.1 Input Types

Number & Type		Operation
00	**Unused**	***Factory default.*** Input is programmed out of operation.
01	**Fire**	**Active at all times.** Audible response: Full (differentiated). Communicator: 'Fire' signal
02	**Gas**	**Active at all times.** Audible response: Full (differentiated) Communicator: 'Gas' signal
03	**HU**	**Active at all times.** Audible Response: Full (differentiated) Communicator: 'Hold Up' and 'Input HU' signals
04	**Silent HU**	**Active at all times.** Audible Response: None Communicator: 'Hold Up' and 'Input HU' signals
05	**Tamper**	**When unset:** Audible Response: Internal only. Communicator: 'Tamper' signal. **When set:** Audible Response: Full (differentiated) Communicator: 'Tamper' and 'Unconfirmed' signals
06	**Intruder**	**Active when set.** Audible Response: Full Communicator: 'Intruder' and 'Unconfirmed' signals
07	**Final Exit (FX)**	**Active when set** – initiates entry timer if system not unset before entry time expires: Audible Response: Full. Communicator: 'Intruder' and 'Unconfirmed' signals
08	**Entry Route (ER)**	**Active when set**, except during entry time. Audible Response: Full. Communicator: 'Intruder' and 'Unconfirmed' signals
09	**ER (Area FX)**	*(For use with level sets).* When fully set, acts as Entry route input, as above. When part set, acts as Final Exit input, as above.
10	**FX (Area ER)**	*(For use with level sets).* When fully set, acts as Final Exit input, as above. When part set, acts as Entry route input, as above.
11	**PTS**	**Active during exit time** to complete Setting procedure No audible or communicator response. *Note: May be used to act as 'doorbell' by use of 'chime' attribute.*
12	**Switcher**	**Active at all times.** No audible or communicator response Triggers associated output or switches other equipment

Number & Type		Operation
13	**Day Alarm**	**When set:** Audible Response: Full. Communicator: 'Intruder' and 'Unconfirmed' signals **When unset:** Audible Response: Programmable. Communicator: 'Day Alarm' signal
15	**Ward Control**	Input is allocated by system software and cannot be reprogrammed to a different type, though relevant attributes may be adjusted.
16	**Fault**	**Active when unset.** Audible Response: Graduated internally Triggers 'Global Fault 1' outputs if the system is set. Triggers 'Global Fault 2' output if the system is set/unset.
17	**Closure Supervision**	**Active during Setting procedure.** No audible or communicator response. Prevents system being set whilst active
18	**Shunt Input**	**Active at all times.** No audible or communicator response Accepts input from keyswitch (or equivalent) to shunt the inputs assigned to it. Associated outputs are available. *After 10 seconds the detectors in the shunt list will be active. See page: 22*
19	**Unset Input**	**Active when set.** Accepts input from keyswitch (or equivalent) to Unset the Area/Level set assigned to it.
20	**Keyswitch Latched**	Accepts input from keyswitch (or equivalent) to Set/Unset the Set modes assigned to it. Setting includes normal exit time, etc. Requires latching action switch
21	**Entry Shock Input**	**Active when system set.** Works in conjunction with EE input type for detection of forced entry. See page 19 for details.
22	**Input Line Fail**	**Active when fail.** Will give a line fault alarm, and will signal telecom line fault signal on expiry of line fault timer. Works in conjunction with CCTV input.
23	**Keyswitch Pulsed**	Accepts input from keyswitch (or equivalent) to Set/Unset the Set modes assigned to it. Requires momentary action switch to toggle set/unset state.
29	**Interior**	**Active when set.** Audible response: full communicator – intruder and unconfirmed signals. Will send interior event when using Contact ID.
32	**Flood**	**Active when set or unset.** Audible response, full communicator: intruder and unconfirmed signals, will send flood event when using Contact ID.
39	**CCTV**	**Active at all times.** No audible or communicator response If the input line fail is active, the system will signal CID/SIA events for perimeter alarm and the CCTV input will open.
40	**Perimeter**	**Active when set.** Audible response: full communicator – intruder and unconfirmed signals. Will send perimeter event when using Contact ID.
41	**Keybox**	**Export:** Similar to switcher input, but sends a Contact ID event of 'keybox'
42	**Medical**	**Export:** Sends a medical Contact ID event when activated.

NOTES: 'Part Set' refers to any combination other than all available Areas

A trigger from an Entry Route input will be stored for 2 seconds before an alarm is activated. If a Final Exit input is triggered within this time, the system will select entry time, rather than an intruder alarm.

5.6.2 Entry Shock Input Type (21)

This input type is designed specifically for use with systems installed using DD243 option 6.4.5

This input type is always used in conjunction with an Entry/Exit input. The EE input is a door contact on the initial entry door, and the Entry Shock input is a ***non-latching*** shock sensor fitted to the door frame in the vicinity of the lock. If the initial entry door is subjected to gross attack and forced open, then at the expiry of entry time only one further intruder input need to be activated to signal a sequentially confirmed alarm – the Entry Shock input counts as the first to alarm. The Entry/Exit door contact must be opened with 10 seconds of the shock detector triggering for the Entry Shock response to apply. Triggering the Entry Shock input in isolation will NOT generate an alarm of any kind.

5.6.3 Creating a Common Area

In certain situations, a 'common' area may be needed.
A common area is an area that only sets if other specific partitions are set. For example, a reception in a building will only need to be set if the offices and warehouse are set. If the office is set, but the warehouse isn't, then the reception would still need to be inactive so people would be able to leave the premises. An example of how to set this up is as follows:

Office: Inputs 1, 2, 3 and 4. **Warehouse:** Inputs 5, 6 and 7. **Reception:** Input 8.

Therefore what we would need to do in the above situation is program the office in one area (for example Area A) and program the warehouse in another area (for example in Area B). We then need to make the Reception 'common' to these two areas (Partitions A and B), so we need to select both partitions A and B for this input (input 8). After selecting the partitions for each input there is an option called "Input Area: Any/All". For inputs 1,2,3,4,5,6 and 7 we need to make this attribute 'any', as they work independently to the area they are assigned to. For input 8 (The common area), we need to make this attribute as 'all', therefore when partitions A and B are both armed, the reception (input 8) will automatically set as well. In these examples, the user codes could be allocated to individual areas A and B or to both areas. However, the keypad controlling the common area MUST be programmed to be "IN" exactly the same combination of areas as the common inputs – ie in "AB" in this example.

5.6.4 Input Attributes

Attribute	Response Modification
Chime	System loudspeaker(s) will 'chime' when an input triggered whilst the alarm panel is unset. Note: The input concerned will not indicate on the display.
Single	System chimes once when the input is triggered.
Follow	System chimes until the input is cleared.
Omittable	Enables the input to be manually omitted during the Setting procedure.
Double Knock	The control will only generate an alarm if this input is triggered twice within a pre-set period, or if the input remains in fault condition for that period.
Dual Trip	The control will only generate an alarm if this input, and another like-programmed input with adjacent number, are in alarm condition at the same time. Either input in alarm condition will prevent the system from Setting.
Normally Open	Enables the system to respond correctly when detectors of 'normally open' configuration are wired to the system. Alternatively converts input types which default to 'normally open' (e.g. PTS) to operate with normally closed devices.
Walk Test	If enabled, a walk test will need to be done on the particular input before the system can be set.
Monitor Activity	Enables an input to generate an alarm if the input does not see any activity for a period specified by the NAT (Non Activity Time) timer.

Special Log	Forces a log entry when the input is opened or closed, even when an alarm does not result. May be selected to apply when a system is set, when unset, or always.
Paired Input	For use in Grade 3 systems for EOL inputs on peripheral devices fitted software prior to version 5. Select YES for each of the two acting as the input. **Fault input:** Select to 'YES' for the input acting as the 'fault & anti-mask'. **Paired With:** For both inputs enter the input number with which each is paired
Confirm Group	If one or more inputs are selected within the same confirm group, all confirmed signals will be disabled. If confirm group is selected as '00' the inputs are not part of any group. If inputs are allocated to group 99 they will generate an alarm that results in an intruder (unconfirmed) signal to an ARC. They will not under any circumstances generate a confirmed signal, regardless of which group the input that selected the 'unconfirmed' alarm is allocated to.

Any input may be programmed with any combination of these attributes, except where stated.

5.6.5 Masking Response

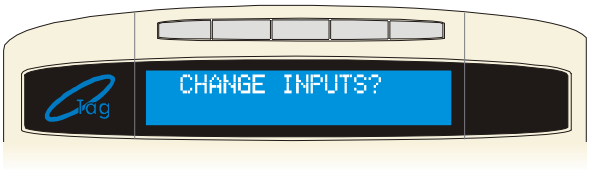
When unset, a masking event will generate an audible "alert" that requires response in the normal way. There will be NO signal transmitted to the ARC. When set, a masking event will generate a normal 'intrusion' response including "intruder" or "unconfirmed" output, but will NOT result in a confirmed alarm if paired with a normal activation of the same detector. This harmonises with the requirement of EN50131-1 cause 8.4.5 and the insurer's preference expressed in BSIA Form 171.

5.6.6 Automatic Inhibit of Inputs

Inputs may be automatically inhibited (omitted) at the time of reinstatement at the end of confirmation time. The number of times that this takes place is controlled by the "Re-Arm Number" in the timers section. See page: 29.

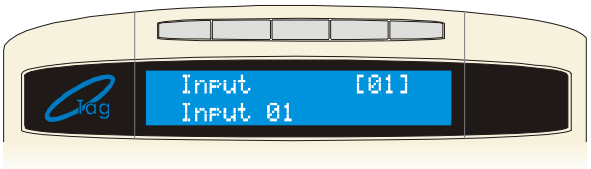
Change Inputs

Using the [B] and [NO] keys, scroll to '**CHANGE INPUTS?**'. Press the [YES] key



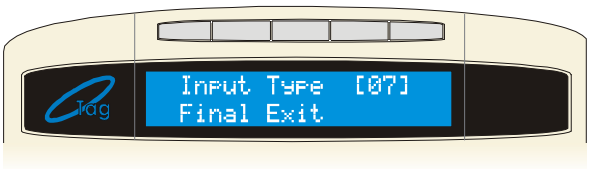
Input

Select the input number you wish to program and press the [YES] key.



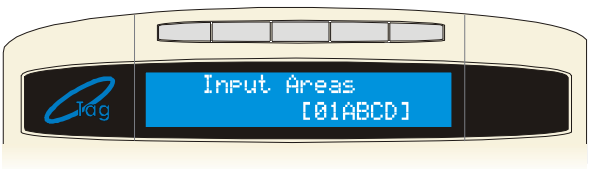
Input Type

See the 'input types' table Page: 17) Use the [B] and [D] keys to select the input. Press the [YES] key. (If inputs 7 & 8 are unused XPGM 1 & 2 will be enabled)



Input Area

Enter the areas/level sets you would like the input to operate in (To select level setting instead of areas please refer to Site Options "Use Level Set", see page: 44). *NOTE: The primary Areas are A, B, C and D.* Press the [YES] key.

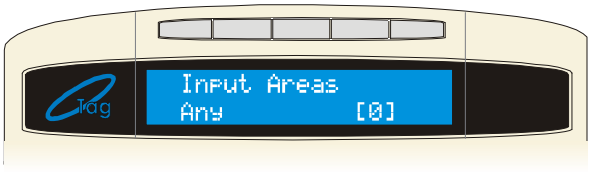


(This shows the display of a EURO 46 panel)

For area setting systems only:

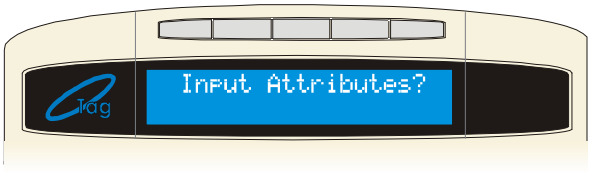
Enter [0]: for **Any** Enter [1]: for **All**

Press the [YES] key



Input Attributes

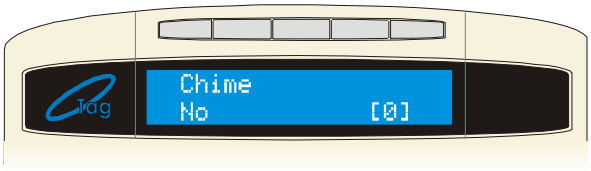
Press the [YES] key to select any attributes for the input (for details on each attribute see page: 19)



Chime

Enter [0]: for **No.** Enter [1]: for **Single.**

Enter [2]: for **Follow.** Press the [YES] key

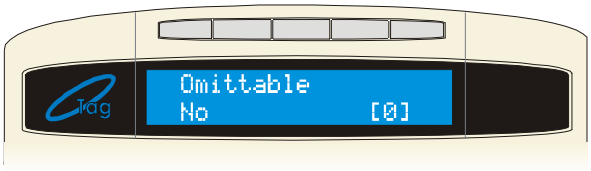


Omittable

Enter [0]: for **No.**

Enter [1]: for **Yes.**

Press the [YES] key. Repeat for Double Knock, Dual Trip, Normally Open, Walk test, Monitor Activity, Until special log:



Special Log

Enter [0]: for **No.** Enter [1]: for **Set.**

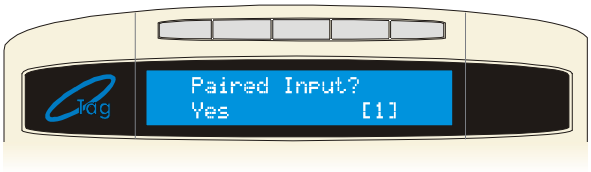
Enter [2]: for **Unset.**

Enter [3]: for **Always.** Press the [YES] key

Paired Input will be displayed, leave this setting and press the [YES] key.

Paired Input

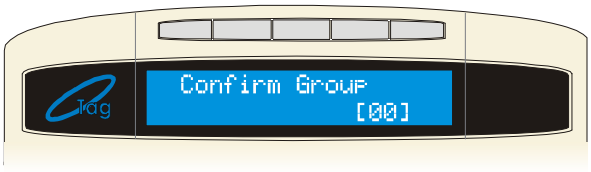
When using fault/mask on a detector that needs to be paired to 1 input, set this to yes. Press the [YES] key.



Confirm Group

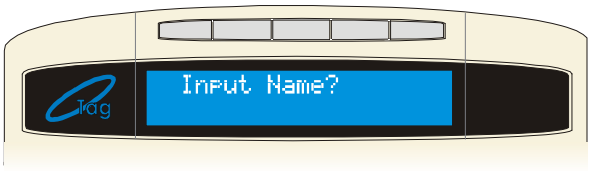
Enter the Confirm Group if used.

Press the [YES] key



Input Name

If you would like to enter a name for the input, select the [YES] key. Text programming is described on page: 12. Select the [YES] key. Repeat all the above for further inputs, or press [NO] to return to the Engineers Menu.



NOTE: After programming the inputs, it is necessary to exit the Engineer Menu for the programming to take effect, before the inputs are walk tested, etc.

5.6.7 Shunt Inputs

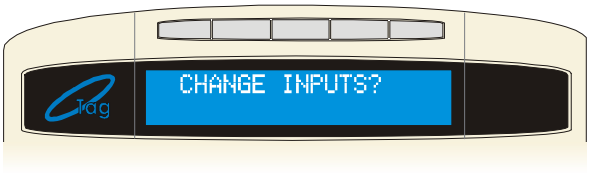
A shunt group may consist of any number of inputs programmed as Intruder, Tamper, Day Alarm and Entry Route types. These must all be allocated in the same Area. ***NOTE: These will need to be programmed first.***

The inputs in the shunt group/list will only activate after 10 seconds of the nominated shunt input. For example, if input 1 is programmed as 'Shunt Input', and inputs 2 and 3 are programmed as "Day Alarm", then once input 1 has been opened, after 10 seconds inputs 2 and 3 become active. (Inputs 2 and 3 will not become live after 10 seconds if either detector is in alarm condition).

Action	Status	Outputs
Shunt Input closed (shunted)	Inputs within the shunt list are inactive	The 'Follow Input' output is live
Shunted Input triggered	No response	
Shunt Input opened (unshunted)	-	The 'Follow Input' output clears. The 'Shunt Fault' output is live for 10 seconds.
After 10 seconds	Inputs in the shunt list are active	Indications off.
Shunt Input opened with an active detector (attempting to unshunt)	-	The 'Follow Input' output clears. The 'Shunt Fault' output pulses until the shunt is reset or the input fault clears.
Active input clears	-	The 'Shunt Fault' output is live for 10 seconds. (Will not function correctly on an ATE pin).
After 10 seconds	Inputs in the shunt list are active	Indications off.
Shunted input triggered (whilst not triggered)	Normal input response	(Note: depends upon the status of the Area in which the shunt is located).

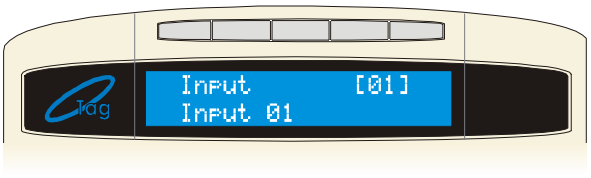
Change Inputs

Using the [B] and [NO] keys, scroll to '**CHANGE INPUTS?**'. Press the [YES] key



Input

Select the input number you wish to program and press the [YES] key.

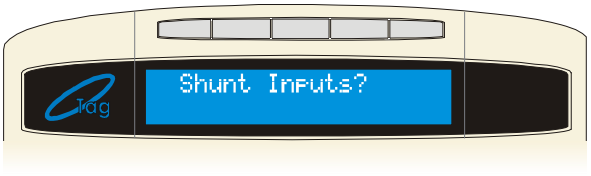


Input Type

Select the shunt input type (type 18)

Shunt Inputs

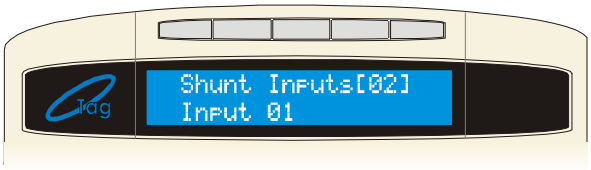
If you would like to select the shunt inputs for the selected input press the [YES] key.



Enter the inputs you would like in the shunt list, after each one press the [YES] key. Each input selected will scroll on the display on the bottom line.

If the input you have selected doesn't appear, make sure that input is programmed correctly (Intruder, Tamper, 24Hr or Entry Route).

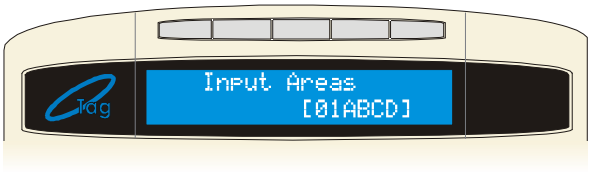
Once they have all been entered press the [NO] key, and press the [NO] key again.



Input Area

Enter the areas/level sets you would like the input to operate in (To select level setting instead of areas please refer to Site Options "Use Level Set", see page 44). *NOTE: The primary Areas are A, B, C and D.* Press the [YES] key. For area setting systems only:

Enter [0]: for **Any** Enter [1]: for **All**

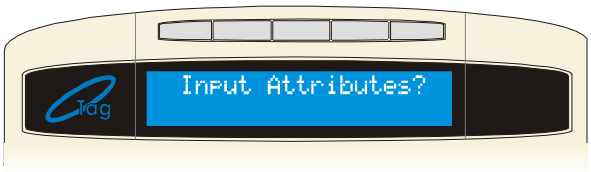


(This shows the display of a EURO 46 panel)

Input Attributes

Press the [YES] key to select any attributes for the input (for details on each attribute see page: 19)

Repeat the programming for attributes as described on page: 21



5.7 Assign Keypads/Readers

Ensure that all keypads and readers are addressed correctly before enabling them in this function. Please see page: 11 for more information.

5.7.1 Reader Is:

This option will only appear when you program a Reader into the system. You can then select how you would like the Reader to operate.

Set Point: This will make the Reader act like a normal keypad (Setting/Unsetting the system etc) ***(Default setting)***

Ward Control: A reader can be used to create wards. For example: A keypad may control a full area, but in the area you may wish to control certain inputs only.

Access Control: If an access control system is installed then you will need to program the reader as this type. See page: 25.

Unset Only: If you wish to use the Reader to unset the system only, select this type.

Entry Control: Used to lock/unlock doors. The external or internal reader can have maglocks connected to them. This option is used in conjunction with 'tag opens doors' in Site Options page: 44. See the installation manual (RINS1341) for connection details.

5.7.2 Set Point Sets

An "Setting Point" means that you can program the keypad / reader to set certain Areas only. This is used in conjunction with the Areas allocated to a user code. For example, if a user code is programmed to operate Areas 'A' and 'B', but the keypad / reader is only programmed to Set Area 'A', then the system will Set only Area 'A'.

Default = Area A

5.7.3 Set Point Unsets

An “Unsetting Point” means that you can program the keypad / reader to unset certain Areas only. This is used in conjunction with the Areas allocated to a user code.For example, if a user code is programmed to operate Areas ‘A’ and ‘B’, but the keypad / reader is only programmed to Unset Area ‘A’, then the system will Unset only Area ‘A’.

Default = Area A

5.7.4 Set Point In

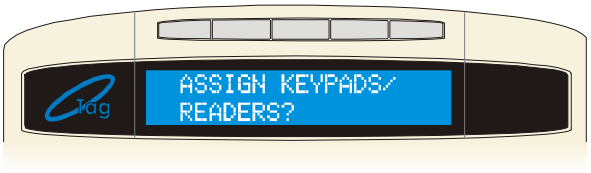
The keypad needs to also be told which Areas it is operating “in”. For example, a keypad may only be needed to operate in Area A, but other code users may use the keypad to quick Set other Areas (such as a cleaner, director, caretaker etc). Therefore if Areas A and B are selected in the previous options (Set point arms and disarms), but Area A only is selected in ‘Set point in’, then Area B will quick set once a valid tag/code has been entered. To program Areas operating with their programmed timer, then the Areas need to be entered into the “Set Point In” function.

Default = Area A

Assign Keypads/Readers

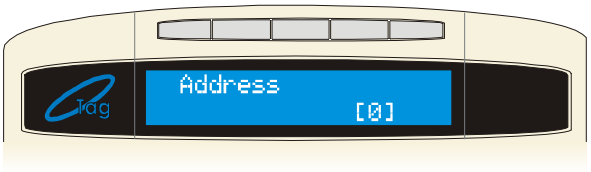
Using the [B] and [NO] keys, scroll to **‘ASSIGN KEYPADS/READERS?’**

Press the [YES] key



Address

Enter the address of the keypad/reader you wish to assign. Press the [YES] key



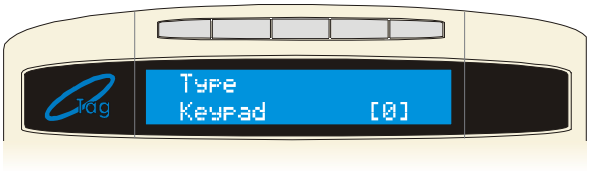
Type

Enter [0]: for **Keypad**

Enter [1]: for **Reader**

Enter [2]: for **Not Used**

Press the [YES] key



Reader Is

NOTE: This function will only be displayed if you have programmed a Reader.

Enter [0]: for **Set Point**

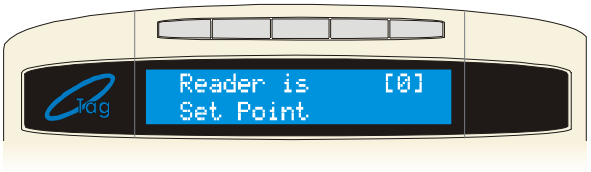
Enter [1]: for **Ward Control**

Enter [2]: for **Access Control**

Enter [4]: for **Entry Control**

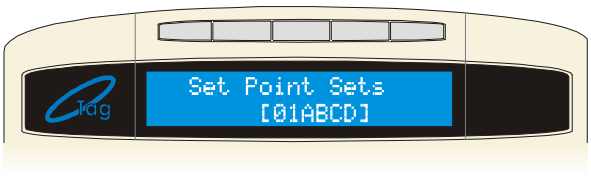
Enter [3]: for **Unset Only**

Press the [YES] key



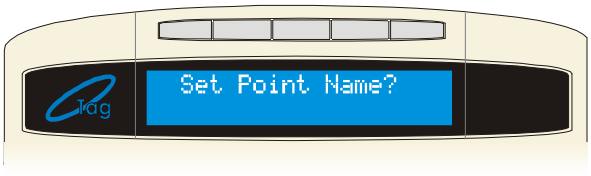
Set Point Sets

Select the Set Points you would like for 'Setting' the system. *Please note the primary Areas are A,B,C & D.* Press the YES key Repeat for Set Point Unsets and Set Point In. Press the YES key



Set Point Name?

If you would like to select an Set point name press the YES key. Enter the text to identify the Set point. Text programming is described on page 12. Repeat for all other Keypads/ readers or press the NO key to exit. You will be returned to the Engineer Menu.



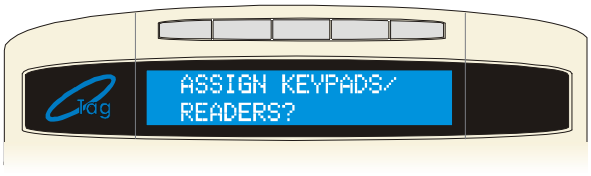
5.7.5 Access Control/Door Entry Control

The following programming shows how to set up the Access Control facility if you are using it. Also the same programming process applies to 'Door Entry Control' which allows a tag reader to control an entry point.

Assign Keypads/Readers

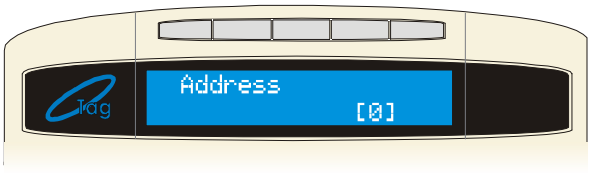
Using the B and NO keys, scroll to **'ASSIGN KEYPADS/READERS?'**

Press the YES key



Address

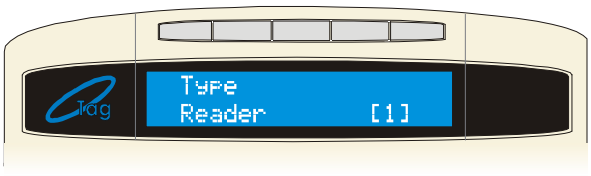
Enter the address of the keypad/reader you wish to assign. Press the YES key



Type

Enter 1: for **Reader**

Press the YES key

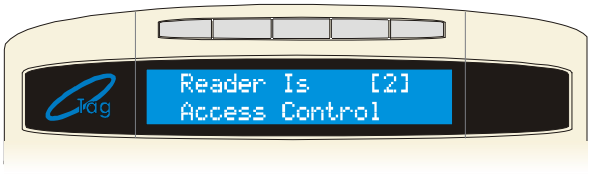


Reader Is

Enter 2: for **Access Control**

Or Enter 4: for **Entry Control**

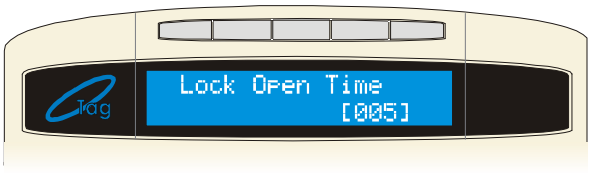
Press the YES key

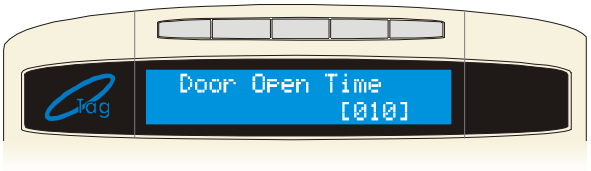
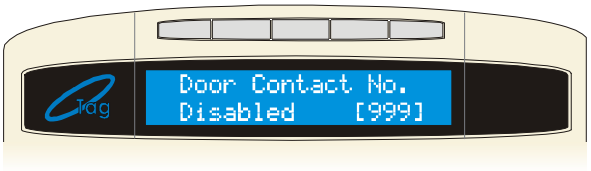


Enter the Lock Open Time (max: 250 seconds).

This is the time the door release is going to be active when a valid tag's presented.

Press the YES key.



Enter the Door Open Time (max: 250 seconds). This is the time the door is allowed to be open before triggering an alarm. Press the YES key.	
Enter the input number to monitor the chosen door. Please note that this must be selected for the door monitoring to function. Entering '999' disables the monitoring for this door.	
To enter a personal name for the access control (based on its address), press the YES key. Use the text programming to enter this, see page: 12. Press the YES key, you will be returned to the engineer menu.	

Door Monitoring Facility

If the door is to be monitored by the alarm system only, the door monitoring input should be wired direct to the end station (not via the door station) and programmed appropriately.

If the door is to be monitored by the door station only (providing local alarm), the door monitoring input should be programmed as isolated in 'Change Inputs' menu. The 'Door Contact No.' should be an input number that is unused on the system.

If the door is to be monitored by the door station and the end station, the door monitoring input should be programmed in the 'Change Inputs' menu (see table below). The 'Door Contact No.' should correspond to this input.

Input Type	Valid door open (i.e. valid tag or 'request to exit')	Door forced (i.e. no valid tag, nor 'request to exit')
Final Exit	Starts entry time, if system set	Day alarm
Switcher	No response	Day alarm
All other types	No response	Normal input response

NOTES: If input is programmed as 'isolated' then monitoring will be SOLELY at the door station. If the input is to be monitored by the alarm system ONLY, it should be wired directly to the system, and NOT via the door station.

5.7.6 Ward Control

A Ward is sub-vision of an area, providing a degree of independent control so that in many systems it may be used as a separate partition. Control is by means of a dedicated Set/Unset Tag Reader located OUTSIDE the ward area. No entry/exit route is available. The number of Wards available is limited to the number of setting points not otherwise allocated as keypads, set/unset readers or access control or guard tour points. The maximum wards are:

EURO 46: 5

Each ward may consist of any number of 'intruder' inputs, all of which must be allocated to the same area. No input may be allocated to more than one ward.

Operation may be by proximity tag, or by key (or other) switch wired into the first input on the tag reader. Wards using switch operation MUST be those on which the inputs are live (i.e. shown in the table on the next page). Tags for Ward control are programmed through the Manager menu.

The ward controller provides 'Alarm' and 'Can Set' outputs dedicated to that Ward. It also provides relevant indications, including Set/Unset status, so should always be located adjacent to the controlling Keyswitch where this is used.

If the option 'Auto Readmits when set' is selected as 'Area Set' then the ward will always set when the area in which it located is set. If selected as 'NEVER' it will always require manual setting.

The Ward must ALWAYS be unset manually.

An additional option is available the 'SITE OPTIONS' menu, to permit a 'misoperation' (abort) signal to be generated by silencing an alarm at the Ward Controller.

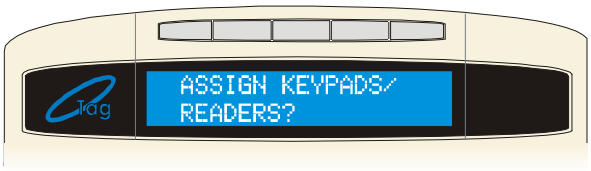
Operation of a Ward

Action	Status	Notes
Normal (unset) status	Detectors within Ward are inactive	'Unset' indication lit
Ward input triggered	No response	
Attempt to set Ward with input in fault	-	'Fault' LED flashes and intermittent tone to indicate 'cannot set'
Set Ward with no faults	Ward sets (detectors live)	'Unset' indication goes out
Ward input triggered	Alarm generated	'Alarm' LED lights, alarm tone generated
Ward Controller unset	Ward unsets	'Unset' indication lights
Valid code entered at a Keypad whilst alarm running	Alarm silenced	Ward remains set.

Assign Keypads/Readers

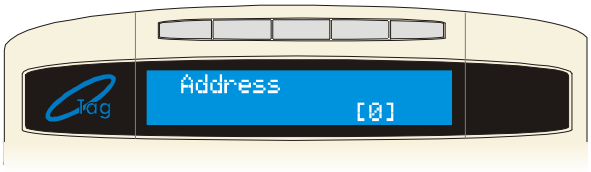
Using the [B] and [NO] keys, scroll to **'ASSIGN KEYPADS/READERS?**'

Press the [YES] key



Address

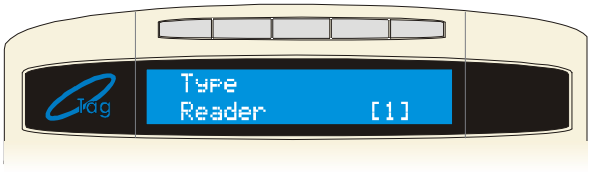
Enter the address of the keypad/reader you wish to assign. Press the [YES] key



Type

Enter [1]: for **Reader**

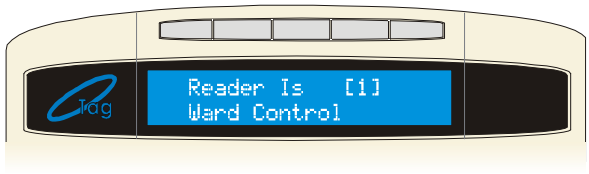
Press the [YES] key



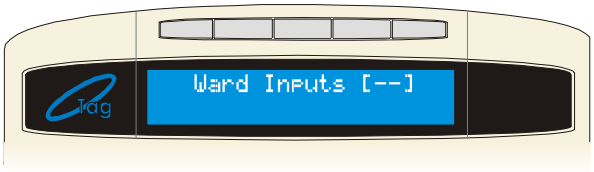
Reader Is

Enter [1]: for **Ward Control**

Press the [YES] key



Enter the Ward Inputs. Press the [YES] key. Once you have entered them, they will appear on the bottom line, after you have entered all the ward inputs you desire, press the [NO] key.

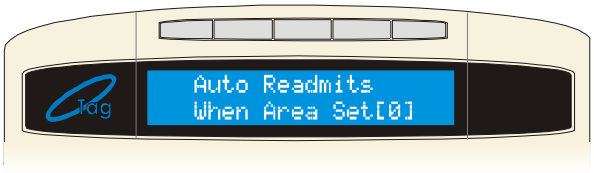


Auto Readmits

Enter [0]: for **When Area Set**

Enter [1]: for **Never**

Press the [YES] key

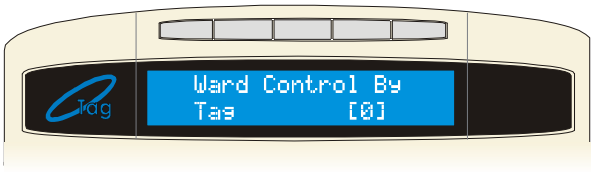


Ward Control By

Enter [0]: for **Tag**

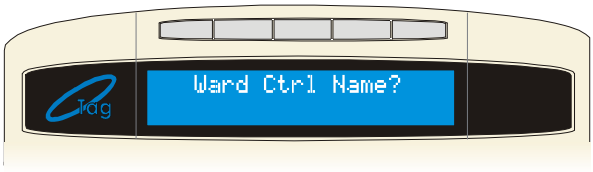
Enter [1]: for **Input**

Press the [YES] key



Ward Ctrl Name

At default the ward control name is 'Device 01' which needs to be referenced when adding codes/tags for the Ward Control in the master manager menu.



5.8 System Displays

Please see page 12, "Text Programming" section for this function as it requires programming Area text, sign on messages etc.

5.8.1 Area Texts

You may choose how you want each Area/Level Set to be displayed, i.e. "Area A" may be used to fully Set a house therefore you may want to call it "Full House Set" for example. You can have a maximum of 16 characters on the display.

5.8.2 Sign On Message

The Sign on Message is the main display on the top line in unset mode.

5.8.3 Site Name

The Site Name is used as a "Site Reference" which if used must be also used within the EURO Insite Software in order for the software to connect to the EURO system.

5.8.4 Display When Set / Display Alarms / Display HU's / Display Inputs

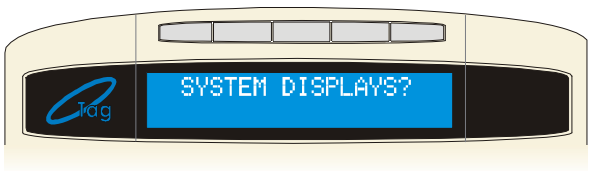
If 'Display when set' is enabled, then the Area Text will be displayed on the LCD keypad once the system is fully set. ***The Default is No. (Not compliant with PD6662 / EN50131-1)***

If Display Alarms / HU's are enabled, they will show any alarms that are activated before a valid user code/tag is entered. If Display Inputs is enabled, any inputs activated in day mode will be displayed.

System Displays

Using the [B] and [NO] keys, scroll to **'SYSTEM DISPLAYS?**'

Press the [YES] key



Area Text

Enter the desired text for the Area; press the YES key to enter the text for all other Areas. You can also add/change the text for "Full" Area Setting, the sign on message and the site name label.

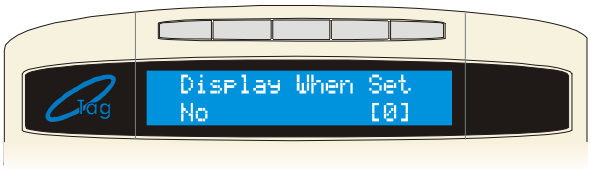
Press the YES key once you have changed each text display.

Display When Set

Enter 0: for **No**

Enter 1: for **Yes**

Press the YES key. You will be returned to the Engineer Menu.



5.9 Change Timers

All the timers can be changed in this function, the table below shows the different timers available and the default values:

Timer	Function	Range	Default
Entry Time	Entry time for each area.	0 – 255 secs	30
Exit Time	Exit time for each area.	0 – 255 secs	30
Siren Time	Cut off time for external sounder. Separate for each area.	2 – 15 minutes	15
Confirm Time	Time period during which a second activation must occur to qualify as 'sequentially confirmed' alarm. ***NOTE: DD243 specifies a confirm time between 30 and 60 minutes.*** *This also can be used in conjunction with testing an omit signal.*	1 – 99 minutes	30
Siren Delay	Delay after intruder alarm before siren live. ***NOT valid within 3 minutes of final set or after entry time started.***	0 – 20 minutes	0
Strobe Time	Time strobe output remains live after siren time ends. ***'99' means endless.***	0 – 99 minutes	0
Re-Arm No.	Number of times system re-arms after bell time ends. ***NOTE: Re-arm number applies to each area, and does not affect emergency alarms. '9' means always re-arm.***	0 – 9	3
AC Signal Delay	Time delay before mains failure or technical alarm notified. ***NOTE: Setting '250' = never alarms. System change-over to battery supply and associated visual alert indication is always immediate.*** *Some ATE impose a randomised delay in notifying a mains fail. This should be taken into account when setting this timer.*	0 – 250 minutes	40
Speaker	***Time speaker and keypad bleeper outputs remain live after siren time ends. '99' means endless.***	0 – 250 minutes	0
Settle	Time between final exit input closing, and system setting.	0 - 255 seconds	5
Double Knock	Length of filter period applied to inputs with 'Double Knock' attribute.	0 – 75 seconds	10
Pre-Alarm	Delays 'Intruder' output signals if entry time has started. ***Pre-alarm time must be set for at least 30 seconds to comply with PD6662***	0 – 255 seconds	30
Line Fault	Duration of Telecom Line Fault before 'Line Fault' alarm triggered. *NOTE: In the case of devices connected via the ATE pins, this time is additional to that already applied by the ATE.*	0 – 250 seconds	20

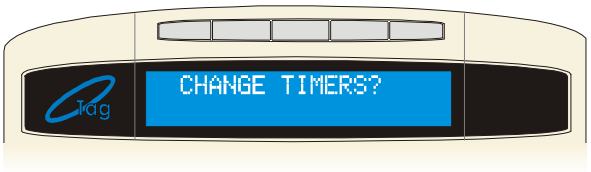
Timer	Function	Range	Default
Set Fail	Time after which 'Set Fail' operation will be invoked if exit procedure not completed.	0 – 255 seconds	40
Guard Code Alarm	Minimum time an alarm must have existed before a 'Guard' code will be accepted to unset.	0 – 10 minutes	3
Fire Siren Time	Cut off time for fire alarm. ***'99' means endless.***	1 – 99 minutes	99
Input NAT Days	NAT stands for Non-Activity. This is used in conjunction with the input attribute 'Monitor Activity', and will monitor the chosen input for the selected number of days.	0-14	14
Input NAT Hours	NAT stands for Non-Activity. This is used in conjunction with the input attribute 'Monitor Activity', and will monitor the chosen input for the selected number of hours.	00-23	0
Service Time	This is a timer that can be set in days, and will display a message to the user warning that a service is due. An engineer code will clear the message.	367	0

NOTE: Control of timer for inputs on Set fail test is located in the Engineer Tests Sub Menu.

Change Timers

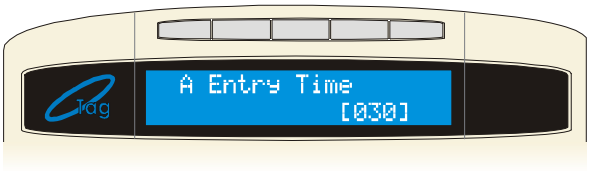
Using the [B] and [NO] keys, scroll to **'CHANGE TIMERS?**'

Press the [YES] key



Timers

The timers as displayed in the table on the previous page will be displayed, adjust the time as required and press the [YES] key. Once you have finished, press the [NO] key, you will be returned to the Engineer Menu.



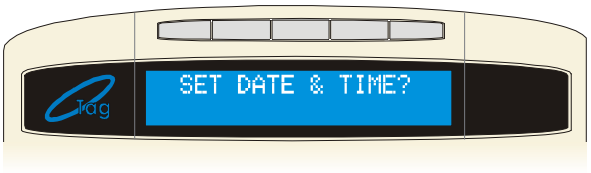
5.10 Set Time and Date

All log entries and the system display include the time and date. This may be also programmed in the Master Manager Mode. ***NOTE: Please note that powering down the system will reset the time and date information.***

Set Date and Time

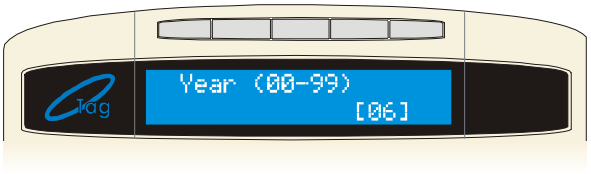
Using the [B] and [NO] keys, scroll to **'SET DATE AND TIME?**'

Press the [YES] key



Year

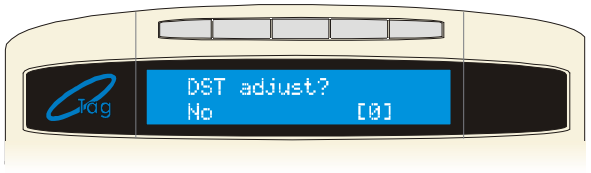
Adjust the year as required using the numeric keys. Press the [YES] key. Repeat for Month, Day and Hours. Press the [YES] key.



DST Adjust

Enter [0]: for **No.** Enter [1]: for **Yes**

If enabled, this option will automatically work out the date and time to adjust for daylight savings time



5.11 Exit Modes

The '**Exit Modes**' operate the Setting procedure of the EURO system. The following Exit Modes are available:

5.11.1 Timed

The EURO system will only set when the programmed Exit Time has expired (See 'Change Timers' page 29) providing that all inputs are closed. ***(Default setting for all areas/level sets). NOTE: This is NOT suitable for systems installed to comply with DD243.***

5.11.2 Final Door

The EURO system will only set when an input programmed as Final Exit is either closed (if the input was opened when Setting started) or its single opening and then closing (if the input was closed).

This mode may also be used for *'lock set'* operation: securing the lock completes the Setting procedure, unlocking starts the entry time.

5.11.3 Timed/Final

This function follows 'timed' operation, except that the timer will be overridden if an Final Exit input is opened and closed before the timer expires (See above: Final Door).
NOTE: This is NOT suitable for systems installed to comply with DD243.

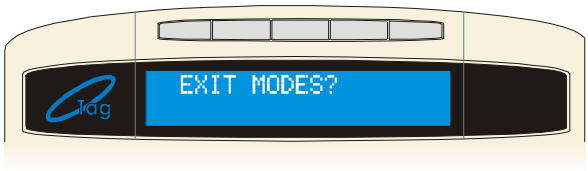
5.11.4 PTS (Push To Set)

PTS = Push to Set. The EURO system will only Set when a 'Push to Set' button has been pressed. This function will override the programmed Exit Time.

Exit Modes

Using the [B] and [NO] keys, scroll to **'EXIT MODES?**'

Press the [YES] key



Area Exit Modes

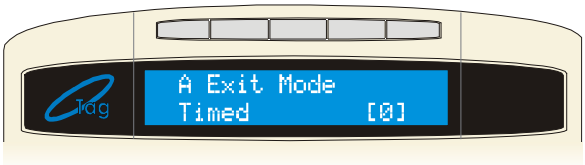
Enter [0]: for **Timed.**

Enter [1]: for **Final Door**

Enter [2]: for **Timed/Final**

Enter [3]: for **Push To Set**

Press the [YES] key. Repeat for each Area or press the [NO] key to return to the Engineer Menu.



5.12 Change Codes (Duress/Guard Only)

All codes may be 4, 5, or 6 digit or proximity tags. Using a 5 or 6 digit code will automatically block several possible 4 digit codes that clash with it. Please note that the EURO System will only comply with Grade 3 if you have "5 digit codes" enabled. ***NOTES: Only Duress or Guard codes can be changed by the Engineer, Normal user codes can only be changed in The Manager Mode. The Master User and Engineer Codes cannot be deleted.***

5.12.1 Code Types and Numbers.

Alarm System	User/Manager Codes	Duress/Guard Codes
EURO 46	75	10

5.12.2 Code Types

Please note that Master Manager and Engineer Codes can only be changed, they cannot be deleted.

User Type	Functions	Operation
User Default: 1234	Set and Unset System. Also for Access Control and Sub Area Control functions	Programmed by Manager only.
Manager	Set and Unset System Also access to Manager menu functions	Programmed by Manager only.
Master Manager Default: 2222	Set and Unset System. Also access to Manager menu functions	Programmed by Manager or Engineer.
Engineer Default: 1111	Access to all engineering functions; also Set/Unset system for test purposes.	Programmed by Engineer.
Duress	Unsetting system, generates silent 'Duress' or 'Hold Up' signal. NOTE: ACPO policy prevents use of Duress codes for police all purposes.	Programmed by Engineer.
Guard	Unset system, but only after an alarm has been active for a minimum time (programmable). Also Set system. An output type is available to signal whenever this code is used.	Programmed by Engineer.

5.12.3 User Set Options

The User Codes can be programmed as the following:

Unset / Set: The code will set and unset the EURO system ***(Default)***

Unset Only: The code will only unset the EURO system once it is set.

Set Only: The code will only set the EURO plus system.

None: The code will not be used to set and unset the system. It can be used for use with tags to be used for Access Control purposes but not permitted to set/unset the system.

5.12.4 Flexi Set

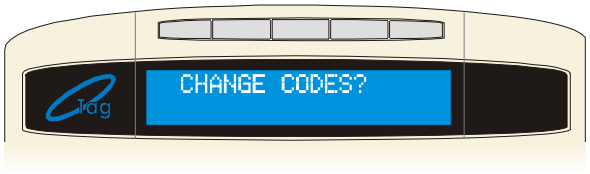
If enabled, the user will be able to select which Areas they can set/unset; from those the code is valid for, taking into account the areas the keypad/reader is valid for.

If disabled, the user code will automatically set the selected area(s). This option is commonly used if a proximity tag has been used on the system.

Change Codes

Using the [B] and [NO] keys, scroll to **'CHANGE CODES?'**

Press the [YES] key

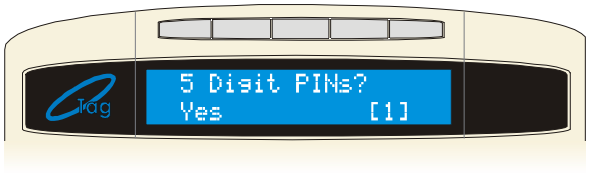


5 Digit Pins

Enter [0]: for **No**

Enter [1]: for **Yes (For Grade 3 – *Default*)**

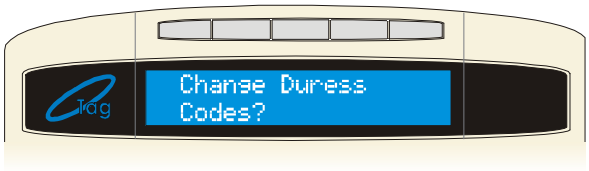
Press the [YES] key



Change Duress Codes

Press the [YES] key to Change the Duress Codes, or for the next function press the [NO] key.

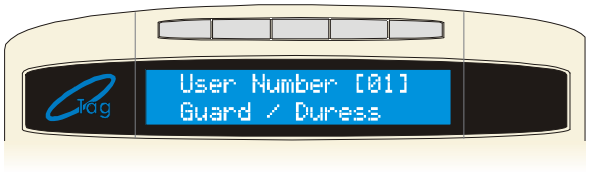
NOTE: User codes can only be changed in the user manager mode



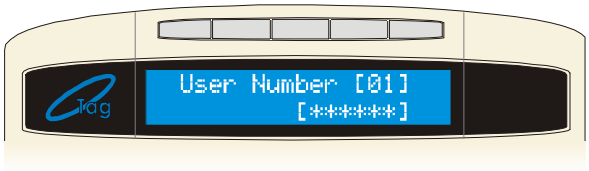
Duress Codes

Enter the required User Number using the numeric keys.

Press the [YES] key



If a code or tag is already allocated, the display will show [******]. Enter the new code, or present a tag to keypad. To erase the existing code press the [C] key. Press [YES] key

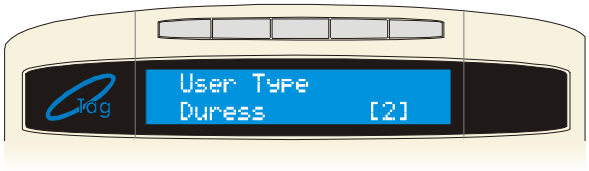


User Type

Enter [2]: for **Duress *(Default)***

Enter [3]: for **Guard**

Press the [YES] key

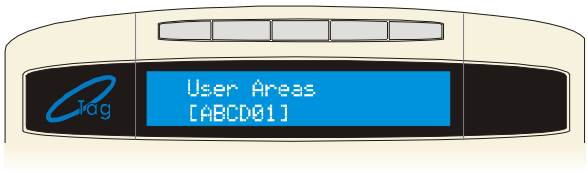


User Areas

Select the Areas the code will be valid for.

Please note the primary Areas are A,B,C & D.

Press the [YES] key



(This shows the display of a EURO 46 panel)

User Set Options

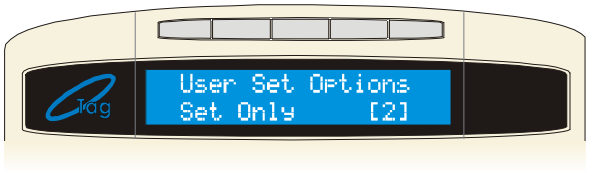
Enter [0]: for **Unset/Set *(Default)***

Enter [1]: for **Unset Only**

Enter [2]: for **Set Only**

Enter [3]: for **None**

Press the [YES] key

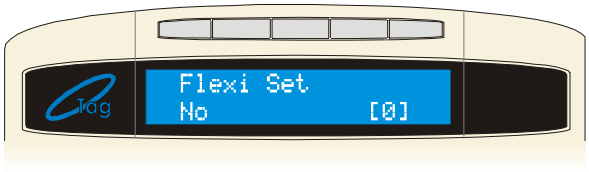


Flexi Set

Enter [0]: for **No *(Default)***

Enter [1]: for **Yes**

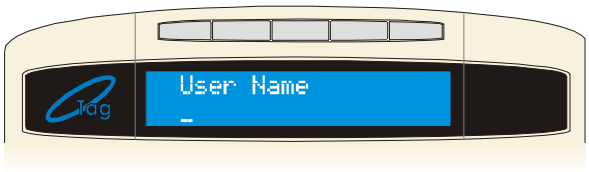
Press the [YES] key



User Name

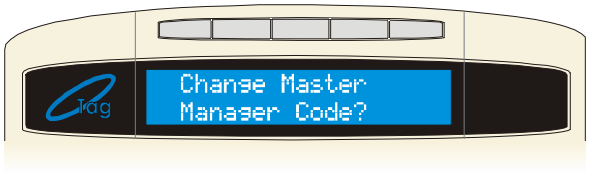
Enter the text to identify the user. Text Programming is described on page 12.

Press the [YES] key.



Change Master Manager Code?

Press the YES key to Change the Master Manager Code and repeat the options as shown above, or for the next function press the NO key.



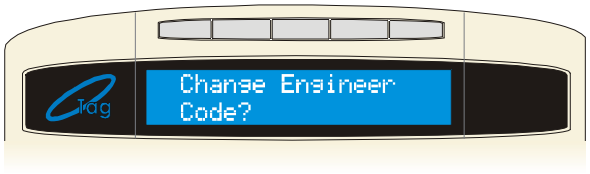
Change Engineer Code?

Press the YES key to Change the Engineer Code or for the next function press the NO key.

The Engineer Code cannot be deleted.

Press the NO key.

You will be returned to the Engineer Menu.



5.13 Volume Control

The Volume Control function applies to the loudspeaker output only. Volume levels at the keypad are programmed individually – please see page: 11.

5.13.1 Code Stops Sound

If this function is enabled, then once an alarm has been generated (even if the code is not programmed for that area) the alarm will be silenced, and a 'Misoperation (Abort) signal' will be sent, but the area will still be set until a valid user that controls that Area is entered. ***The default is Yes.*** If disabled, the codes will only work for the programmed area.

5.13.2 E / E Keypads Only

If there is a speaker connected to the SPK output of the EURO system the entry and exit tones will be heard through the speaker. If you would like Entry and Exit tones to be heard on only the keypad and not the speaker then enable this function. ***The default is selected as No.***

5.13.3 Alert Kps Only

If this function is enabled then any Alert tones will be heard on the Keypad only and not the speaker. ***The default is selected as Yes.***

Note: 0=Completely Silent, 1=Silent,but sounds a beep when the system is set

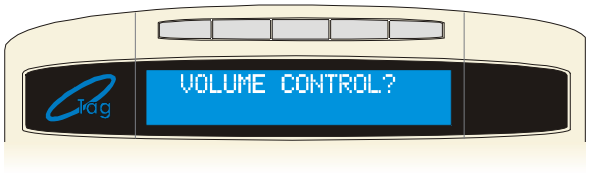
The default volume settings are as follows:

Entry:	4	**Tamper**	6
Exit	4	**Day Alarm**	6
Alarm	7	**Chime**	3
Fire	7	**Intelligent Set**	3

Volume Control

Using the B and NO keys, scroll to **'VOLUME CONTROL?**'

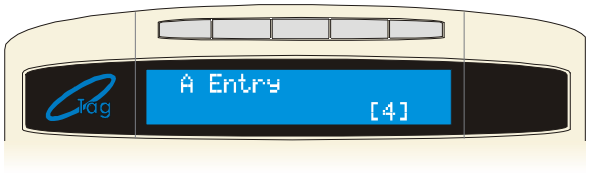
Press the YES key



Area Volume

Use the numeric keys select the volume level required for Entry and Exit tones for each Area, once selected, press the YES key.

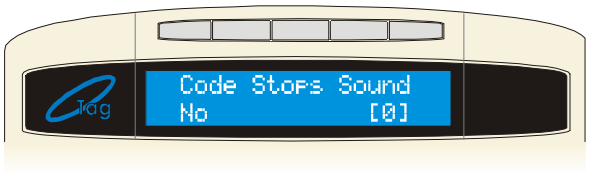
Repeat for Alarm, Fire, Tamper, Unset, Chime and Intelligent Set tones. Press YES



Code Stops Sound

Enter [0]: for **No** Enter [1]: for **Yes**

Press the [YES] key. Repeat for E/E Keypads Only and Alert Keypads Only. Press the [YES] key. You will be returned to the Engineer Menu



5.14 Alarm Response

The Alarm Response function controls how you would like certain activations to perform.

5.14.1 Silent 1st Alarm

If this function is selected as 'confirmed', then the first alarm to activated on the system will be silent, but the if another input activates (i.e. a confirmed alarm) then the alarm will activate and the alarm tones will be heard. This option is only valid once the system has been set for 3 minutes and not if the entry time has started. ***The default setting is 'Never'***

5.14.2 Disable Confirm On Entry

To comply with DD243 clauses 6.4.3 and 6.4.4, this option should be set to YES to disable confirmation once the entry procedure has started. For use with DD243 option 6.4.5, this option should be left at default (No).

If 'Disable Confirm On Entry' is set to **YES** this option will disable **ALL** confirmation signals on entry.

If 'Disable Confirm On Entry' is set to **NO** the confirmation signals are enabled on expiry of entry time. ***(Default)***

5.14.3 Inputs to Confirm After Entry

This function accepts a choice of 1 or 2 inputs to trigger after expiration of entry time to qualify as a sequentially confirmed alarm. Note: *Only the "2" setting complies with DD243:2004.* ***The default setting is '2'***

5.14.4 Alarm Starts / Stops (Alarm Responses)

The order of which alarm responses are activated can be programmed to your requirements. The alarm activations you can program are: Areas, Fire, Gas, Hold Ups, and Day Alarms and the different alarm responses are: Keypads, Internal Sounders, Sirens Only, Digi and Confirm. The different alarm responses work on a cycle (starting from 'Keypads' and finishing at 'Confirm').

Each alarm response will take 15 seconds before moving on to the next response.

For example, If the alarm response for Area A **starts** at '*Internal Sounders'* and **stops** at '*Digi*', then once Area A is set and an alarm has been activated, the *internal sounders* will be first to activate, then after 15 seconds the Sirens will activate (*Sirens Only*) and then after another 15 seconds the '*Digi*' will activate.

You may also program the system to operate on a combined Area basis, for example if both Areas 'A' and 'B' are set; you may want the process of the alarm responses to change. Therefore you would use the 'If Areas set' section of this function and select the desired Areas and the alarm responses.

Another example of where this function would become useful is when you have several inputs programmed as 'day alarm', you may want the system to only activate the internal sounders in unset mode, but when the system is set you may want both the internal and external sounders to activate. To do this, when you get to "Day alarm starts", enter '1' for Internal Sounders and press function. "Day alarm stops" will be displayed, as you do not wish anything else to activate when the system is unset, enter '1' for Internal Sounders again. This will make the system only ever activate the internal sounders when an alarm has activated in unset mode.

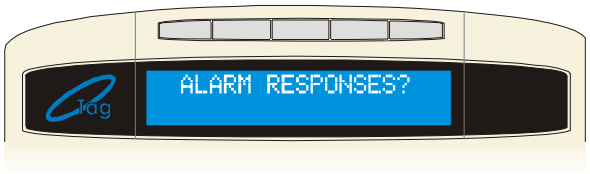
The defaults for this function are as follows:

Area Starts At	Digi	Area Stops At	Confirm
Fire, Gas, HU Starts At	Digi	Fire, Gas, HU Stops At	Digi
Day Alarm Starts At	Sirens Only	Day Alarm Stops At	Sirens Only

Alarm Responses

Using the [B] and [NO] keys, scroll to **'ALARM RESPONSES?'**

Press the [YES] key

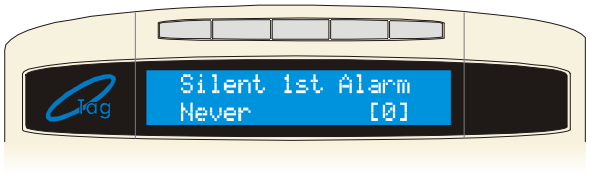


Silent 1st Alarm

Enter [0]: for **Never**

Enter [1]: for **Confirmed**

Press the [YES] key



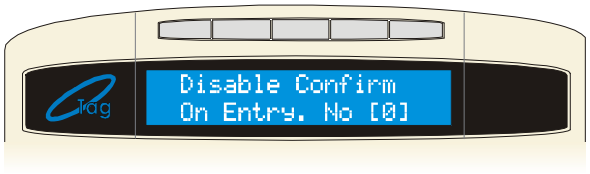
Disable Confirm On Entry

Enter [0]: for **No**

Enter [1]: for **Yes.**

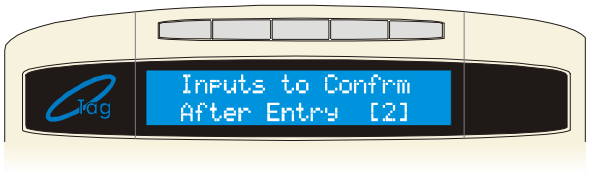
Leave as NO for use with DD243 clause 6.4.5 or Change to YES for use with DD243 clauses 6.4.3 / 6.44.

Press the [YES] key



Inputs to Confirm After Entry

Enter the number of inputs to Confirm after the Entry. *(Leave at 2 to comply with DD243)*. Press the [YES] key



Area Starts

Enter [0]: for **Keypads**

Enter [1]: for **Internal Sounders**

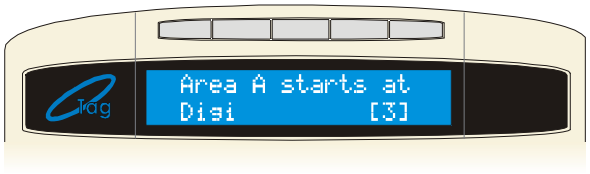
Enter [2]: for **Sirens Only**

Enter [3]: for **Digi**

Enter [4]: for **Confirm**

Press the [YES] key. Repeat for *Area Stops* and then repeat the above for each other Area and also for Fire, Gas, HU and Day alarms

You will be returned to the Engineer Menu



5.15 Change Outputs

Any output type may be programmed to any of the systems outputs. Outputs must be used within their rated capacity. Please see the installation manual.

NOTE: Only the ATE outputs can be inverted.

5.15.1 Output Types

Type		Active	Restore
0000	**Not Used**	(permanently off)	
0001	**Fire**	At alarm	When a valid code is entered
0002	**Hold Up Any**	At a HU or Duress alarm *(This includes keypad HU)*	When a valid code is entered
0003	**Intruder Any**	At alarm, while system is disarmed	At first valid code entry and at end of confirm time.
0004	**Final Set All**	When system is FULLY armed	At code entry to unset
0005	**Misoperation Any (Abort)**	When system is silenced after any 'intruder' output is triggered	After 2 minutes
0006	**Confirmed Any**	When further input active in any area after 'intruder' alarm	At next code entry
0007	**Tamper Any**	Any tamper alarm	At code entry to silence And at end of confirm time.
0008	**Duress**	At a Duress alarm (i.e. from a keypad)	When a valid code is entered
0009	**HU Device Any**	At alarm on a HU input only	When a valid code is entered
0010	**Gas**	At alarm	When a valid code is entered
0011	**Set Fail**	Pre-set time after start of exit time, if exit procedure is not complete	At code entry to rearm
0012	**Entry Deviation**	When deviation from entry route occurs, during entry time	At code entry to unset
0013	**Secure Intruder Any**	At alarm, after exit time started, until unset	At first valid code entry and at end of confirm time.
0014	**Siren Any**	When alarm live	When alarm silenced or when siren timer expires
0016	**Strobe Any**	When alarm live	When alarm silenced or when strobe timer expires
0017	**Omit Rearm Any**	Input omitted if active (or in alarm condition) at the end of confirmation time.	When system disarmed
0018	**Unconfirmed Any**	Any intruder or Tamper alarm	At code entry to silence
0019	**Can Set All**	If all inputs and technical faults in system are clear. Also once entry time has started	If fault exists, and after final set
0020	**Exit Starts All**	At start of exit time to set LAST area	At code entry to unset FIRST area (i.e. no longer fully set)
0021	**Exit Starts Any**	When exit time starts to set FIRST area	At code entry to unset LAST area
0022	**Final Set Any**	When FIRST area is set	At code entry to unset LAST area
0023	**Strobe Set Fail**	Works similar to output 016, but also fires if the set fail timer expires.	
0025	**Keyswitch unset**	This output turns on for 5 seconds when the system is	

Type		Active	Restore
		disarmed via a keyswitch input (either pulsed or latched keyswitch)	
0026	**Set with Omit**	Activates when inputs are omitted on setting	
0031	**Entry**	Live during any exit time	
0032	**Exit**	Live during any entry time	
0033	**Entry/Exit**	Live during any entry or exit time	
0034	**Lights**	When exit or entry timer starts	20 seconds after set/unset procedure completed
0035	**Follow Input** *See page: 41.*	When input triggers	Dependant upon programming
0036	**Shunt Fault**	*See Shunt Inputs - Page: 22*	
0037	**Reset 1 (Viper Reset)**	At code entry to set	After 3 seconds
0038	**Reset 2 (Viper Set/Unset)**	At code entry to set	When unset
		Re-triggers whenever an additional area is set	
0039	**PIR Latch 1**	When set (and in Walk Test)	At alarm, or when unset
0040	**PIR Latch 2**	This is the inverse polarity to PIR Latch 1	
0041	**Mains Good**	Output showing the mains is healthy	
0043	**Follow Test**	New output for alternative bell test by activating SAB	
0044	**Off During Test**	New output for alternative bell test by activating SAB	
0048	**Detr Walk Test**	This output is active during walk test, and will only deactivate when all detectors have been tested.	
0051	**Line Fault**	When Line Fault signalled by communicator	When fault clears
0052	**Mains Fail**	After pre-set time without mains power	On restoration of mains
0053	**Battery Faults**	When battery disconnected or load fail detected	At next valid code entry
0054	**Low Volts**	At fault	When fault clears
0055	**Global Fault 1** (Faults: Modem, Battery, Fuse, Line, Mains)	Activates if fault occurs only when system is armed	When all faults cleared
0056	**Global Fault 2** (Faults: Modem, Bat, Fuse, Line, Mains)	Activates if fault occurs at any time	When all faults cleared
0057	**German Relay**	*DO NOT USE*	
0058	**Guard Code Used**	When 'guard' code accepted	After 60 seconds
0059	**Engineer Access**	When entering Engineer Mode	When leaving Engineer Mode
0060	**Initialise Digi**	At power up	Live for 45 seconds only
0063	**Test ATE/GSM**	Test signalling through PSTN and GSM. Activates when a test call is sent.(only used for specific GSMs)	When test completed
0064	**Test ATS** *For use with ATE complying with BSIA Form 175 to initiate test call to ARC by each available path.*	Test signalling through PSTN and GSM. Activates when a test call is sent.	When test completed
0065	**Zone Activity Fail**	If an input with NAT timer active does not trigger in the defined period	Next valid code entry

Type		Active	Restore
0066	**ATE not used**	Makes the ATE pin 5V or 0V depending if ATE outputs are inverted	
A repeating block of output types should be noted:			
0202	**Hold Up A**	As 0002 for Area A / Level set A events only	
0203	**Intruder A**	As 0003 for Area A / Level set A events only	
0204	**Final Set A**	As 0004 for Area A / Level set A events only	
0206	**Confirmed A**	As 0006 for Area A / Level set A events only	
0207	**Tamper A**	As 0007 for Area A / Level set A events only	
0208	**Duress A**	As 0008 for Area A / Level set A events only	
0209	**HU Device A**	As 0009 for Area A / Level set A events only	
0210	**Fire Reset A**	As 0010 for Area A / Level set A events only	
0213	**Secure Intruder A**	As 0013 for Area A / Level set A events only	
0214	**Siren A**	As 0014 for Area A / Level set A events only	
0216	**Strobe A**	As 0016 for Area A / Level set A events only	
0217	**Omit At Rearm A**	As 0017 for Area A / Level set A events only	
0218	**Unconfirmed A**	As 0018 for Area A / Level set A events only	
0219	**Can Set A**	As 0019 for Area A / Level set A events only	
0220	**Exit Starts A**	As 0020 for Area A / Level set A events only	
Then this pattern repeats for each other area, so that:			
0221-0240 Area / Level set B **0241-0260** Area / Level set C **0261-0280** Area / Level set D **0281-0300** Area / Level set 0 **0301-0320** Area / Level set 1			
1xxx	**Follow input xxx**	When input is activated	When input clears
i.e. add 1000 to the input number to select output required			
Area Sounder		**At output 2 of the TMZ (fixed as loudspeaker)**	

At Default
Bell Output: Siren Any (0014)
Strobe Output: Strobe Any [0016]
PGM Output: Not Used (0000)

*XPGM1, XPGM2: (Not Used (0000))

*These outputs are shared with inputs 7-10. If these outputs are enabled, the inputs become disabled.

5.15.2 STU / ATE Pin Output (Defaults)

Any communicating device with the industry standard footprint may be plugged onto the ATE pins on the EURO plus ATE Utility PCB. The default types for the footprint are as follows:

(For the diagram of the communication loom please see the Installation Manual):

ATE OUPUTS	EURO 46
1 (Blue)	Fire (0001)
2 (Orange)	HU Device Any (0009)
3 (Yellow)	Unconfirmed Any (0018)
4 (Brown)	Final Set All (0004)
5 (Purple)	Tamper Any (0007)
6 (Green)	Omit Rearm Any (0017)
7 (Black)	Confirmed Any (0006)
8 (Purple)	Mains Fail (0052)
9 (White)	Global Fault 2 (0056)
10 (Light Grey)	Test ATS (0064)

NOTE: There is an "Invert ATE outputs" option for use with positive removed/applied signalling Please see 'Site Options, page 44.

These are programmed in 'Change Outputs' under 'Endstation Output'.

For programming of the onboard Digi channels please see page: 56

5.15.3 External Reader Output

The RED LED on the external reader can be programmed so that it follows an output.

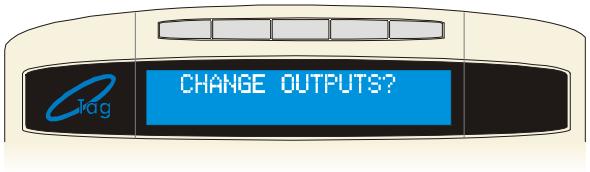
To achieve this, go to 'CHANGE OUTPUTS' and then 'Reader Output' and program the first output to whichever type is required.

For example you may want the Prox to show the system set, therefore you can use the output "0204: Final Set A". The RED LED will then be illuminated once Area A has set.

Change Outputs

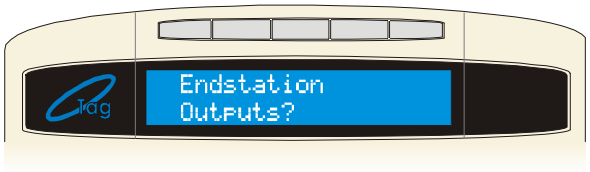
Using the [B] and [NO] keys, scroll to **'CHANGE OUTPUTS?'**

Press the [YES] key



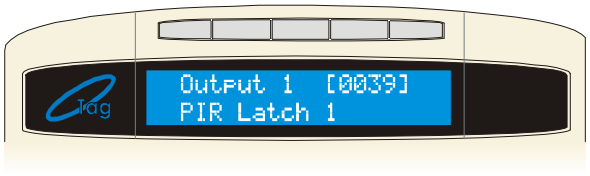
Endstation Outputs

To program the control panel outputs and the ATE pins press the [YES] **k**ey.



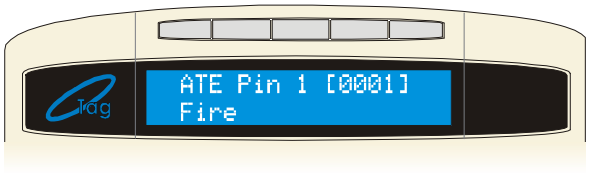
OUTPUT

Select the output type for the Output and press the [YES] key. Repeat for each output.



ATE PINS

When the display shows "ATE pin" you can decide what you would like the STU / ATE pins to be programmed as. Select the output type for the ATE pin and press the [YES] key. Repeat for each pin.

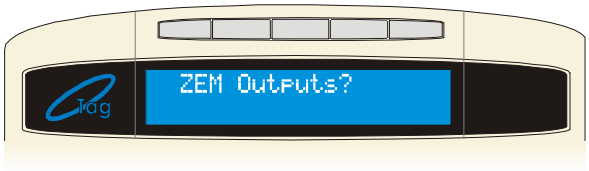


ZEM Ouputs?

Once you return to the sub-menu 'Endstation Output' press the [NO] key, the display will show 'ZEM output's', press the [YES] key.

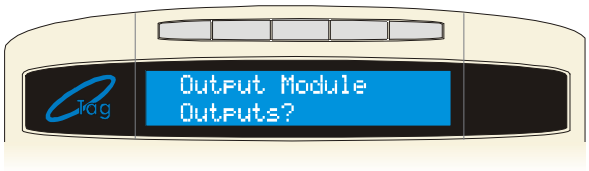
Enter the address of the ZEM. Press the [YES] key.

Select the output type for the Output and press the [YES] key. Repeat for each output (and ZEM address once you have pressed the [NO] key)



Output Module

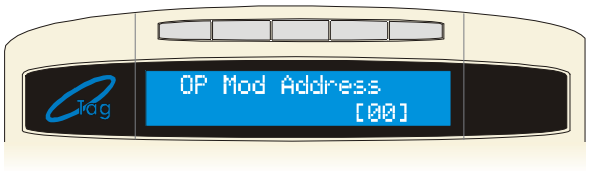
Once you return to the sub-menu 'ZEM Output' press the [NO] key, the display will show 'Output module', press the [YES] key if you have an Output module installed.



OP Mod Address?

Select the address of the Output Module and press the [YES] key

Select the output type for the Output and press the [YES] key. Repeat for each output (and ZEM address once you have pressed the [NO] key)

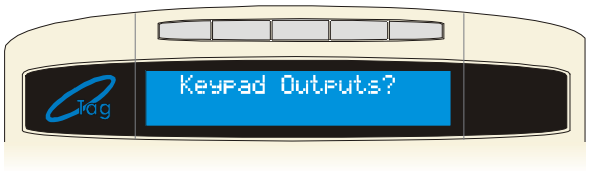


Keypad Output?

Repeat for the Keypad Output. Press the [NO] key

Repeat for the Reader Output. Press the [NO] key

You will be returned to the Engineer Menu.



5.15.4 The 'Follow Input' Output

If the expander card is installed the output 'Follow Input' is made available. This output provides the following functionality:

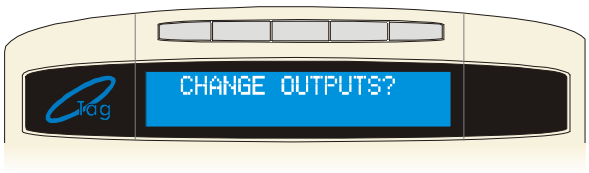
- Follow (whilst input active), TIMED or LATCHED output
- Follow individual INPUT, AREA, WARD or SHUNT LIST
- Follow WHEN SET, WHEN UNSET or ALWAYS

NOTE: The Follow Input type WILL NOT function correctly if assigned to ATE pins.

Change Outputs

Using the [B] and [NO] keys, scroll to **'CHANGE OUTPUTS?'**

Press the [YES] key

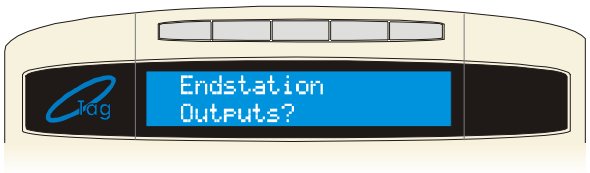


Endstation Output

To program the control panel Output and the STU/ATE pins press the YES key.

Select the output you desire, and select the output type as '0035' = Follow Input.

Press the YES key.



Follow Type?

Enter 0: for **Follow *(Default)***

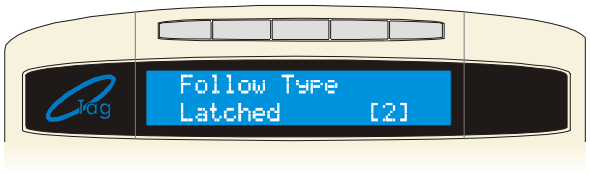
Enter 1: for **Timed**

(You will need to enter the time you would like the output to be activated for - in seconds)

Enter 2 for **Latched.**

Enter 3 for **Code Reset.**

Press the YES key.



Follow What?

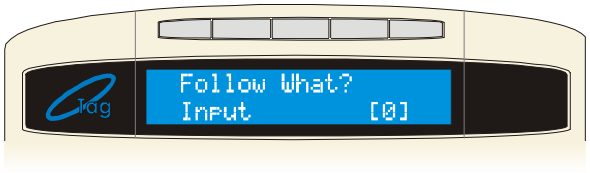
Enter 0: for **Input *(Default)***

Enter 1: for **Shunt List**

Enter 2: for **Ward**

Enter 3: for **Area**

Press the YES key.



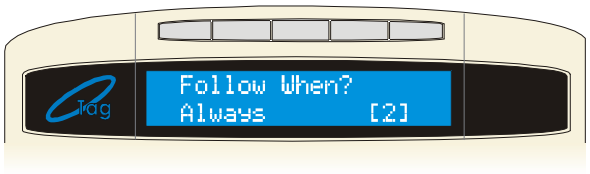
Follow When?

Enter 0: for **When Set**

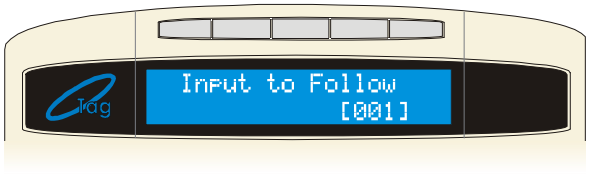
Enter 1: for **When Unset**

Enter 2: for **Always *(Default)***

Press the YES key.



Enter the input you wish to follow (if you chose: 'Follow What': Input) or the corresponding option you selected.



5.16 Intelligent Set

The EURO system allows the facility where you can automatically initiate a different Set mode or Area when you activate a chosen input (rather than having to choose a different Set mode via the keypad). This is known as “Intelligent Setting”.

Please note that when Intelligent Setting has been enabled the exit tone will commence at ‘intelligent’ volume. See Change Volume on page 43.

5.16.1 Intelligent Set for User Level Setting

If you are using Intelligent Setting for ‘level setting’, you can automatically switch to another Set mode when the nominated input is activated.

For example, if input 3 is selected for Intelligent Setting, then once this input is activated during the exit time for Set Mode A, the system will automatically quick Set Mode B.

To select the system for level setting please see the “Use Level Set’ in Site Options on page: 43

5.16.2 Intelligent Set for Area systems

If you are using Intelligent Setting for an area system, you can automatically omit Area B from the system when the nominated input is activated.

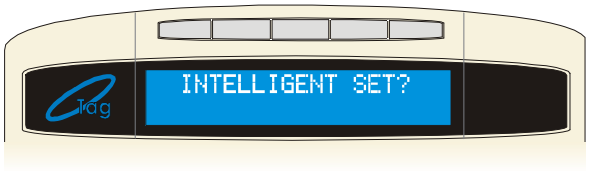
For example, if input 3 is selected for Intelligent Setting, then once this input is activated during the exit time for all Areas, the system will automatically omit Area B and quick set the remaining Areas.

To select the system for Area Setting please see the “Use Level Set’ in Site Options on page: 43.

Intelligent Set

Using the [B] and [NO] keys, scroll to **‘INTELLIGENT SET?’**

Press the [YES] key

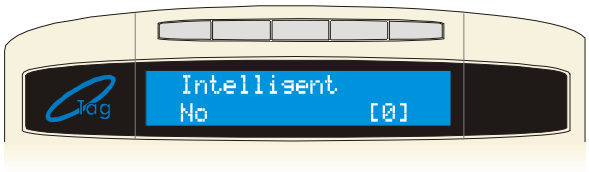


Intelligent

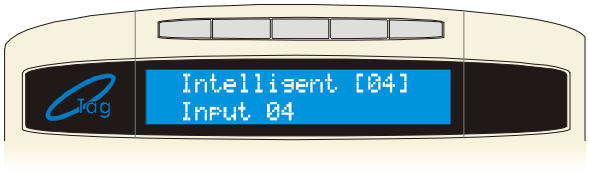
Enter [0]: for **No (*Default*)**

Enter [1]: for **Yes**

Press the [YES] key.



Use the numeric keys to select the input(s) that will cause Intelligent Setting to occur. Press the [YES] key. You will be returned to the Engineer Menu.



5.17 Site Options

A full range of site options is available to tailor the operation of the system.

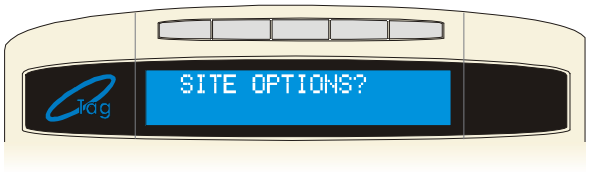
5.17.1 Site Option Types

Option	Default	Function
Set With Fault	Yes	If '**YES'**: Allows setting with the following faults active: Device fail, Mains fail, Battery faults, Fuse faults, SMS failure, relay sirens 1&2, relay Strobe faults.
Set With Tamper+	No	If '**YES'**: Allows setting with the following faults active: Case tamper and System tampers.
Set With ATS Fault	Yes	If '**YES'**: Allows setting with the following faults active: Telecom line fail, Modem failed, STU/ATE line fault, STU/ATE one path fail, Digi dial fail, STU/ATE comms fail.
Set With Ward TFault	Yes	If '**YES'**: Allows a ward to be set if mains, battery, telecom line, or other system fault is present.
Set Fail = Alarm	No	If '**YES'** = A graduated alarm will be generated when 'Set Fail' timer expires (see Change Timers), if exit procedure is still incomplete. Set fail output will trigger. If '**NO'** = Exit time will continue until the Exit route is clear.
Do Bat Load Test	No	If '**YES'**: Programmes the system to perform a full load test of the battery at 7.00am each day.
Ward Misoperation	No	If '**YES'** Allows a Misoperation (Abort) signal to be generated without the entry of a valid code into the system when a ward is operated after an alarm.
Strobe Confirm	No	If '**YES'**: A 'STROBE ANY' output will be activated for 5 seconds as the system arms. *Use with care, in view of potential security risk.*
Re-Arm Omits	No	If '**YES'**: At rearm at the end of the confirmation time, this function will force an input (not a system tamper) causing an unconfirmed alarm to be omitted, whether it's still in fault or not.
Use Level Set	No	If '**YES'**: The system becomes a 'level set' (Having one area set only at any one time, e.g. part sets). If '**NO'**: The system becomes a 'area' system (setting more than once area at a time)
Confirmed When	Final Set	**Final Set**: Confirmed signal only available after the system is set. **Exit Starts:** Confirmed signal available after the exit time has started. *NOTE: Not compliant with DD243.* Note: 'Exit Starts' must be selected in order for it to be entered in the logs.
AutoSet Force	No	If '**YES'** when autoset is in use (this is only available in the plus software) the panel will still set even if an input is open at the time.
Restrict PIN Use	No	If '**YES'** the system prevents a pin code being entered on the Entry Time, but allows the system to be silenced once in alarm. *Enable when DD243 option 6.4.5 is in use.*
Simple Set	No	Enables the 'simple set' functionality which allows a user to set the system by pressing the 'YES' key and the level set. PLEASE NOTE THIS FEATURE IS NOT UK COMPLIANT
Invert ATE O/Ps	Yes	If '**YES'**: 'Positive Removed' If '**NO'**: 'Positive Applied'
Common Lobby	Yes	If set to '**YES'**, this will automatically select the 'highest' exit mode for all partitions. (0 = Timed, 1 = Final Door, 2 = Timed/Final Door, 3 = PTS). For example, if Area C is selected as Final Door and the rest of the partitions are selected as Timed, then because Final Door is 'higher' than Timed (Final door is 1 and Timed is 0), all partitions will be set to Final Door. If set to '**NO'** the Exit Modes will be individually programmable to each area.

Flexi Unset	No	If set to '**YES'**, this will allow all codes with Flexi-Set attribute enabled to pick and choose which partitions to set/unset during entry time. *This option should always be selected when DD243 option 6.4.5 is in use*
2 Key HU	None	2 Key Hold Up Alarm at the keypad. The [1] and [7] keys, pressed simultaneously to produce a hold up. **None:** Inactive. **Silent:** Silent Hold Up. **Bells Only**: Bells Only (No signalling). **Both:** (Signalling and Bells) EURO keypads do not comply with ACPO requirements for this facility to be used for police all purposes.
ATE Inputs	None	Permits selection of inputs to ATE pins to suit 'ATE' (including Red Care Reset), 'DigiCom' (including Telback), 'Relay Interface Monitoring' or 'Not Used'. *Note: This option must be set to 'ATE' or 'Digi' in order for Line Fault, etc. monitoring to function. This option is NOT required for use with the digi-modem.*
Tag Opens Doors	No	Used in conjunction with "Entry Control" in Assign Keypads/Readers (Page:23). If set to 'No' – any reader assigned for 'entry control' will arm/disarm as normal, and any doors on the system are open when the system is unset. If set 'Yes' the readers control the arming/disarming and doors.
Fire Key Enable	No	***Export Only***

Site Options

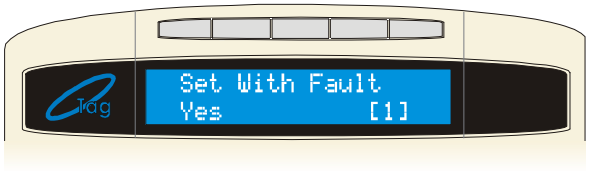
Using the [B] and [NO] keys, scroll to **'SITE OPTIONS'**. Press the [YES] key



Set With Fault

Enter [0]: for **No.** Enter [1]: for **Yes.**

Press the [YES] key. Repeat for all other options until:



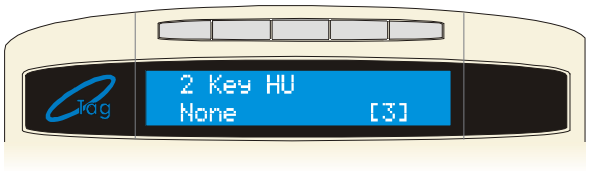
2 Key HU

Enter [0]: for **Silent.**

Enter [1]: for **Sirens Only**

Enter [2]: for **Both.**

Enter [3]: for **None** Press the [YES] key.

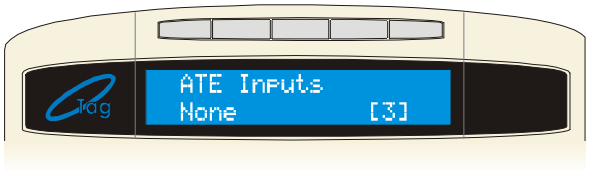


ATE Inputs

Enter [0]: for **ATE.** Enter [1]: for **Digi**

Enter [2]: for **Relay** Enter [3]: for **None**

Press [YES] for the Engineer Menu.



5.18 Engineer Reset Options

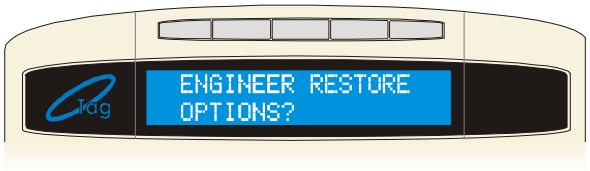
The Engineer Reset Options are used so that once an alarm has occurred; the EURO system can only be reset by an engineer code, anti code or red care reset from the alarm receiving centre.

Option	Function
Engineer Restore of Intruder	Following an intruder alarm, an engineer must reset the system before it can be used again. Please select 'UK Intruder' to enable this, 'Secure Intruder' should not be used. This will not interfere with the generation of an emergency alarm. ***The default setting is No.***
Engineer Restore of HU	Following a Hold Up, Input HU or Duress alarm, an engineer must reset the system before it can be used again. This will not interfere with the generation of a Fire or Gas (emergency) alarm. ***The default setting is No.***
Engineer Restore of Tamper	Following a Tamper alarm, an engineer must reset the system before it can be used again. This will not interfere with the generation of an emergency alarm. ***The default setting is Yes***
Engineer Restore of Soak	In the event of an input with the 'soak' attribute triggering whilst the system is set, the system must be reset by an engineer before it can be used again. This will not interfere with the generation of an emergency alarm. ***The default setting is No.***
Engineer Restore of Confirmed	Following a confirmed alarm, an engineer must reset the system before it can be used again. ***The default setting is Yes.***
Engineer Restore of Faults	If selected, only an engineers code will be able to reset the following faults: ATE telecom fail, Modem fail, ATE single path fail, Telecom line fail, Battery disconnect, Batt charge, Batt load, Excessive charge, Battery critical, Device fail. ***The default setting is No.***
Anti Code Restore	Enables the system to display an anti-code whilst awaiting an Engineer reset, which can be used to generate a special reset code. ***The default setting is No.***

Engineer Restore Options

Using the [B] and [NO] keys, scroll to **'ENGINEER RESTORE OPTIONS?'**

Press the [YES] key



Eng Restore Int

Enter [0]: for **No**

Enter [1]: for **UK Intruder**

Press the [YES] key.

Repeat the above options for the restores: Tamper, Soak, Confirmed, and Faults

(Enter [0]: for **No,** [1]: for **Yes**)

Press the [YES] key.

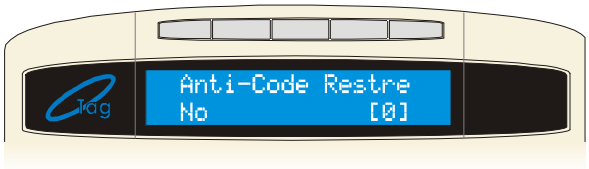
Anti Code Restore

Enter [0]: for **No**

Enter [1]: for **Yes**

Please note that if Anti-Code is selected, this will coincide with the options you have selected previously. For example, if 'Engineer Restore Inturder' is selected, and Anti-Code is selected, then an anti-code will be produced on an Intruder activation.

You will be returned to the Engineer Menu.



5.19 Review Logs

There are two logs available on the EURO system:

- **The Panel Log:** Includes all Set, Unset and Alarm events. The code holder performing any operation may be identified by pressing the [C] key. The panel log also includes all system faults, details of engineer access etc.
- **The Access Log:** Includes all Access Control and Guard Tour events.

With each log, use the [D] key to move from one event to the previous event. The [B] key will move from one event to the next event that occurred.

To view additional details, press the [C] key. If no other information is available, the display will move to the next log entry. Pressing the [A] key will return to the main screen for that entry.

Information on all fault codes that appear in the log can be seen on page: 63.

5.19.1 Log Entries

EURO 46: 1250

5.19.2 Code Identification

The codes that are entered into the EURO system are identified as follows:

Code	Identity
Engineer Code Default 1111	Engineer
Master Manager Code Default 2222	Master Manager
User (Or Manager), Default 1234	Users programmed through the Master Manager menu.
Duress (or Guard)	Codes programmed through the Engineer Menu.
"Input Switched"	Key or other switch used through an input

5.19.3 Fault Codes

Fault codes shown in the system log include numeric code to identify the equipment at which the fault is present. For example: Device Failure 203, Mains Failure 400

The first digit identifies the type of device:

1 = Control Panel
2 = Keypad
3 = Tag Reader or External Proximity Reader
4 = Zone Expander Module (ZEM)
5 = Output Module

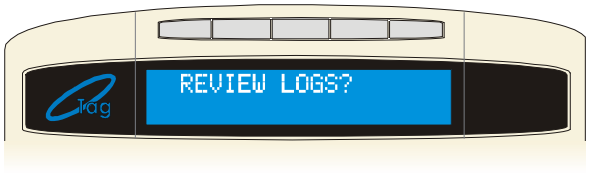
The remaining digits identify the address of the device, so if the display showed “Device Failure 203”, then there would be a possible wiring fault on the keypad that is addressed as “03”. If the display showed “Mains Failure 400”, then the power supply fitted to the ZEM addressed as “00” needs to be checked.

Please note a list of all the fault codes and log meanings are shown on page: 63.

Review Logs

Using the [B] and [NO] keys, scroll to **‘REVIEW LOGS?’**

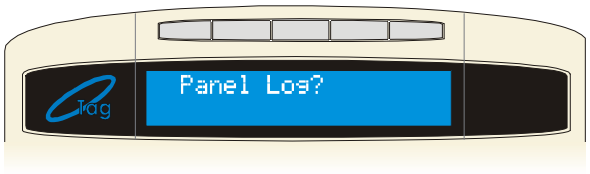
Press the [YES] key



Panel Log

Press the [YES] key to view the panel log.

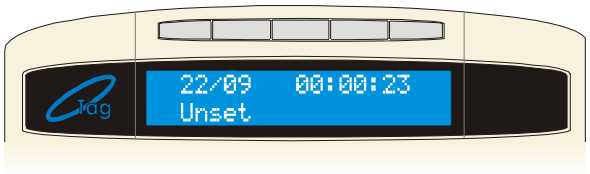
You will be returned to the Engineer Menu.



The log will be displayed. Use the [B] and [D] keys to scroll through the log.

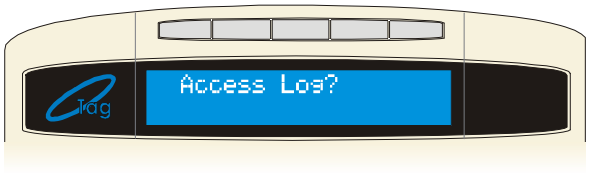
For more information on an event (such as alarm silenced for example) press the [C] key.

When you wish to exit, press the [NO] key.



Access Log

Repeat the above for the Access log. When you wish to exit, press the [NO] key. You will be returned to the Engineer Menu.



5.20 Engineer Tests

The Test function allows the engineer to test inputs, outputs, batteries and the siren.

5.20.1 Sounds To Play

This function allows you to listen to the different tones the EURO system makes. They have a choice of: Chime, Chime Follow, Exit, Exit Fault, Entry, Tech Fault, Tamper, Alarm, PA, and Fire.

5.20.2 Walk Test

Please note that the walk test feature can only be used when engineer mode is exited after the programming of inputs.

This function allows the engineer to test all programmed inputs on the system. The inputs that haven't been activated will be shown on the display. Once all the inputs have been walk tested, 'Walk Test Completed' will be displayed.

When walk-testing a double-knock detector, it must be triggered twice within the preset period. When testing dual-trip detectors you must first open detector one and then trigger the second detector; next open the second detector and trigger the first detector.

5.20.3 Soak Control

Any input may be placed on 'soak test' to prevent it from generating an alarm. If the input triggers whilst the system is set, it will indicate the activation and enter the details in the system log. You can also enter the number of days you would like the soak test to last, after this period the inputs will be active.

5.20.4 Test Siren

Any outputs programmed with a siren or strobe configuration will be activated.

5.20.5 Do Battery Load Test

Battery Test

The system performs a check of the battery operation every 10 seconds, by dipping the power supply voltage momentarily, and measuring the system voltage. If the battery voltage measured is below 12.0V, or the battery fuse has failed, a 'BATTERY FAULT 100' warning will be generated.

Battery Load Test

EURO Systems may be programmed to perform an automatic battery load test on all of the fitted intelligent power supplies at 7:00am each day. This will drop the power supply voltage below the battery voltage, whilst monitoring the system diagnostics. The test will NOT take place if:

- The End Station siren and strobe Output are live
- The system is in Engineer Mode
- Any battery faults exists
- Any mains fault exists
- The site option is not selected

If the test has already started, it will be aborted if any of these conditions apply, other than entry into Engineer Mode. If the test is aborted, it will NOT be performed until the next day.

This is selected in SITE OPTIONS under "Do Battery Load Test". The test may also be performed as required, under engineer control.

5.20.6 Test Outputs

The engineer can test all the Programmable Outputs on the End Station and the output module. This test can also be used to test the STU/ATE pins, all you need to do is select the output types you have chosen for the pins and test them, the signal will be then sent out on both the programmable outputs and the STU/ATE pins.

5.20.7 Test CHC Communications

If the engineer has set up SMS text messaging then this function needs to be used (after enabling SMS calls in 'Set up Digi/SMS', you must exit the engineers mode to save all the data, and then you may enter this function (this function is also in the master manager menu).

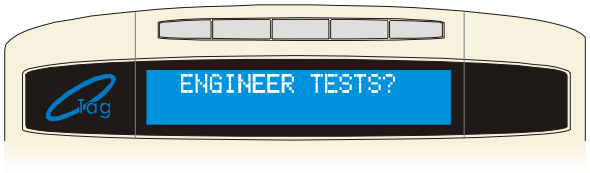
The system will automatically carry out a test call to the CHC (Castle Care Tech Host Computer) every two weeks. The call is made via a premium rate number and the bill payer should be informed of the charge (50p per call). Customers who have "BT Answer 1571" enabled may have difficulty in connecting to the CHC. ***This must be used in order for SMS to be enabled.***

5.20.8 Test SIA/CID Communications

If the engineer is using SIA or Contact ID to signal events, this function can be used to send a test signal to the alarm receiving centre.

Engineer Tests

Using the [B] and [NO] keys, scroll to **'ENGINEER TESTS?**' Press the [YES] key



Sound To Play

Press the [D] key to select which sound you would like to hear. Press the [YES] key.

Walk Test

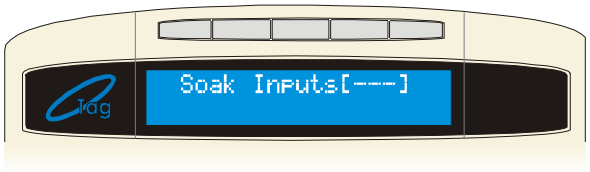
Press the [YES] key to enter Walk Test.

Select the Areas to be tested. Press the [YES] key. The display will scroll through all the inputs not yet tested. Walk test each input. As each input is triggered, a chime will sound and that input will disappear from the scrolling list. Press the [YES] key. Once the last remaining input has been tested, the following screen appears. Press the [YES] key. 'Walk Test Complete' will be display, press the [NO] key.

Soak Control?

To enter the Soak Control press the [YES] key

Enter the number of the inputs you wish to soak test and press [YES]. The input number shows on the scrolling list. Repeat for each input to be tested. To remove an input from the list, enter its number again. Press [NO]



Soak Days Left

Enter the number of days the soak test will last. Press the [YES] key.

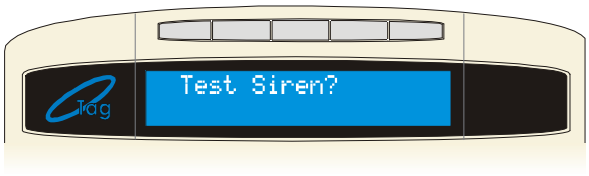
Initial Test

Enter the number of days the soak test will revert to in the event a soak input is triggered during testing. Press the YES key. 'Test Control' will be displayed, press the NO key.

Test Siren?

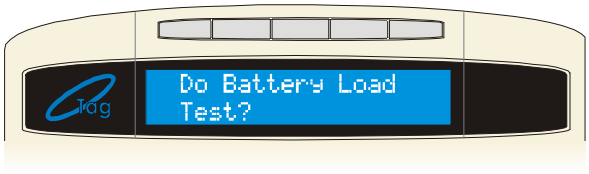
To Test the Siren press the YES key.

All outputs programmed as either Siren or Strobe will be tested. 'Testing Siren' will be displayed. Press the NO key to stop the test. 'Test Siren' will be displayed, press the NO key.



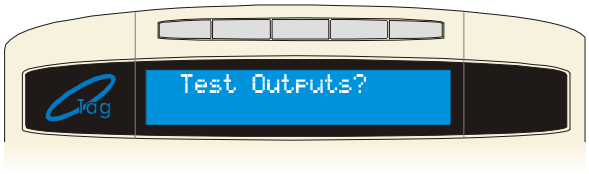
Do Battery Load Test?

To perform a Battery Load Test, press the YES key. The Battery Load test will be started. Once the Battery test has completed, press the YES key, 'Do Battery Load Test' will be displayed, press the NO key. ***NOTE: This only tests any intelligent PSU's that are connected to the system***



Test Outputs?

This tests all the outputs on the control panel (including outputs on ZEMs, Output Modules, and ATE pins) To test the outputs press the YES key. Select the Output type you would like to test (see page 37 for the output types) and press the YES key.



All outputs programmed as the type selected will be active. Press the NO key. The outputs will switch off. Repeat for other output types as required. Press the NO key. 'Test outputs' will be displayed. Press the NO key. You will be returned to the Engineer Menu.

Test CHC Communications

If you are using SMS, you need to send a test signal to the Castle Host Computer. Press YES. 'Test Complete' will be displayed after a couple of minutes. Press NO

Test SIA/CID Communications

If you would like to test SIA or Contact ID communications, press YES and a test signal will be sent to the ARC. Press NO

5.21 Diagnostics

The system diagnostics are available for all parts of the system, including any remote power supplies if fitted.

The diagnostic resolution is:

- Voltage: 0.1V
- Current: 0.01A

The diagnostics that can be viewed are:

System voltage and current at the control panel and at each individual power supply.

System voltage at each keypad / tag reader.

Battery condition and charge current at control panel or any remote power supply.

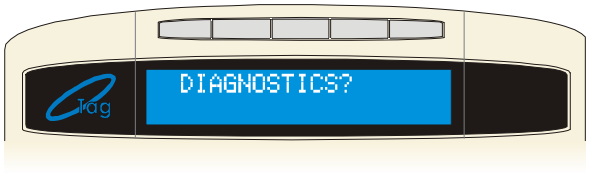
Display inputs – current state of all inputs connected to a single system component, displayed in real time.

Calibration – permits calibration of control panel PSU voltage, using a calibrated meter.

Diagnostics

Using the [B] and [NO] keys, scroll to **'DIAGNOSTICS?'**

Press the [YES] key



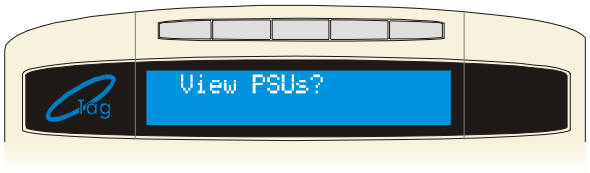
View PSU's

To view the diagnostics of the power supplies on each device press the [YES] key.

The Endstation PSU statistics will be displayed. Press the [YES] key.

Enter the address of the ZEM you wish to view. Repeat for each ZEM. Press the [YES] key. Repeat for the output modules, Keypads and Readers you have on the system

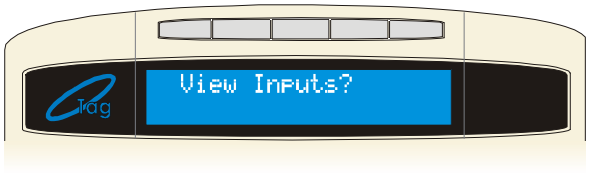
press the [YES] key, then press [NO] for the next item.



View Inputs

To view the diagnostics of the inputs on the system press the [YES] key.

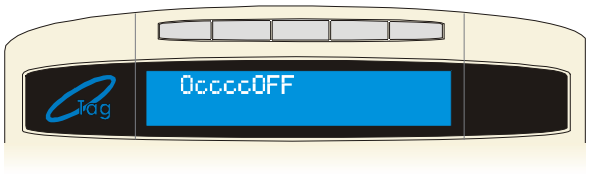
To view the Endstation Inputs only, press the [YES] key.



The status of the inputs will be shown.

C = Closed. O = Open. F = Fault (Tamper)

Press the [YES] key again to view the resistance readings.



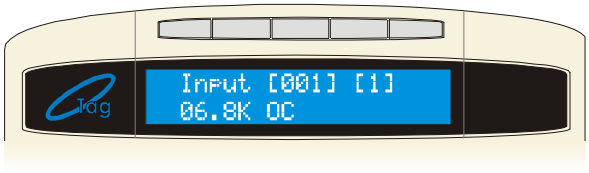
The circuit resistance will be shown on any on the inputs you choose (enter the input number).

OC: Open Circuit, **CC**: Closed Circuit

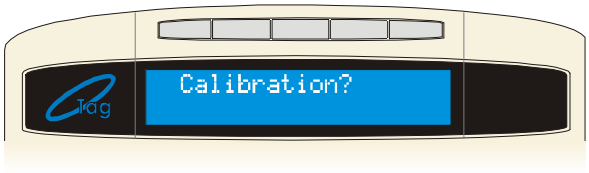
DF: Detector Fault, **DM**: Detector Masked

DT: Detector Tamper

Press the [NO] key and you may view the same for each ZEM, Keypad or Reader. You will then be sent back to 'View Inputs'.



If you would like to calibrate the iD reset and PSU voltage of the EURO system, Press the [YES] key and enter [2] [0] [0] [0].



The iD Reset voltage may be adjusted using the [B] and [D] keys. (This can be checked on the terminals E3 and E4).

To calibrate, disconnect all iD wiring from endstation terminals, and place a calibrated digital volt meter across E3 and E4. The voltage should be 3.5V.

Press the [YES] key

Repeat the process for the PSU voltage if desired. This can be checked on the auxiliary and battery terminals.

To calibrate, place a calibrated digital volt meter across the auxiliary's and battery terminals. The voltage should be 13.7V.

Press the [NO] key twice, you will be returned to the engineer menu.

5.22 Set Up Downloading

The EURO system has uploading and downloading capability. The EURO UDL Software allows you to monitor the status of each input, alter programming, and review the logs.

There are two way that the panel communicates with the PC, one is remotely; via the telephone line (thus you will require the digi modem card and the other is directly; by using an RS232 lead which connects onto the EURO RS232 connection on the EURO 46 and your PC port.

5.22.1 Download By

Select either RS232 (direct connection) or Modem (remote dial in connection).

5.22.2 Security Mode

This function allows you to choose a range of dialling modes that can be used:

Auto Answer: permits the PC to dial into the panel.

Dial Back: permits the PC to dial the panel, which hangs up the call and dials the PC back to establish communication.

Panel Dials: does not allow the PC to dial into the panel at all.

All modes allow the panel to dial the PC without restriction. At any time, the panel can be forced to dial the PC by entering the Manager menu and selecting the Dial Out Menu. Please see page 62

5.22.3 Telephone Line

Dedication Line: When the PC dials the panel, it will respond immediately.

Shared Line: When the PC dials the panel, it will hang up after the second ring, and dial again. The first call primes the panel, which will then answer the second call.

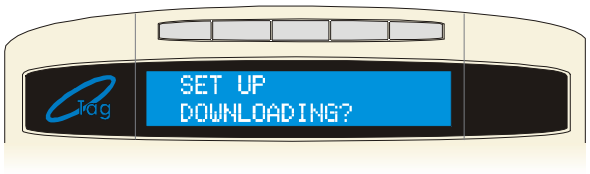
5.22.4 ARM / Modem Telephone Number

To be used in conjunction with the **'DIAL OUT MENU'** function (see page: 62), these are programmed for the appropriate PC.

Set up Downloading

Using the [B] and [NO] keys, scroll to **'SET UP DOWNLOADING?'**

Press the [YES] key



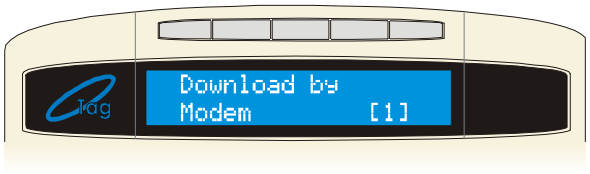
Download By

Enter [0]: for None

Enter [1]: for Modem

Enter [2]: for RS232

Press the [YES] key.



Security Mode

Enter [0]: for Auto Answer

Enter [1]: for Panel Dials

Enter [2]: for Dial Back

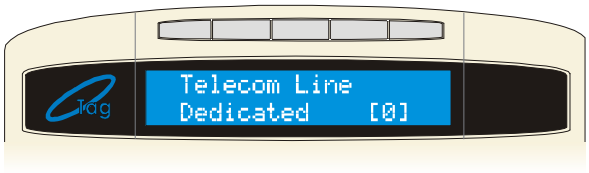
Press the [YES] key.

Telecom Line

Enter [0]: for Dedicated

Enter [1]: for Shared

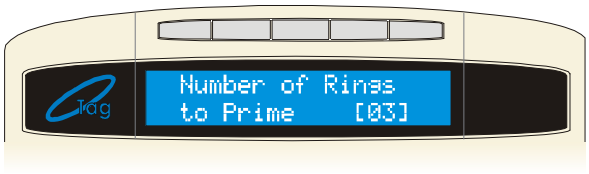
Press the [YES] key.



Number of Rings To Prime

Only available if 'Modem' has been selected and shared line option used.

Enter the number of rings needed to prime the panel to answer the next call (1-15). Press the [YES] key.

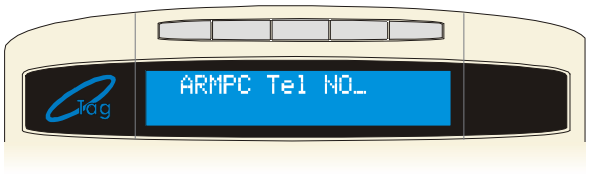


Modem Speed will be displayed.

DO NOT ALTER THIS SETTING

Enter the ARM PC telephone number.

Press the [YES] key.

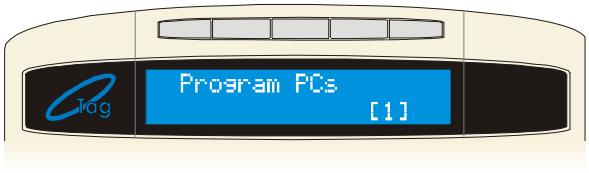


Program PCs

Select the PC that will be used for programming (up to four may be chosen)

Press the [YES] key.

'Modem Tel No' will be displayed, Enter the telephone number of the PC that the panel will communicate with, this is used in conjunction with the function Dial Out Menu – see page 62



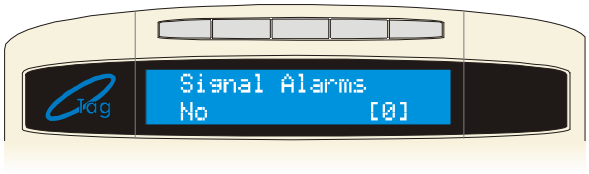
Signal Alarms

Enter [0]: for No

Enter [1]: for Yes

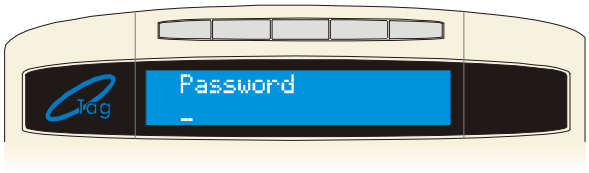
Press the [YES] key.

Repeat for Signal Faults, Signal Open/Close and Signal Access C. Press the [YES] key. 'Program PCs' will be displayed. Repeat for further PCs or press the [NO] key.



If required, enter a text password, this protects the Euro system from anyone dialling in. This password must be entered at the Insite software in order for the PC to connect to the panel.

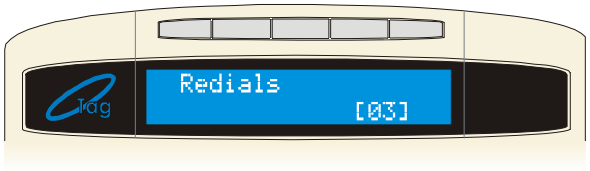
Press the [YES] key.



Select the number of redials which the panel will attempt (0-15). Press the [YES] key.

Repeat for the Time Out (The time that the panel will wait for a reply). Press the [YES] key.

The options: Time Out and Dial Mode are not currently supported please ignore these. Press the [NO] key. You will be returned to the engineer menu.



5.23 Programme DIGI / SMS?

The EURO system fitted with digi-modem can be used to dial to an Alarm Receiving Centre or send SMS texts to a mobile phone.

5.23.1 Programming Fast Format

The Fast Format type 4.8.1 is commonly used for BSIA Fast Format.

Up to four numbers can be programmed, each with individual account numbers, channel information and back up telephone number option.

The channels can be individually programmed in the “Program Digi Channels” section. Each channel uses a programmable output number. The default values are described on below:

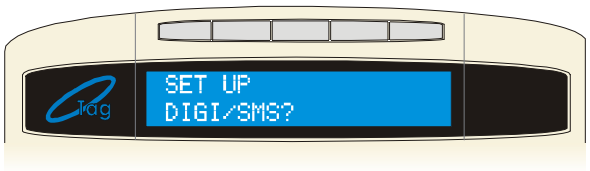
Digi Channel	EURO 46
1	Fire (0001)
2	HU Device Any (0009)
3	Unconfirmed Any (0018)
4	Final Set All (0004)
5	Tamper Any (0007)
6	Omit Rearm Any (0017)
7	Confirmed Any (0006)
8	Mains Fail (0052)
9	Global Fault 2 (0056)
10	Test ATS (0064)

The communicator “status channel” (channel 0) is used for low voltage and test calls.

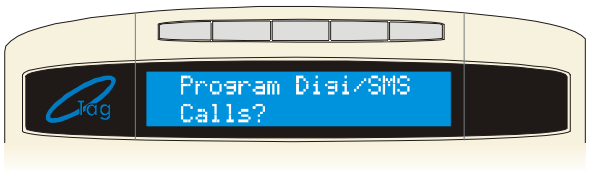
Set up Digi/SMS?

Using the [B] and [NO] keys, scroll to **‘SET UP DIGI/SMS?**’

Press the [YES] key



To program in an ARC number, press the [YES] key

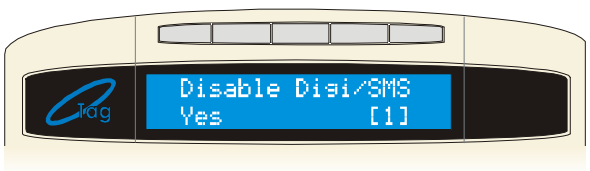


Disable Digi/SMS

Enter [0]: for No (Enables the Digi Modem)

Enter [1]: for Yes

Press the [YES] key.



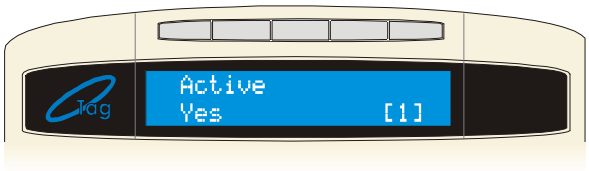
Use the numeric keys to select the ARC details to program (up to 4 can be selected).
Press the [YES] key

Active

Enter [0]: for No

Enter [1]: for Yes (Enables the ARC Details)

Press the [YES] key

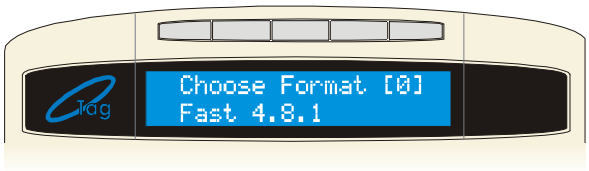


Choose Format

Select the Format you wish to use. The most common protocol that is used in the UK is 'Fast Format 4.8.1, so select '0'. Use the [D] key to scroll through the different formats:

0 = Fast Format 4.8.1
1 = Fast Format 6.8.1
2 = Fast Format 4.16.1
3 = Fast Format 6.16.1

Press the [YES] key



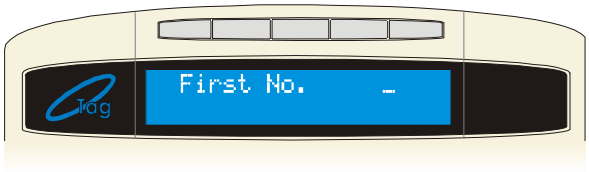
Enter the 1st telephone number.

Press the [YES] key.

Enter the 2nd telephone number.

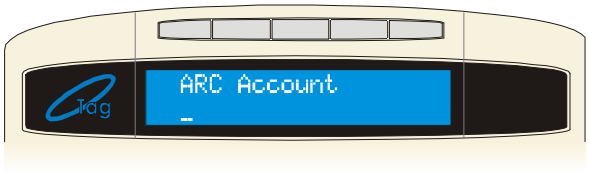
Press the [YES] key.

TO ADD A PAUSE, PRESS THE [A] KEY UNTIL A COMMA IS DISPLAYED



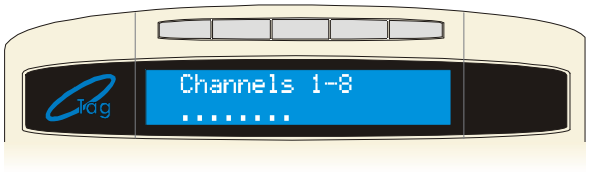
ARC Account

Use the numeric keys to program the account number of the central station (this will be given to you by your ARC). Press the [YES] key.



Select the DIGI channels you require to be sent to the ARC. Please see the table on page 56. for the default channels. Press the [YES] key.

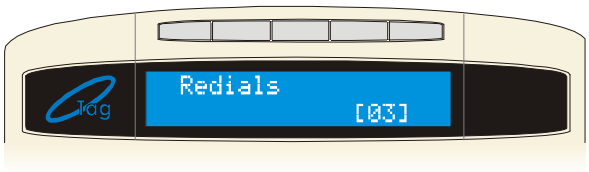
Repeat for the restores you require to be sent to the ARC. Press the [YES] key.



This displays shows an 8 channel protocol

Select the number of redials you require (0-15). Press the [YES] key.

Repeat for the Time Out (The time that the panel will wait for a reply). Press the [YES] key.

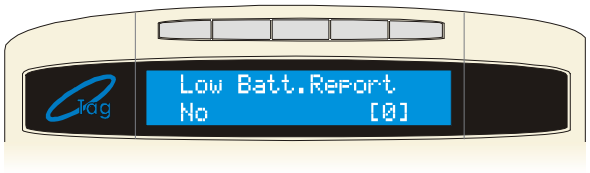


Low Battery Report

Enter [0]: for No

Enter [1]: for Yes

Press the [YES] key



Test Calls

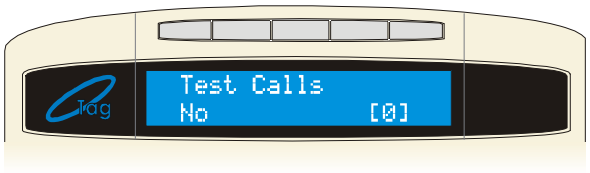
Enter [0]: for No

Enter [1]: for Timed

(If Timed is chosen you will need to enter the hours and minutes once you have pressed the [YES] key)

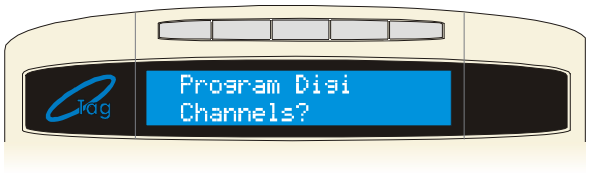
Press the [YES] key

ARC Details will be displayed. Repeat the above for any other ARC stations you are using. Press the [NO] key. 'Program Digi/SMS Calls?' will be displayed, press the [NO] key.



Program Digi Channels

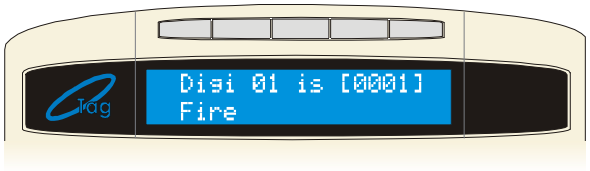
Press the [YES] key to check that the Digi Channels are what the ARC are looking for.



The first Digi Channel will be shown, once you have checked this is correct, press the [YES] key to move to the next.

To change this channel please see page 37 for the output types. All default values are shown on page 56. Once you have completed all the Digi Channels, 'Program Digi Channels will be displayed'. Press the [NO] key.

'Program SMS Details' will be displayed and Press the [NO] key.



3 Way Calling

Enter [0]: for No

Enter [1]: for Yes

This will apply to both Downloading and Digi signalling. Only available if the facility is enabled on the telephone line.

Press the [YES] key. You will be returned to the Engineer Menu.

5.23.2 Programming Contact iD, SIA and SMS

The Contact iD, SIA and SMS signalling protocol can also be used. However the programming differs from Fast Format, here you have to select the content types you would like to be sent to the Alarm Receiving Centre. The table below shows the types you may have.

Content Types	
1	**Set:** System Set, Secure set system, System rearm, System set by Autoset, Final Set,
2	**Unset:** System Unset, System unset by Autoset, Autoset cancelled by a user, Forced Set
3	**Special Unset:** Special Unset, Access Exit Requested **(for users 15-20 only)**
4	**Set Fail:** Set Failure, Set Failure with input
5	**Alarms:** Case/SAB Tamper, Power Fault, Fire Input Active, Day Alarm Input Active, Intruder Input Active, Radio Low Battery, Fire Key Pressed, Burglary Alarm, Gas Alarm, Tamper Alarm, CCTV, Tamper on Input, Entry/Exit Alarm, No Input Activity Sent, Day Alarm, Perimeter, Interior Alarm
6	**First Alarm:** Burglary Alarm Once, Gas Alarm Once, Tamper Alarm Once, Entry/Exit Alarm Once, Day Alarm Once, Interior Alarm Once,
7	**Alarm Silenced**
8	**Confirmed:** Confirmed Signal
9	**Lo Tech Faults:** STU Telecom Line OK, CCTV Line Fail, CCTV Line OK, Telecom Line OK,
10	**High Tech Faults:** Any faults from Mains, Battery, Communications, Fuses, Device Fail/Restored, Digi Fail Comms, STU Comms Failure, Detector Fault, Detector Masked, Telecom Line Fault,
11	**System Changes/Resets:** Clock Set From/To, Added/Deleted/Changed Code, System Restart, Twin Device, Excess Current, Logs Cleared, Engineer Reset, Clean Start, Site Changed, CHC Call Failed, Logs nearly full, PC Clock Set to,
12	**Manager Info:** Unset System
13	**Engineer Info:** Engineer Access/Exit
14	**Access Control Alarm:** Door Left Open/Forced
15	**Access Control Info:** Tag at Reader
16	**Access Control Ref:** Invalid Tag
17	**Special Log Switcher On:** Input Special Log Switcher Open
18	**Special Log Switcher Off:** Input Special Log Switcher Closed
19	**Special Log Other On:** Input Special Log Open
20	**Special Log Other Off:** Input Special Log Close
21	**Shunt/Ward Set:** Shunt Opened Ward Set
22	**Shunt/Ward Unset:** Shunt Closed Ward Unset/Silenced
23	**Shunt/Ward Alarm:** Ward Alarm
24	**Walk Test:** Input Walk Tested
25	**Restores:** Burglary Restore, Gas Restore, Tamper Restore, Entry/Exit Restore, Tamper on Input Restore, 2 Key PA Restore, Fuse fail restore, Case Tamper Restore, SAB Tamper Restore, Day Alarm Restore, Interior Alarm Restore, Radio Low Battery Restore, Radio Jamming Restore, Radio Supervision Restore
26	Not Used
27	**Mains Fail:** Mains Fail Alarm/Restore
28	**Duress:** Fire Alarm, PA Alarm, HoldUp Alarm, Duress Code, Fire Alarm Once, PA Alarm Once, Holdup Alarm Once, Fire Restore, PA Restore, Hold Up Restore,
29	**Emergency:** Emergency Input Opened, Emergency Alarm Once, Emergency Restore,
30	**Input Status:** Input Omitted, Input Force Armed
31	**Aborts:** Stopped Set, Abort

5.23.3 PABX Systems (Only relevant to SMS)

Please note for PABX telephone systems (where a “9” is needed in order to dial an outside line), you must put “NN” before the account number in the “account reference” part of the programming (see below). If you haven’t been given an account number then the account reference “NN1111” would be OK to use. This needs to be entered on the keypad.

5.23.4 RS232 TX

The RS232 TX format sends event data down the RS232 port, so it can be used to give information to other systems. It will send a 9600 baud, and 8 data bits

5.23.5 Scope Pager

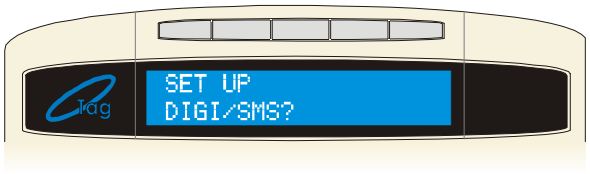
The Scope Pager format is used to control a scope pager until to send alarms to the pager unit.

Set up Digi/SMS?

Using the [B] and [NO] keys, scroll to **'SET UP DIGI/SMS?'**

Press the [YES] key

To program in an ARC number, press the [YES] key

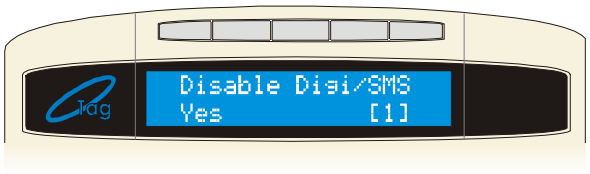


Disable Digi/SMS

Enter [0]: for No (Enables the Digi Modem)

Enter [1]: for Yes

Press the [YES] key. Use the numeric keys to select the ARC details to program (up to 4 can be selected). Press the [YES] key

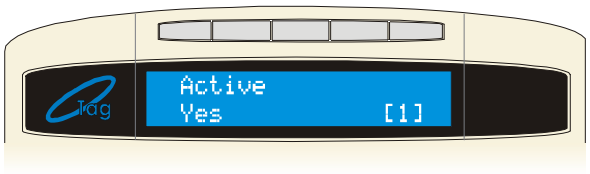


Active

Enter [0]: for No

Enter [1]: for Yes (Enables the ARC Details)

Press the [YES] key



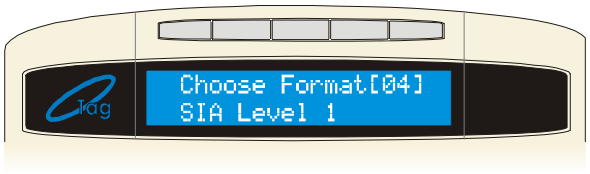
Choose Format

Select the Format you wish to use.

Use the [D] key to scroll through the different formats:

4 = RS232 Tx
5 = Scope Pager
128 = SIA Level 1
129 = SIA 3
130 = Contact iD
132 = SMS Message

Press the [YES] key



Enter the 1st telephone number.

Press the [YES] key.

Enter the 2nd telephone number.

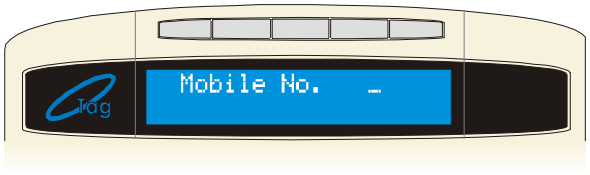
Press the [YES] key.

FOR THE SMS PROTOCOL THE FOLLOWING WILL BE DISPLAYED

Enter the Mobile Number

Press the [YES] key.Choose the network.

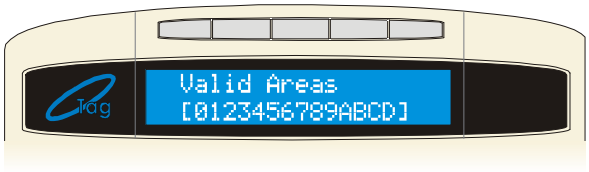
Press the [YES] key.



Select the Areas that you wish to be used.

NOTE: The primary Areas are A, B, C & D.

Press the YES key.



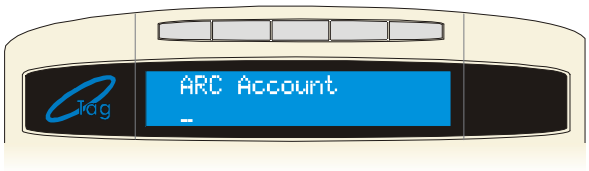
Area Accounts

If you require a different ARC account code for each area, select this options as Yes.

ARC Account

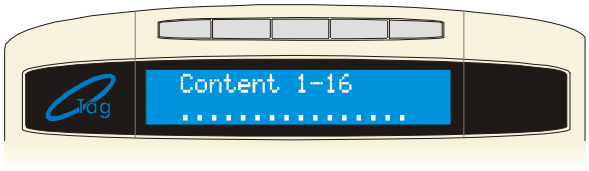
Use the numeric keys to program the account number of the central station (this will be given to you by your ARC). Press the YES key. *Note: If Area accounts have been enabled in the previous option then you will have to assign a different account code for each Area.*

This menu item will not be displayed on when using the SMS protocol



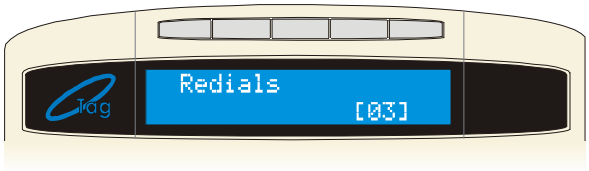
Using the numeric keys select the content types you would like to use. Please see page 59 for the different types. Press the YES key.

Repeat for content types 17-32, Press the YES key.



Select the number of redials you require (0-15). Press the YES key.

Repeat for the Time Out (The time that the panel will wait for a reply). Press the YES key.



Test Calls

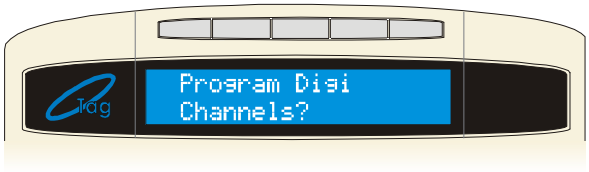
Enter 0: for No . Enter 1: for Timed

(If Timed is chosen you will need to enter the hours and minutes once you have pressed the YES key). Press the YES key

ARC Details will be displayed. Repeat the above for any other ARC stations you are using. Press the NO key. 'Program Digi/SMS Calls?' will be displayed, press the NO key.

'Program Digi Channels' will be displayed and Press the NO key.

'Program SMS Details' will be displayed and Press the NO key if you are not using the SMS signalling protocol. If you are press the YES key

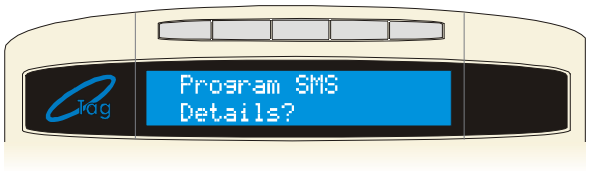


PROGRAM SMS DETAILS

'Program SMS Details' will be displayed and Press the [YES] key.

Account Reference

Enter an account reference advised by Castle Sales (01344 469470). ***If the system is fitted to a PABX which requires a '9' for an outside line, you will need an account code beginning with 'NN'.*** Press the [YES] key, then press [NO].



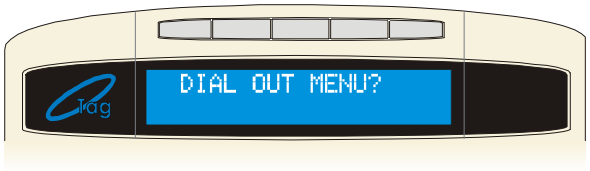
5.24 Dial Out Menu

The Dial Out Menu can be used to dial to a remote PC (rather than the PC dialling the control panel). The modem telephone numbers can be programmed in 'Set Up Downloading' – see page: 54. The following actions can be performed: Connect to PC, Test Dial, Arm Service (You must use the ARM software for this), Data from PC, Data to PC, Diagnostics and Commissions.

Dial Out Menu?

Using the [B] and [NO] keys, scroll to **'DIAL OUT MENU'**

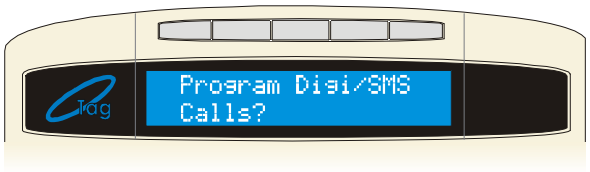
Press the [YES] key



Enter the PC number you wish to dial.

(This was would be programmed in Set up Downloading – please see 54)

Press the [YES] key



Select Operation

Enter [0]: for Connect to PC

Enter [1]: for Test Dial

Enter [2]: for Arm Service

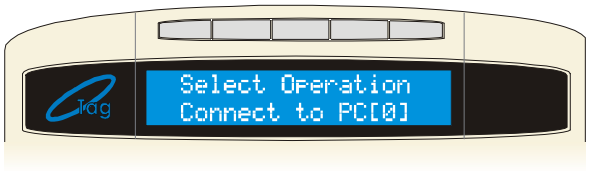
Enter [3]: for Data from PC

Enter [4]: for Data to PC

Enter [5]: for Diagnostics

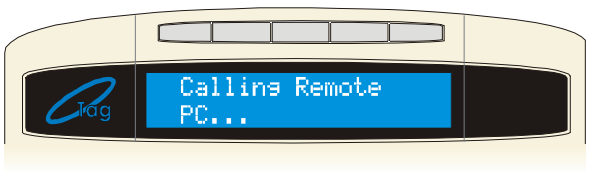
Enter [6]: for Commissions

Press the [YES] key



If the call fails, check your telephone connections and modem numbers.

Press the [YES] key. You will be returned to the Engineer Menu.



APPENDIX A: FAULTS

Device Fail

If a device on the EURO system is not installed correctly or has lost its communication with the panel, “DEVICE FAIL” will be shown on the keypad followed by a 3-figure device code. The first digit identifies each type of device:

DEVICE FAIL 100 = End Station
DEVICE FAIL 200 = Keypad
DEVICE FAIL 300 = Tag Reader / Door Station / TMZ
DEVICE FAIL 400 = Zone Expander Module (ZEM)
DEVICE FAIL 500 = Output Module

The digits after refer to that devices address, for example:

DEVICE FAIL 401 = means that the ZEM addressed as “01” has a problem.

Fault Indications

RS-485 BUS PROBLEMS		
Fault	**Description**	**Solution**
DEVICE FAIL xxx	Device on RS-485 communications bus failing to communicate	Identify device from numeric code. Check device addressed correctly to match programming. Check connections at device, and cabling to it. If above correct, re-boot device, followed by re-boot of End Station.
485/COMMS LOST	Displayed on keypad that has not yet established communications with End Station	Part of routine initialisation procedure. If persists, check display at other keypad(s) to confirm if device failure at that keypad or complete system RS-485 failure (temporarily attach additional keypad direct to End Station if necessary).
RELAY FAIL S100/R100	ATE relay failed.	Go into Site Options->ATE Inputs and select the correct option (STU, digi or none)
Keypad display is BLANK	Keypad address does not match any keypad enabled	Check keypad address, noting that a keypad at address 00 must be present to program system. Also check "Assigning Keypads" menu in Engineer mode set up correctly.
Keypad display normal, but KEYS LOCKED OUT	More than one device connected at the same address	Correct addressing so that no overlaps. Then power system down and up again to correctly reinitialise.
Authorisation Required	The master manager will need to give you access	The option ‘Allow Engineer Menu’ will need to be enabled by the master manager

POWER SUPPLY PROBLEMS		
Fault	**Description**	**Solution**
BATTERY FAULT xxx	Battery Fuse failed, OR Battery not present, OR Battery volts low	***Note:* This indication should be expected during recharge after a mains failure.**
BAT LOAD FAIL	Battery Load Test has failed	Only displays if option selected. Battery uncharged or capacity below specification may need replacing.
BATTERY CRITICAL	Battery being powered down	Protects battery from deep discharge damage during extended mains failure. ***Note:* System is now powered down!**
MAINS FAIL xxx	Mains supply failed	System detects mains frequency out of specification, as well as voltage. **Note: 'AC FAIL' timer operative**
FUSE x FAULT	Fuse identified failed, OR Output protected by fuse drawing excessive current	x identifies fuse affected: BELL Fuse AUX Fuse BATTERY Fuse BUS Fuse
LOW VOLTS xxx	Power supply volts low	Battery volts below normal 'battery fault' level during mains failure

DETECTION FAULTS		
Fault	**Description**	**Solution**
iD LINE SHORT	Fault on iD line	Line may be shorted to itself, or to a supply connection. Check also for shorts to earth.
TWIN DEVICE	Fault on iD line	Possible duplicate biscuit installed.
SAB TAMPER	Tamper fault detected on connection from SAB	Terminal BT should be at or near 0v. If not, is SAB Tamper switch closed? Check Fuse F2 intact, and connections to SAB.
CASE TAMPER	Case tamper switch open	Secure switch closed
SIREN x TAMPER	Monitors for German specification fault conditions on relay plug-on	For UK use, Site Option "DIGI-REPLY" should NOT be set to 'Relay monitor'.
STROBE TAMPER		

COMMUNICATION FAULTS		
Fault	**Description**	**Solution**
MODEM FAULT	End Station unable to communicate with Digi Modem	If modem not present, ensure that "Disable Digi" option is set to 'YES' and "DOWNLOAD MODE" is set to 'NONE' or 'RS232'. If present, but not detected, check Digi Modem is inserted correctly and complete initialisation by pressing End Station 'RESET' button for 2 seconds.
DIGI FAIL COMM	***Call to ARC from Digi Modem DigiModem has failed. Note:*** *This is a communication problem, which is rarely caused by an equipment fault.*	Check ALL call details are programmed correctly. Ensure signalling format is correctly set for ARC receiver.
CHC TEST FAIL	Unable to communicate with Castle Host Computer. ***Note:*** This would also result if the telephone line had premium rate calls blocked.	Ensure the Digi is enabled, and at least one SMS call is correctly programmed. Check that ordinary phone on same line connects to CHC, and modem tones heard – if not, problem is PSTN – NOT equipment. De-program SMS content types for each call, exit Engineer menu, press RESTART button, and retry CHC test from Manager Menu.
LINE FAULT 100	PSTN Line Fault signalled by Digi Modem.	Only operative if "DOWNLOAD BY MODEM" selected OR "DISABLE DIGI/SMS" is set to 'NO' ***Note: 'Line Fault' timer operative.***
ATE LINE FAULT	PSTN Line Fault signalled by device using STU/ATE pins on End Station.	Only operative if Site Option "DIGIREPLY" is set to 'STU' or 'Digicom.' ***Note: 'Line Fault' timer operative***
ATE FAIL COMM	Call to ARC from device using End Station STU/ATE pins has failed. ***Note: This is a communication problem, which is rarely caused by an equipment fault.***	Only operative if Site Option "DIGIREPLY" is set to 'Digicom.'
ATSF PATH FAIL 100	One of the paths of the GSM/redcare has failed.	Check with the alarm receiving centre which path has failed. Send a test call via the GSM/redcare to check the communication again. This report will come up if 'STU' is selected on 'ATE inputs' in Site Options.
ATSF ALL PATHS 100	All paths on the GSM/redcare have failed.	Send a test call via the GSM/redcare to check the communication again. This report will come up if 'STU' is selected on 'ATE inputs' in Site Options.

CHAPTER 6: CONTACT INFORMATION

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Castle Care Tech Ltd. reserves the right to adjust specifications of this system, at any time and without notice, in the interests of product improvement.

Castle Care Tech Ltd. is an independent British company specialising in the design and manufacture of high-quality security control equipment

QUICK FIND GUIDE

COMMUNICATION

Function	Description	Pages
SET UP DIGI/SMS?	Programming of telephone numbers, digi channels and SMS details.	Page: 56
ENGINEER RESTORE OPTIONS?	Anti code and Engineer resets after alarms	Page: 46
SET UP DOWNLOADING?	Makes the system available for upload/download via a modem or RS232 lead.	Page: 54
DIAL OUT MENU?	Makes the system dial to a PC.	Page: 62
ALARM RESPONSE?	Disable Confirm on Entry, Inputs to Confirm	Page: 35
SITE OPTIONS?	ATE Inputs	Page: 44

ENGINEER TEST FUNCTIONS

Function	Description	Pages
ENGINEER TESTS?	Walk Test, Output test, PHC Communications Test	Page: 49
DIAGNOSTICS?	Readings of the PSU, Input Resistances, etc.	Page: 52

ADDRESSING DEVICES

Function	Description	Pages
ASSIGN KEYPADS/READERS?	Address Keypads, Readers, Access Control	Page: 23
INSTALL ZEM?	Address Remote Input Expanders	Page: 16
CHANGE OUTPUTS?	Address Remote Output Expanders	Page: 36

PROGRAMMING OPTIONS

Function	Description	Pages
CHANGE INPUTS?	Programs input types, attributes etc	Page: 17
CHANGE OUTPUTS?	Programs output types	Page: 36
CHANGE TIMERS?	Programs siren time, confirm time, entry/exit time, siren delay etc.	Page: 29
CHANGE CODES?	Programs Duress, Manager & Engineer codes. For user please see the user manual RINS 867.	Page: 31

TABLES

Function	Description	Pages
FAULT CODES	Fault descriptions	Page: 63
INPUT TYPES	Table of all the input types available	Page: 17
OUTPUT TYPES	Table of all the output types available	Page: 37