

Burglar Alarm System B2



User's manual

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Areas, Sceneries and Priority Levels

AREAS

It is possible to divide the space to be protected into areas.

An Area of the system is nothing more than a logical grouping of sensors (the perimeter sensors of a building, for example).

The subdivision of a system into areas is achieved simply by assigning one of the ten possible areas to each input.

Subdividing the system into areas is essential if you plan to:

- Arm the system in partial mode as well
- Differentiate the access to particular environments according to the priority level assigned to the user (see relevant section)
- Have differentiated signals for alarms coming from different zones.

To meet these needs, the system can be subdivided into a maximum of 10 areas.

SCENERIES

The term scenery is intended as a combination of areas that are activated according to set procedures.

During setting, the installer will create the sceneries containing groupings of areas which, upon activation, will be placed in a state established by the installer himself.

A name can be assigned to the scenery which is suggestive of the functions associated with it ("Fence Sensors", for example).

A maximum of 10 sceneries can be set.



-
- **For any changes regarding the assigning of the areas, sceneries or priority levels for the various Users, contact your Installer.**
 - **The Installer (in agreement with the User) must decide the partial activation mode of the system:**
 - **Through free selection by the User of the areas to be activated**
 - **Through activation of sceneries predefined by the Installer during setting.**
-

PRIORITY LEVELS

In order to be able to carry out a particular operation, the user must always enter his "User Code" which, during the setting procedures, has been assigned a priority level ranging from 1 to 4 and a variable number of the 10 available areas which he is permitted to manage. Each user can also be assigned a variable number of the 10 available sceneries which he is permitted to manage.

The priority level assigned to the "User Code" determines whether or not the user is permitted to perform certain operations only on his assigned areas. Consult the tables below to learn what can and cannot be done with the priority level assigned by the installer.

Action	Level 4	Level 3	Level 2
Full or partial Arming/Disarming of the sceneries or associated areas	YES	YES	Arming only
Alarms Off ⁽¹⁾	YES	YES	NO
Forced Arming ⁽²⁾	YES	YES	NO
Reset Alarm Memory	YES	YES	NO
Access to the User Menu	YES	YES	NO

A code set with priority level 1 does not cause any action, but only the valid typed data is memorized.

- (1) The alarms are silenced by any operation (turning on or off, turning on partially, etc.) validly carried out by a User with Priority Level 2, 3, 4, or through the appropriate control located on the main window in the presence of one or more alarms.
- (2) The forced arming can be done with a code having Priority Level 3 or 4 using the dedicated command in the window that displays the inputs already in alarm before the arming; the forced arming of one or more areas or the entire system entails the temporary exclusion of the inputs already in a state of alarm before the arming.

Functions executable inside the User Menu and accessible only to Users with Priority Level 3 and 4.

Action	Level 4	Level 3
Viewing the State and Temporary Exclusion of Inputs	YES	YES
Viewing the Event Log	YES	YES
Setting of date and time	YES	NO
Changing User Codes of others / Registering Keys of others	YES	NO
Changing own User Code / Registering own Key	YES	YES
Deletion of User Codes	YES	NO
Input Test	YES	YES
Siren Test	YES	YES
Battery Test	YES	YES

Arming, Disarming and Partial Arming

Pen for touchscreen

Backlighting Button
With LED always lit.



Installer Menu Access

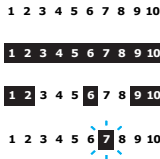
State of Areas Display

System Disarmed

System Completely Armed

System Partially Armed

Areas not ready (with System Disarmed)
Areas in alarm (with System Armed)



User Menu Access

Date and Time Display

System Disarmed Indicator/Button

Indicator/Button for
System not ready for arming

System Armed Indicator/Button

System Partially Armed Indicator/Button





Fig.1



"Full" Arming

To arm the system, press the appropriate icon (fig. 1).

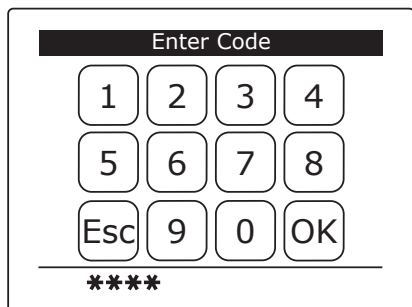


Fig.2

Enter your User Code and press **OK** (fig. 2).

At this point, the main window of the Control Panel will display the active areas in the top part of the screen and the state of the system in the bottom, which will pass from Disarmed to Armed (fig. 3).



Fig.3



- The areas will all be armed if the User that entered the code has been granted permission, during the setting procedures, to manage all the Areas.

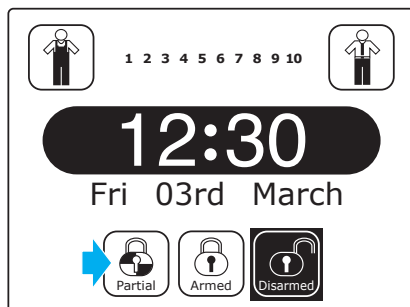


Fig.4



Partial Arming

With the "Arming through Sceneries" option active

In the event it is necessary to activate a predefined combination of areas of the burglar alarm system, press the indicated icon (fig. 4).

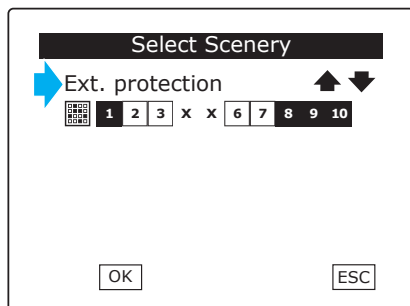




Fig. 5

After having entered the User Code, the window shown in figure 5 will appear in which, by pressing on the arrows  , it is possible to select one of the set sceneries.

The boxes underneath graphically represent the state in which the areas will be set upon activation of the scenery.

- 1** The area is **armed**.
- 2** The area is **disarmed**.
- x** The area **remains in its current state**.



Fig.6

The main window (fig. 6) shows the arming state of the areas and the partial arming icon is activated.

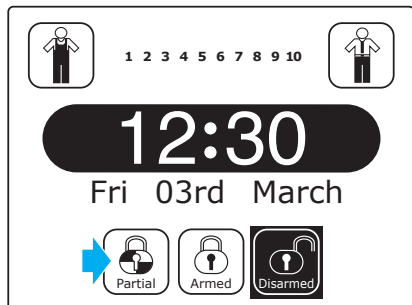


Fig. 7

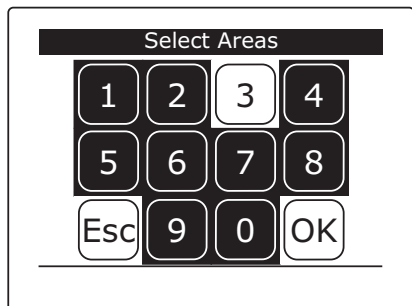


Fig.8

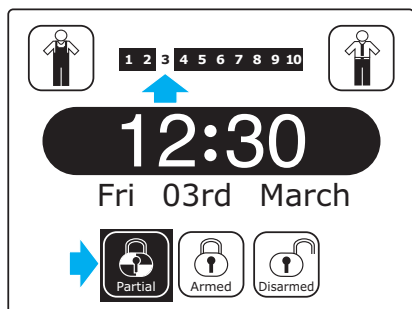


Fig.9



Partial Arming

With the "Arming through Areas" option active

In the event it is necessary to activate only some areas of the burglar alarm system, press the indicated icon (fig. 7).

After having entered the User Code, another window will appear similar to that for entering the code which, unlike the first, allows the user to select the areas to be activated (fig. 8).

Once the areas have been selected, press **OK**.

The main window (fig. 9) shows the arming state of the areas and the partial arming icon is activated.



The partial activation of the system (for example) may be useful in the case in which you would like to move freely within the house by keeping all the perimeter sensors active and excluding only the volumetric sensors.

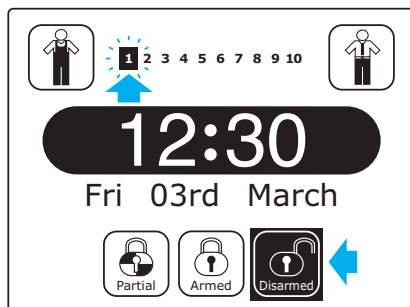


Fig.10

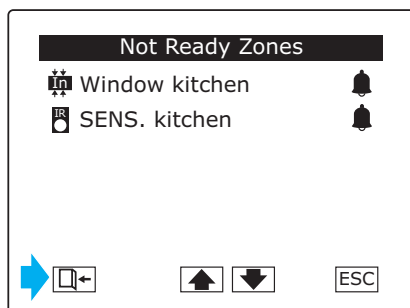


Fig.11




Fig.12

FORCED ARMING

If, in the main window, one or more areas are flashing and the icon in the lower right corner changes its state from "Disarmed" to "Not Ready", this means that one or more devices in the flashing areas are in a state of alarm, and thus the system is not ready to be armed (fig. 10).

If the arming button is pressed when the system is "Not Ready", a list will appear of the devices that are in a state of alarm.

It is now possible to eliminate the causes that have generated the alarm (by closing an open window, for example) and proceed with the activation.

Alternatively, you can choose to arm the system anyway, excluding one or more devices (open windows or doors, for example). Pressing the button  (fig. 11) will force the arming of the system. This operation will be displayed with the simultaneous lighting of the two icons representing full and partial arming of the system (fig. 12).

The simultaneous lighting of the two icons can also be caused by the temporary exclusion of inputs by the User or their permanent exclusion by the Installer.



- The procedure described in this section is valid in the case in which the "Automatic Arming" function is not active. If, on the other hand, the "Automatic Arming" function is active, the entire procedure would be automated as described on page 23.
- Warning: the User who has been assigned the priority level 2 can only arm the system or the areas assigned to him.
- Even though allowed by the control panel, it is best not to use the forced arming in order to avoid lowering the level of security guaranteed by the system.

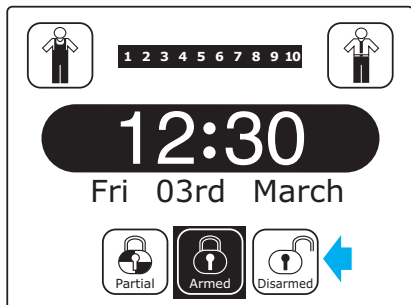


Fig.13



Disarming

To disarm the fully or partially armed system, press on the button "Disarmed" (fig. 13), enter your "User Code" and press OK (fig. 14).

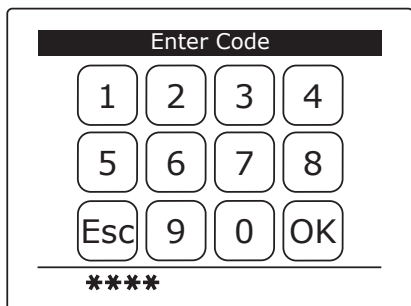


Fig.14



Fig. 15



The system can be disarmed only by Users with priority level 3 or 4; Users with priority level 2 can only arm the system.

The priority level 2 can be assigned, for example, to Users who must perform maintenance operations or cleaning inside the building, so that once they have completed their work they can **only** arm the system.



Fig. 16

AREAS AND USERS

In addition to the system access privileges, during setting, the installer can set some users so that they can only arm and disarm certain areas.

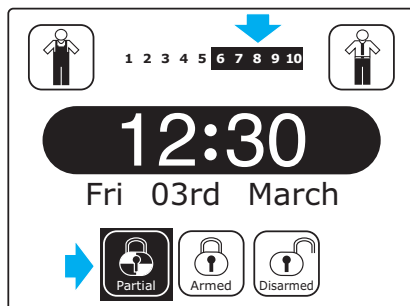


Fig. 17

If the User Code entered is only allowed access to the areas from 6 to 10, then the arming of the system will be partial (fig. 17).

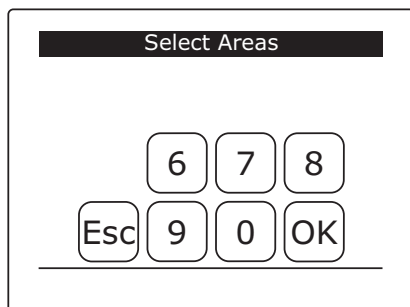


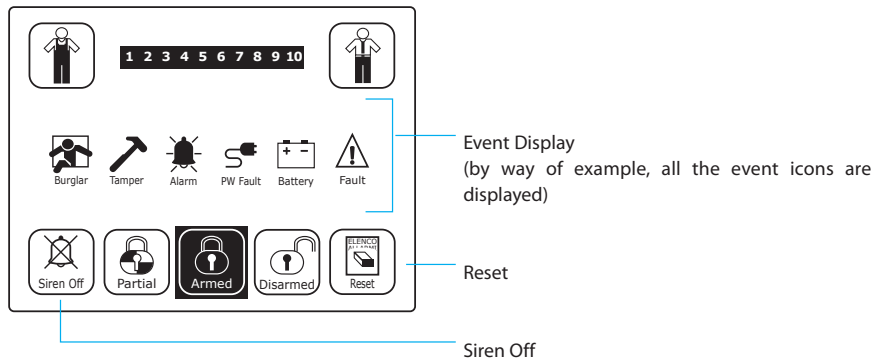
Fig. 18

If the same user would like to partially arm the system, however, he would not have access to all the areas but would partially arm only the areas assigned to him (fig. 18).



Only the installer can change the access privileges of the users and the areas assigned to them.

Alarm and Fault Management



The events described below are detected by the Control Panel regardless of the its state, with the exception of the “Burglar Alarm” which is detected only when the system/area is armed.



Burglar Alarm

This event is triggered by the activation of the intrusion detectors (motion sensors, vibration sensors, magnetic contacts, etc.).



Tamper Alarm

This event is triggered by the activation of the anti-tampering devices present on modules, sensors, containers, etc.



Generic Alarm

This event is triggered by the activation of devices other than the intrusion detectors, such as gas detectors, smoke detectors, emergency buttons, etc.



PW Fault

This event is triggered by the lack of mains power supply to the system.



Battery Fault

This event is triggered by the lack of power supply from the auxiliary batteries of the system.



Generic Fault

This event is triggered by faults on the devices in the system.

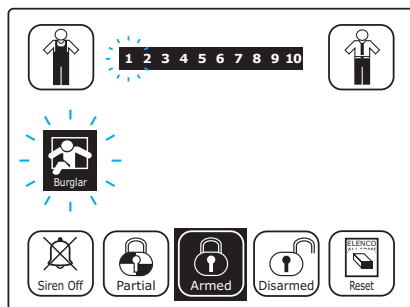


Fig. 19

ALARM AND FAULT SIGNALLING

In case of an **alarm or fault in progress**, the main window will change its usual appearance and, in place of the date and time, a flashing icon will appear which identifies the active event type; if applicable, the area to which the device in alarm has been associated will also be flashing (fig. 19).

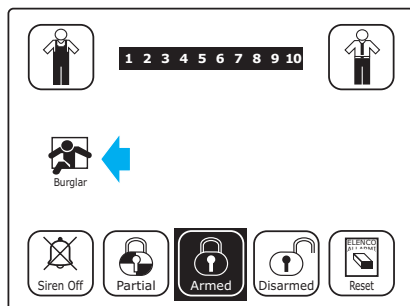


Fig. 20

An alarm can also be “active” for an extremely short time, (passing in front of an IR sensor, a window being opened and then closed again, glass being broken) after which the event is no longer “**In progress**” but can be considered as “**Occurred**”. In this case the icon representing the event is fixed and the area concerned by the alarm will stop flashing (fig. 20).

The fact that the alarm has “**Occurred**” does not exclude the possibility that the intrusion or tampering is still in progress, thus **it is recommended that utmost care be taken**.

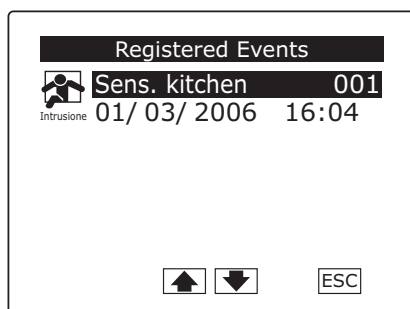


Fig. 21

ALARM DISPLAY

Pressing on the icon representing the event, (whether in progress or occurred), you will access the “**Registered Events**” window in which you can view the events since the last activation.

No code must be entered in order to view this event log. The event log allows you to verify the origin of the alarm and the time at which it occurred without necessarily changing the state of the system.

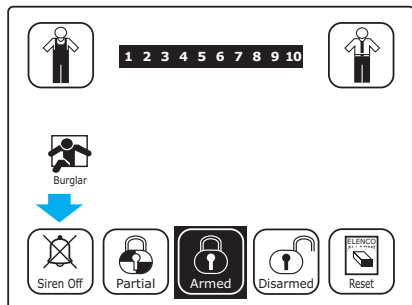


Fig. 22

SIREN OFF

Once the origin of the alarm has been checked and it has been ascertained that there is no danger, the sirens can be turned off by pressing the appropriate button (fig. 22).

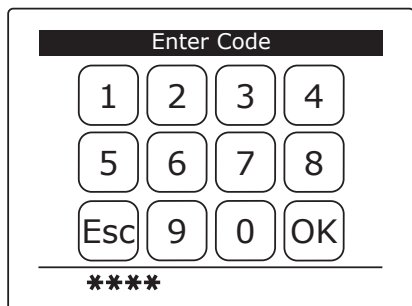


Fig. 23

Similar to any other operation that changes the state of the system, it will be necessary to enter the "User Code" and press **OK** in order to immediately turn off the sirens (fig. 23).

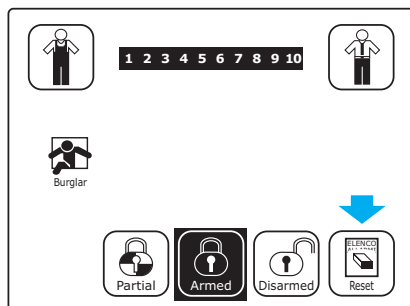


Fig. 24

RESET

The display, even after the sirens have been turned off, will continue to show the icon of the activating event until the temporary memory of the events is reset (fig. 24).

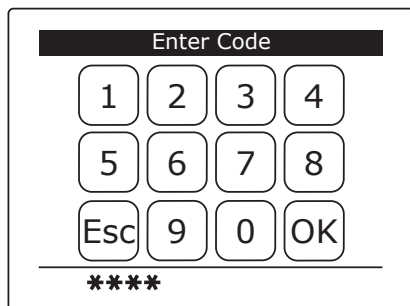


Fig. 25

By pressing the button "Reset" (fig. 24), entering the "User Code" and pressing the button OK, the temporary event log will be reset and the display will return to the state it was in before the event occurred (fig. 26).



Fig. 26

"User Menu" Functions



Fig. 27

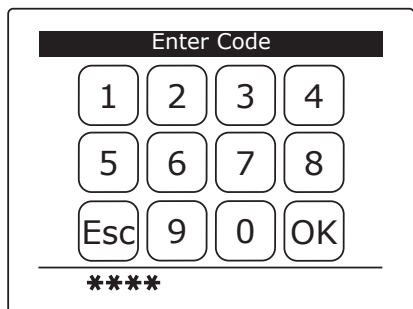


Fig. 28

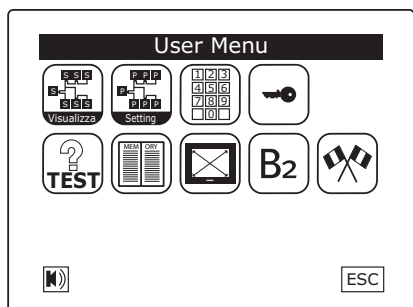


Fig. 29

Press the button "User" (fig. 27), enter the "User Code" and press OK (fig. 28).

The "User Menu" (fig. 29) contains a series of icons which, when pressed, allow access to the User functions, which are:



View Inputs State



Access to the setting functions*



Change Keypad Code



Change IR Key Code



Device Test



Event Log



Screen dimensions calibration



Display of the Firmware ID and version of the Control Panel



Choose Language



Buzzer off



Buzzer on



- Access to the "User Menu" is reserved for Users with Priority Level 3 or 4.

* Access to the "Setting" section of the "User Menu" is reserved for Users with Priority Level 4.

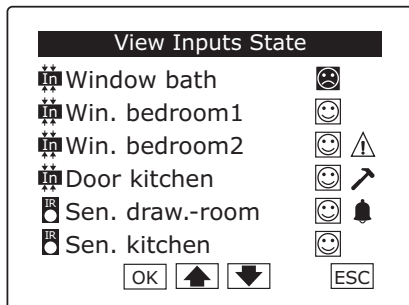


Fig. 30

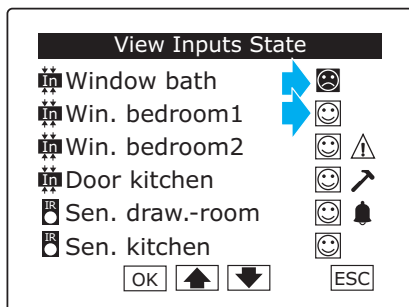


Fig. 31

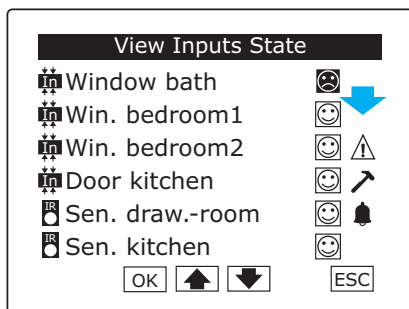


Fig. 32



View Inputs State

From this window it is possible to check the current state of all the system inputs (fig. 30).

This function is very useful in the event the main window of the system is in the “**Not Ready**” state (fig. 10), in order to view the effective state of the inputs before proceeding with the full or partial arming of the system.

The icons in the first column next to the device name (fig. 31) indicate whether or not the device is included.

The user can exclude a device by pressing on the icon, but the change is valid only for one activation cycle of the system (Temporary Exclusion). The permanent exclusion of a device can only be set by an installer.



Device Excluded



Device Included



Device Fault



Tamper in progress



Device in alarm

The next column (fig. 32) graphically displays the current state of the devices.

Press **OK** to confirm the selections made before exiting from the screen with **ESC** and returning to the “**User Menu**”.

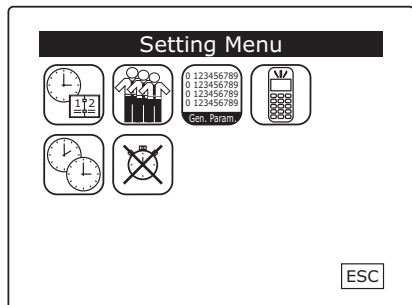


Fig. 33



Setting Menu

From the "User Menu" (fig. 29), pressing the "Setting" icon accesses the "Setting Menu" in which it is possible to set a series of functions described below.



- Access to the "Setting Menu" is reserved for Users with Priority Level 4.

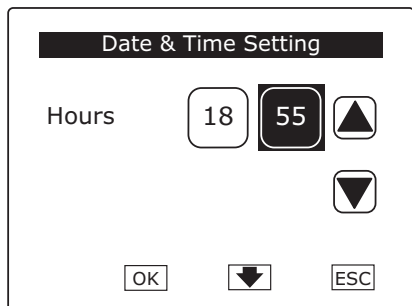


Fig. 34



DATE AND TIME

From the "Setting Menu" (fig. 33), pressing the appropriate icon will access the window for setting the Date and Time.

Set the correct time by selecting the area to be modified (fig. 34) and using the arrows on the side.

Press **OK** to confirm the selections made, and then press on the arrow at the bottom of the window to access the next screen.

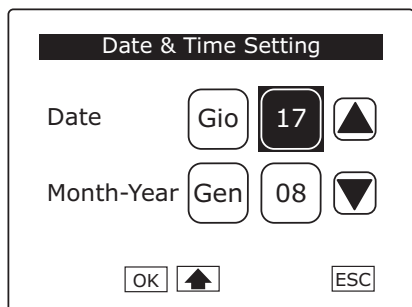


Fig. 35

Set the correct day, month and year by selecting the area to be modified (fig. 35) and using the arrows on the side.

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

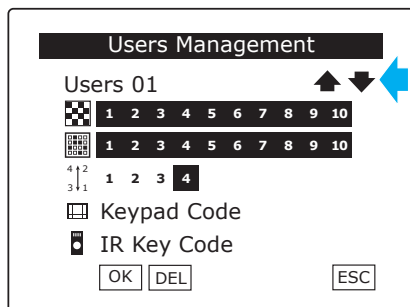


Fig. 36



USERS MANAGEMENT

From the “Setting Menu” (fig. 33), pressing the appropriate icon will access the window “Users Management”. Access to this section is reserved for Users who, during the setting phase, have been assigned the **Priority Level 4**. They can manage all the Users, assign each User a name and associate to this name a key and a code to enter on the keypads.

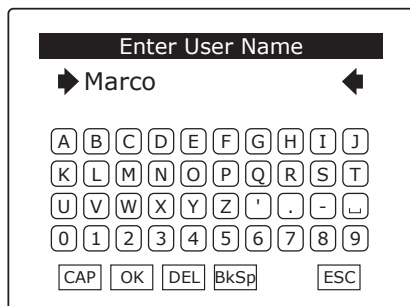




Fig. 37

Pressing the icons   on the first line (fig. 36) will scroll through the list of users available. Pressing on the User selected, it is possible to assign the User a name using the alphanumeric keypad (fig. 37). Press **OK** to confirm the selections made before exiting from the window with **ESC**.

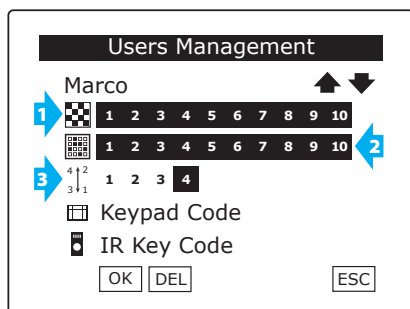


Fig. 38

The line of the display indicated by **number 1** (fig. 38) represents the areas of the system that the user can manage.

The line of the display indicated by **number 2** represents the possible sceneries (if set) that the user can activate.

The line of the display indicated by **number 3** indicates the priority level assigned to the User.

This data cannot be changed by the User since it was established during the setting phase by the Installer, the only holder of the “Installer Code” which is required in order to change these settings.

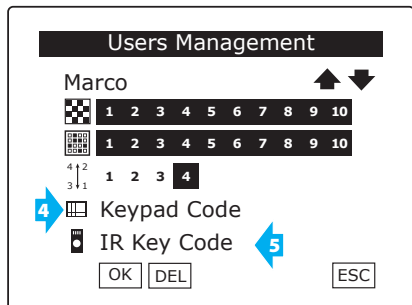


Fig. 39

Now, pressing with the pen provided near the line indicated by **number 4 "Keypad Code"** (fig. 39) will access the window "Keypad Code Registration" (fig. 40).

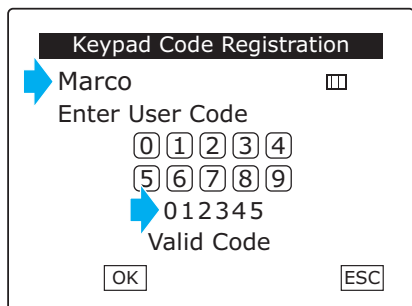


Fig. 40

By entering a code with 4 to 6 digits, this code will be associated with the User indicated on the first line of the display (fig. 40).

More than a million combinations are available.

Press **OK** to confirm before returning to the previous window with **ESC**.

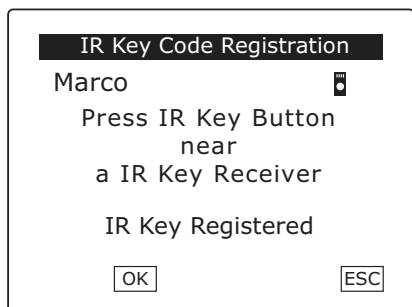


Fig. 41

Now, pressing with the pen provided near the line indicated by **number 5 "Key Code"** (fig. 39) and following the instructions on the display, it is possible to associate a key code with the User (fig. 41).

Press **OK** to confirm before returning to the previous window with **ESC**.

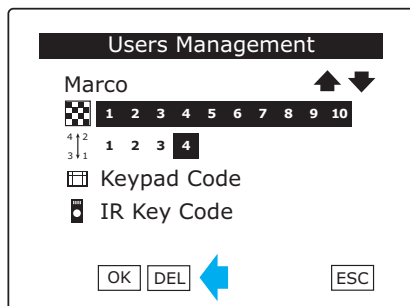


Fig. 42

The Users who, during the setting phase, have been assigned the **Priority Level 4** can also remove a User and the associated codes from the list using the key **DEL** (fig. 42).

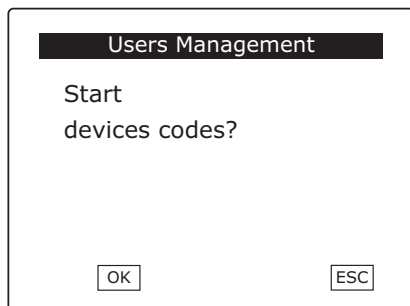


Fig. 43

Press **OK** (fig. 43) to confirm the selections made before exiting from the screen with **ESC**.

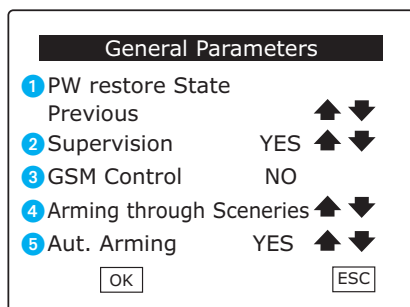


Fig. 44



From the "Setting Menu" (fig. 33), pressing the appropriate icon will access the window for viewing the general parameters set by the Installer and setting some general parameters that can be set by the User.

1 PW restore State (cannot be changed by the User)**On**

In the event both the battery and mains power supply fails for the control panel, the control panel will be automatically set in the armed state when the power supply voltage is restored.

Off

In the event both the battery and mains power supply fails for the control panel, the control panel will be automatically set in the disarmed state when the power supply voltage is restored.

Previous

In the event both the battery and mains power supply fails for the control panel, the control panel will be automatically set in the previous state when the power supply voltage is restored.

2 Supervision (cannot be changed by the User)

This parameter allows to select whether or not the system can be managed by external supervision systems.

3 GSM Control (can be changed by the User)

This parameter allows to select whether or not the system can be remotely managed by means of a GSM dialler (BXGM0001).

4 Arming through Areas / Arming through Sceneries (cannot be changed by the User)

This parameter allows to select if the partial activation of the system can occur through the activation of areas chosen one at a time by the User (Arming through Areas) or through the activation of predefined sceneries containing activation commands for groups of areas (Arming through Sceneries).

5 Automatic Arming (can be changed by the User)

When the function is active, if one or more inputs are in alarm during the arming of the system, these will be temporarily excluded automatically and will return to being included only after the subsequent disarming of the system.

When the function is not active, if there are any inputs in a state of alarm, the control panel will interrupt the arming of the system and wait for the causes of the alarm to be eliminated (closing an open window, for example). In any case, a User with priority level 3 or 4 can "force" the arming following the procedures described in the section "**Forced Arming**" of the B2UC0002 User Manual.

Press **OK** to confirm the selections made before exiting from the screen with **ESC** and returning to the "**Setting Menu**".

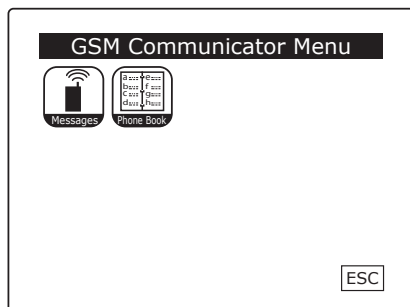


Fig. 45



GSM COMMUNICATOR MENU

From the “Setting Menu” (fig. 33), pressing on the appropriate icon accesses the “GSM Communicator Menu” (fig. 45) in which it is possible to set some parameters regarding the message sending procedures and create a phone book.

These changes can only be made by Users who, during the setting phase, have been assigned the Priority Level 4.

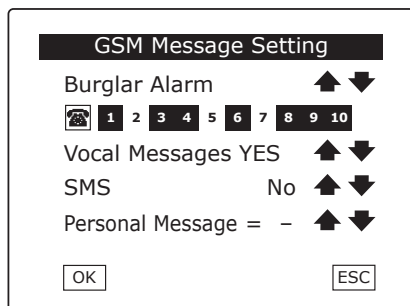




Fig. 46





GSM Message Setting

From the “GSM Communicator Menu” (fig. 45), select the “Messages” icon to access the “GSM Message Setting” window (fig. 46).

Pressing the icons   next to the first item in the window (fig. 46), it is possible to scroll through the list of events that generate a signal.

For each event you can select which numbers, from the 10 possible numbers in the phone book, should receive the warning message when the selected event occurs.

Using the icons   located on the next two lines, you can select the format in which the messages should be sent.

Press **OK** to confirm the selections made before returning to the previous window with **ESC**.



The “Personal Message” function is not active.

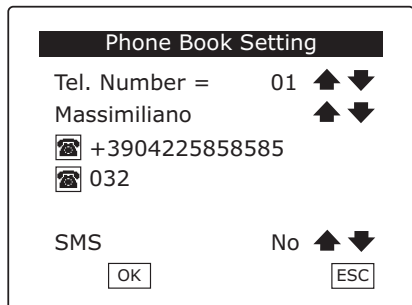


Fig. 47

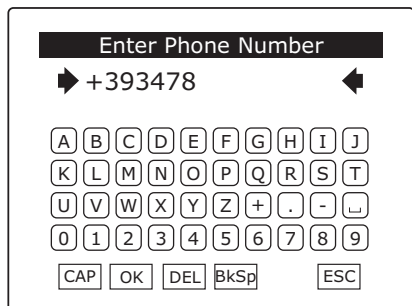


Fig. 48



Phone Book Setting

From the "GSM Communicator Menu" (fig. 45), select the "Phone Book" icon to access the "Phone Book Setting" window (fig. 47).

On the first line, you can select the position (1 through 10) in which to store the User's number in the phone book.

The second line allows you to select which User and relative phone number is to be associated with the selected position.

At this point, press on the first icon to call up the keypad with which to enter the phone number (fig. 48).

If the phone number has more than 14 digits, you will have to enter the extra digits after pressing on the second icon .

The telephone commands sent to the control panel will be carried out only if the number from which they are sent is present in the phone book. Furthermore, the User associated with the number must enter his "User Code" and be assigned a "Level of priority" that allows him to carry out the requested action.

NOTE. For further information, see the instructions of the BXGM0001.

The last line in the "Phone Book Setting" window (fig. 47) allows you to select if the phone book number should receive SMS messages or not.

Press **OK** to confirm the selections made before returning to the previous window with **ESC**.

Press **ESC** also on the window shown in figure 45 in order to return to the "Setting Menu".



The numbers MUST be preceded by the proper international prefix (+39 for Italy).

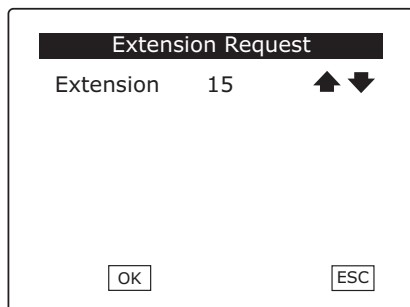



Fig. 49



EXTENSION REQUEST

From the “**Setting Menu**” (fig. 33), pressing the appropriate icon will access the window “**Extension Request**” (fig. 49).

The extension request can be used when there is a need to suspend execution of all the automatic actions controlled by the timer.

Pressing the icons , the extension time can be changed from 15 to 90 minutes with “steps” of 15 minutes.

Pressing the button **OK**, the timer suspension will immediately begin for the set period of time, after which all the suspended actions will be executed.

Before the extension time has expired, another request can be made for up to a maximum number of 5 times.

If you ask for another extension before the previous one has finished, any remaining time will NOT be added to the new extension period but instead be lost. This means you will only be able to use one entire extension period after each additional request.

Therefore it is advisable to renew the extension request near the end of the previous time so as to make better use of this function.



The “**Extension Request**” can be performed only by Users who, during the setting phase, have been assigned the **Priority Level 4**.

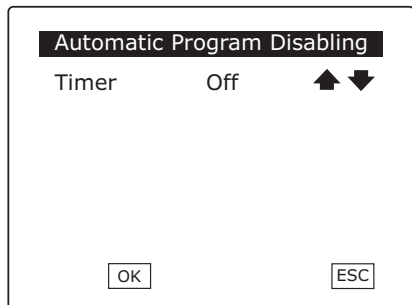


Fig. 50



AUTOMATIC PROGRAM DISABLING

From the "Setting Menu" (fig. 33), pressing the appropriate icon will access the window "Automatic Program Disabling" (fig. 50).

With the Timer Off (default setting), all the timer settings are blocked.

With the Timer On, the timer settings are executed.

The actions which have not been executed during the blocked period (**Timer Off**) will NOT be executed when the normal Timer operation is restored (**Timer On**).



The "Automatic Program Disabling" can be performed only by Users who, during the setting phase, have been assigned the **Priority Level 4**.

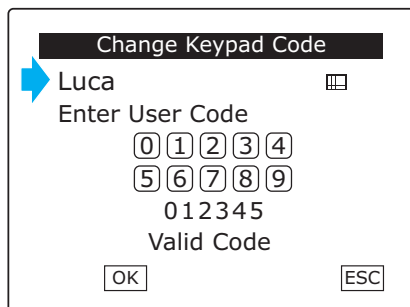


Fig. 51



Change Keypad Code

From the “**User Menu**” (fig. 29), by pressing the appropriate button we will access the “**Change Keypad Code**” window (fig. 51).

On the first line will appear the name of the User associated with the “**User Code**” that we have entered for access to the “**User Menu**”.

Once the new number has been entered, press **OK** to confirm the selection before returning to the previous window with **ESC**.



The B2 Control Panel is able to manage up to 63 Users, the “**User Code**” 64 is associated with a special function that allows you to request help without arousing the suspicion of a possible assailant. By entering the code associated with **User 64**, it will actually be possible to deactivate the control panel and at the same time activate the “**Silent Alarm**” (if set by the Installer).

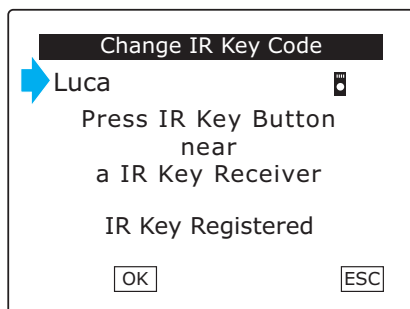


Fig. 52



Change IR Key Code

From the “**User Menu**” (fig. 29), by pressing the appropriate button we will access the “**Change IR Key Code**” window (fig. 52).

On the first line will appear the name of the User associated with the “**User Code**” that we have entered for access to the “**User Menu**”.

Following the instructions on the screen, a new key code can be assigned to the User.

Press **OK** to confirm the selection before returning to the previous window with **ESC**.

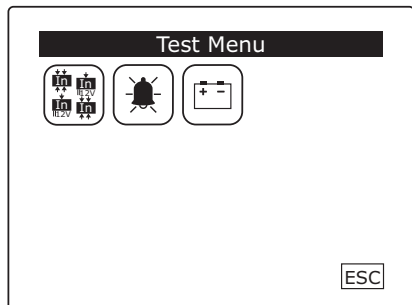



Fig. 53



Device Test

From the “User Menu” (fig. 29), pressing the icon  will take us to the “Test Menu” (fig. 53) that allows us to test the correct operation of the inputs, sirens and batteries in the system.

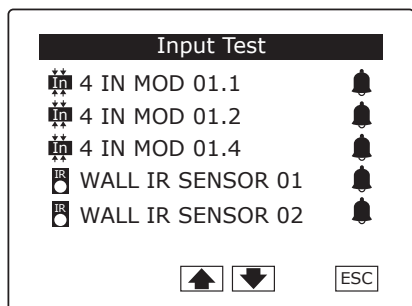


Fig. 54



INPUT TEST

Only the inputs that are in a state of alarm will appear in this window (fig. 54).

Thus, by materially activating the inputs, we can check their correct operation, name and location.

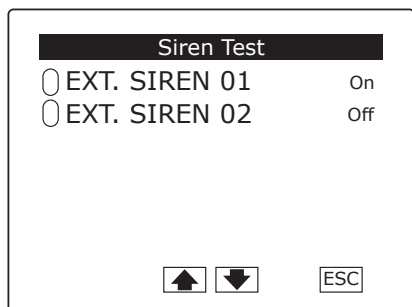


Fig. 55



SIREN TEST

The legend “ON” or “OFF” next to the name of the device acts as a switch (fig. 55).

By simply pressing on the legend we can turn the sirens on or off.

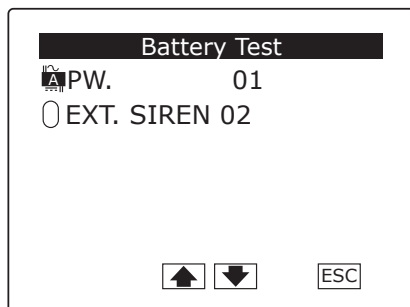


Fig. 56



BATTERY TEST

By simply pressing on the name of the device, we will be informed about the state of the battery housed inside the device (figg. 56, 57).

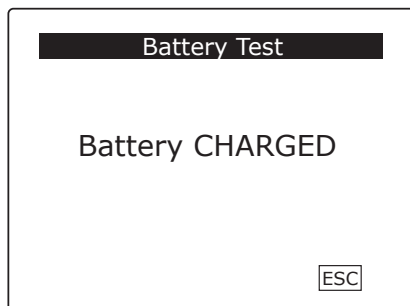


Fig. 57

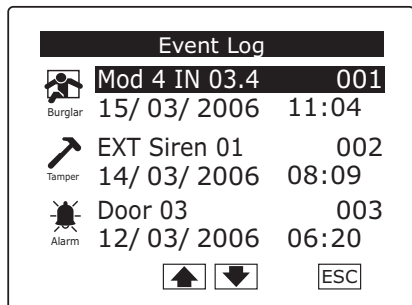


Fig. 58

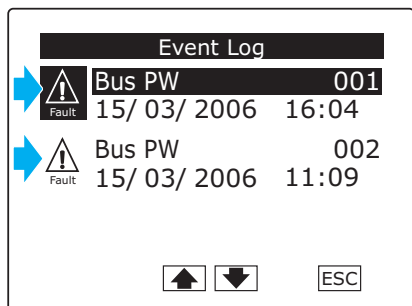





Fig. 59



Event Log

From the "User Menu" (fig. 29), by pressing the icon  we will access the "Event Log" window.

The "Event Log" (fig. 58) is structured so as to provide a precise picture of the events concerning the system, whether these are caused by burglar attempts, tampering, alarms and faults or simply due to a User arming or disarming the system.

Pressing the icons   , we can scroll through the events and check their progression, indicated by the number next to the name of the device that generated the event. At the end of the list, the scrolling will start again from the beginning.

In the case of burglar, tamper or alarm events, for example (fig. 58), next to the icon showing the event, we can read the name of the input that generated the event and the date and time in which it was activated.

If the event is different from burglar, tamper or generic alarms, it will be divided into two parts (fig. 59). The first part (with the icon in negative) reports the date and time of the end of the event; the second part (with the icon in positive) reports the date and time of the start of the event.



The progressive numbering next to the name of the device that generated the event indicates the most recent event with the number 001.

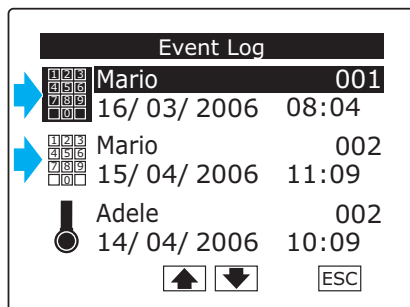


Fig. 60

Each User has his own code and an access key to which it is possible to associate the name of the User.

For this reason, in the “**Event Log**”, it is possible to find indication of the arming or disarming of the system (by keypad or key) associated with the name of the User (fig. 60).

In this case as well, the event will be divided into two parts.

The first part (with the icon in negative) reports the date and time of the disarming of the system; the second part (with the icon in positive) reports the date and time of the arming of the system.



The “**Event Log**” can be cancelled only by an installer with the “**Installer Code**”

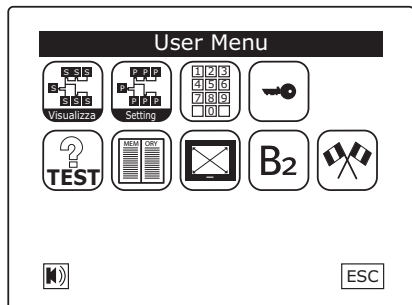


Fig. 61

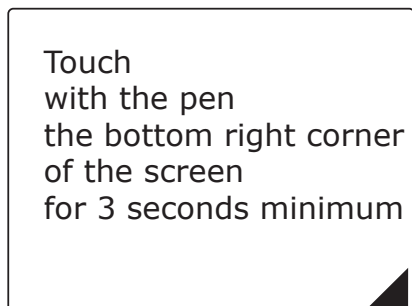


Fig. 62

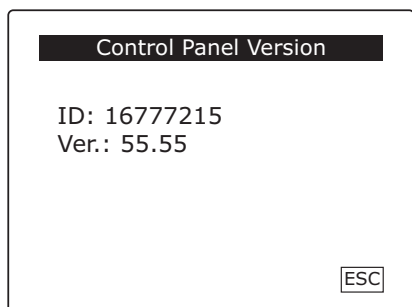


Fig. 63



Screen dimensions calibration

From the “User Menu” (fig. 61), by pressing the appropriate icon and following the simple instructions (fig. 62), we can correctly calibrate the screen dimensions.

For a correct calibration of the screen dimensions, position the appropriate pen in the farthest point of the corner indicated by the arrow.



It is recommended that you strictly follow the video calibration instructions in order to avoid malfunctioning of the terminal



Control Panel Version

From the “User Menu” (fig. 61), pressing the button “B2” will display the **Firmware** ID and **version** of the control panel (fig. 63); this information may be particularly useful in case you need to contact a service technician.

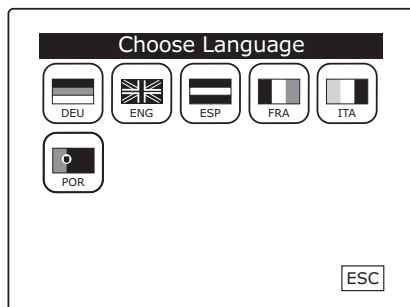


Fig. 64



Choose Language

From the “User Menu” (fig. 61), pressing the appropriate icon allows the user to select the system language.



The “Choose Language” window will appear automatically when the system is turned on or turned back on after a complete power outage.

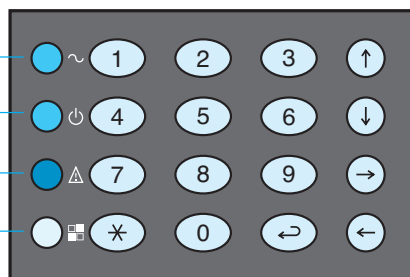
Auxiliary Keypad BXTAIN01 Functions

Green "Mains PW On" LED

Green "System Armed/Disarmed" LED

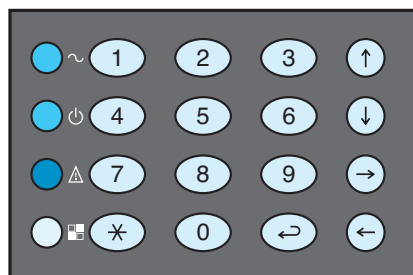
Red "Alarm" LED

Yellow "Partial Arming" LED

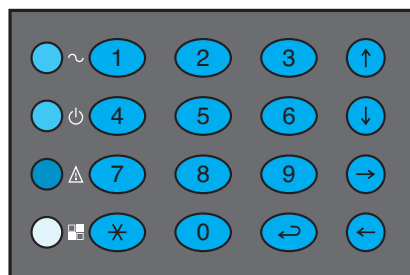


LED	Colour	Icon	Meaning		
			on	flashing	off
mains	green	~	mains power supply on	battery fault	mains power outage
on/off	green	⏻	armed	exit delay	disarmed
alarm	red	⚠	Alarm (system armed) / Not Ready (system disarmed)	alarm memory	No alarm / Ready
partial	yellow	📶	System partially armed or inputs temporarily excluded	–	–

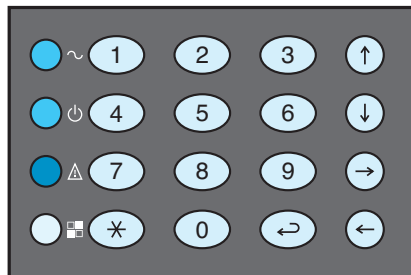
KEYPAD STATES



"Soft" backlighting
Keypad in Stand-by

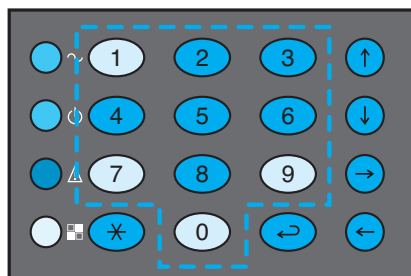


"Intense" backlighting
Keypad in use



The auxiliary keypad **BXTAIN01** allows the user to manage some basic functions of the burglar alarm system through the key combinations illustrated in the table below.

Key Combination	Action
< User Code> +	Arming / Disarming of the control panel
< User Code> +	Starts the Partial Arming procedure
< User Code> +	Resets the Alarm Memory
< User Code> +	Turns off the Alarms
+	Deactivates the keypad Buzzer
+	Deactivates the key backlighting
+	Deactivates the state LEDs



Zone of the keypad used for selecting the areas.

ARMING/DISARMING

To arm or disarm the system, press <User Code> + ; the LEDs of the numerical keys 1-10 display the arming state of the areas, while the LEDs of the other keys and the state LEDs remain in the state of "intense" backlighting.

The areas not assigned to the User will in any case remain off, and their state cannot be changed.



PARTIAL ARMING

If the User begins the partial arming procedure by entering <User Code> + , the LEDs of the numerical keys 1-10 will display the current arming state of the areas, while the LEDs of the other keys will remain in the state of "intense" backlighting and the state LEDs will flash.

The areas not assigned to the User will in any case remain off, and their state cannot be changed.

If the 'partial arming through areas' mode has been set, the user can only change the state of the areas assigned to him; by selecting these areas, their state will alternate between armed and disarmed.

N.B.: When selecting the areas, wait until the visual indication on the keypad is effective before pressing the next key.

When finished, just press  to partially arm the system in the selected manner. If you would like to quit the procedure without changing the system state, press the button .


If no key is pressed within 15 seconds, the procedure will be quit automatically.

If instead the 'partial arming through sceneries' mode has been set, the user can only choose a scenery to be activated from among those assigned to him by the installer. The arming of the scenery is carried out by pressing the key corresponding to the scenery to be activated.


Provided that the number is correct and the selected scenery is correctly assigned to the User, the procedure will terminate successfully. Otherwise, the procedure will be quit without making any changes to the system.

If no key is pressed within 15 seconds, the procedure will be quit automatically.

RESET ALARM MEMORY

To cancel the alarm memory regarding the single activation cycle, enter <User Code> + .

ALARMS OFF

To turn off the active alarm signals, enter <User Code> + .

ACOUSTIC SIGNALS OF THE KEYBOARDS

Any fault concerning the system triggers the intermittent sounding of the keypad buzzer.

All the alarms concerning the system, other than the "Silent Alarm", trigger the continuous sounding of the keypad buzzer.

Furthermore, the keypads can be set during installation so as to emit a sound to advise the user of the imminent activation of the alarm system; this function is necessary in the event the keypad is positioned inside the protected area and accessing the same keypad entails the activation of some sensor.

The time necessary to enter the protected zone and enter the User Code on the keypad is known as the "Entry Delay"; the passing of this time is marked by the continuous sounding of the buzzer inside the keypad.

The time necessary to enter the code on the keypad and exit the protected zone is known as the "Exit Delay".

The passing of the "Entry Delay" and "Exit Delay" time is marked by the continuous sounding of the buzzer inside the keypad.

If the user tries to arm the system with devices in alarm (red LED lit), the buzzer will sound intermittently to advise that the system cannot be armed.

The keypad buzzer will in any case be active during the alarm time.



If you are in the "Installer Menu", this is signalled on the "mechanical" keypads and receivers by all four LEDs flashing intermittently.



The sounding of the buzzer, however, can be disabled with a setting option for each individual keypad.

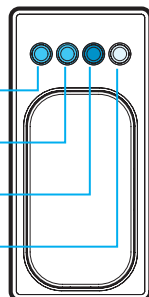
BXINIR receiver and BXKEIR01 infrared key

Green "Mains PW On" LED

Green "System Armed/Disarmed" LED

Red "Alarm" LED

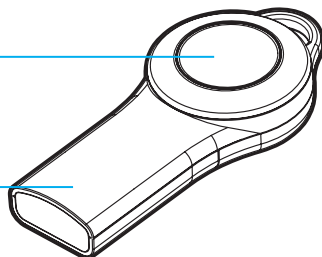
Yellow "Partial Arming" LED



LED	Colour	Meaning		
		on	flashing	off
mains	green	mains power supply on	battery fault	mains power outage
on/off	green	armed	exit delay	disarmed
alarm	red	Alarm (system armed) / Not Ready (system disarmed)	alarm memory	No alarm / Ready
partial	yellow	System partially armed or inputs temporarily excluded	–	–

Functions control button

"Transmission in progress" LED



ARMING/DISARMING

To Arm or Disarm the control panel using the infrared key, just bring the key within two metres of the receiver and press the button located on the key itself for at least 0.5 seconds and not more than 3 seconds.

Inside the transparent shell of the infrared key there is an LED, activated by pressing the button, which acts as an indicator of the successful transmission; the successful reception of the signal by the receiver is indicated by the simultaneous lighting of all the LEDs.

PARTIAL ARMING

To start the procedure using the infrared key, just aim it at the receiver, at a distance of at least one metre, and press the button located on the key itself for a maximum time of 3 seconds.

The beginning of this procedure will be signalled by a series of simultaneous flashes, quick and dim, of the four state LEDs. From this moment on, up until

the User exits the partial arming procedure, the fixed and intense lighting of the LEDs represents the arming of the first four areas assigned to the User.

By pressing the button on the key to produce infrared pulses with a duration of at least 0.5 seconds but less than 3 seconds, the 4 LEDs of the receiver will display, in succession, the sixteen possible combinations for arming the four areas.

N.B.: Wait until the pressing of the key on the remote control produces the lighting of the LED before pressing the same key again.

To terminate the procedure, an infrared pulse with a duration of more than 3 seconds must be sent.

At the end of the procedure, the meaning of the LEDs will return to normal.



If you are in the "Installer Menu", this is signalled on the "mechanical" keypads and receivers by all four LEDs flashing intermittently.



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