

# IDS 1632

---

## User Manual

South Africa's leading manufacturer and distributor of electronic security products.



# Contents

<b>Glossary</b>	<b>6</b>
<b>1. Introduction to the IDS 1632</b>	<b>7</b>
<b>2. Before Operating Your Alarm System</b>	<b>7</b>
<b>3. Understanding the Keypad Indicators</b>	<b>8</b>
<b>4. The Keypad Buzzer</b>	<b>9</b>
<b>5. Setting the Time</b>	<b>9</b>
<b>6. Programmable Functions</b>	<b>9</b>
<b>7. Arming the Control Panel</b>	<b>10</b>
7.1 Away Arm	10
7.2 Quick Away Arm	10
7.3 Stay Arm	10
7.3.1 How to Stay Arm	11
7.4 Quick Stay Arm	11
7.4.1 How to Stay Arm and Go	11
7.5 Key-switch or Remote Arming (If fitted)	12
7.6 Auto Arm	12
<b>8. Disarming the Control Panel</b>	<b>12</b>
8.1 How to Disarm with a User Code	12
8.2 How to Disarm using a Key-switch or Remote	12
<b>9. Bypassing Zones</b>	<b>13</b>
9.1 Bypassing/Un-bypassing a Zone	13
<b>10. Emergency Alarms</b>	<b>13</b>
10.1 Fire Alarms	13
10.2 Panic Alarms	13
10.3 Medical Alarms	14
10.4 Duress Alarms	14
<b>11. Alarm Memory</b>	<b>14</b>
<b>12. User Codes</b>	<b>15</b>
12.1 Adding, Deleting and Editing User Codes	15
<b>13. How to enter User Program Mode</b>	<b>15</b>
<b>14. Explanation of Programmable Options</b>	<b>16</b>
14.1 Add a New User Code - Option 0	16
14.2 Edit a User Name - Option 1 (LCD Keypads only)	16
14.3 Edit a Selected User Code - Option 2	17
14.4 View a User Code Slot Number - Option 3	17
14.5 User Code Properties - Option 4	17
14.5.1 Explanation of User Code Properties	18
14.5.1.1 Master Code (Only Adjustable by the Installer)	18

14.5.1.2	Duress Code-----	18
14.5.1.3	Maid's Code-----	18
14.5.1.4	Group Arm Code-----	19
14.5.1.5	Group Disarm Code-----	19
14.5.1.6	Arm Code-----	19
14.5.1.7	Disarm Code-----	19
14.5.1.8	Report Open and Close-----	19
14.5.1.9	User Phone in Access-----	19
14.5.1.10	Report User Access-----	19
14.6	Assign User Code to Partitions - Option 5-----	20
14.7	Adding User Remotes - Option 8-----	20
14.8	Delete User Code - Option 9 (Code known)-----	20
14.9	Delete a User Code - Option 10 ("Slot" known)-----	21
14.10	Viewing a User Name - Option 11 (Slot known)-----	21
<b>15.</b>	<b>Stay Zones-----</b>	<b>21</b>
15.1	How to Select a Stay Profile-----	21
15.2	How to Program Stay Zones-----	22
<b>16.</b>	<b>Buzz Zones-----</b>	<b>22</b>
16.1	How to Program a Buzz Zone-----	22
<b>17.</b>	<b>Chime Zones-----</b>	<b>23</b>
17.1	How to Program Chime Zones-----	23
<b>18.</b>	<b>Viewing Trouble Conditions-----</b>	<b>23</b>
<b>19.</b>	<b>Changing a Partition-----</b>	<b>24</b>
<b>20.</b>	<b>Output Control via a Keypad-----</b>	<b>24</b>
<b>21.</b>	<b>Remote Telephone Access-----</b>	<b>25</b>
<b>22.</b>	<b>Controlling the IDS 1632 via Cellphone SMS-----</b>	<b>27</b>
22.1	Checking the Airtime Balance-----	28
22.2	Recharging/Topping up Airtime-----	28
<b>Index-----</b>		<b>29</b>

<b>Tables</b>
---------------

<b>Table 1</b>	<b>User Programming Options-----</b>	<b>16</b>
<b>Table 2</b>	<b>User Code Properties-----</b>	<b>18</b>
<b>Table 3</b>	<b>Trouble Conditions-----</b>	<b>24</b>
<b>Table 4</b>	<b>Remote Telephone Operation-----</b>	<b>26</b>

# CONTROL KEYPAD

For a more detailed explanation of the keypad indicators see understanding the Keypad Indicators.

## ARMED INDICATOR (RED)

The indicator is illuminated when the system is armed in the AWAY mode.

## READY INDICATOR (GREEN)

The indicator is illuminated when the system is ready to be armed.

## POWER INDICATOR (RED)

The indicator is illuminated when mains power is present.

## ZONE INDICATOR (ORANGE)

Indicates the status of the zones.

## STAR KEY

Used as an entry key for data input.



## HASH KEY

This key will cancel any unintended entries.

## FIRE ALARM

This key will activate the FIRE ALARM when held down for one second.

## MEDICAL ALARM

This key will activate the MEDICAL ALARM when held down for one second.

## PANIC ALARM

This key will activate the PANIC ALARM when held down for one second.

# CONTROL KEYPAD

For a more detailed explanation of the keypad indicators see understanding the Keypad Indicators.

**READY INDICATOR (GREEN)**  
The indicator is illuminated when the system is ready to be armed.

**ARMED INDICATOR (RED)**  
The indicator is illuminated when the system is armed.

**ZONE INDICATOR (ORANGE)**  
Indicates the status of the zones.

**AWAY INDICATOR (RED)**  
The indicator is illuminated when the system is armed in the AWAY mode.

**POWER INDICATOR (RED)**  
The indicator is illuminated when mains power is present.

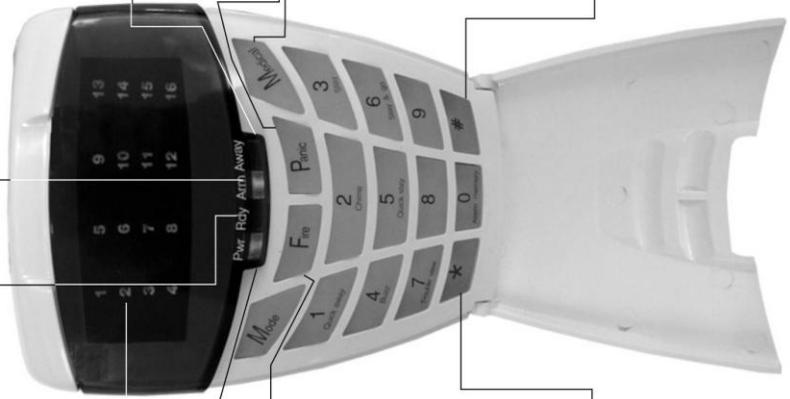
**PANIC ALARM**  
This key will activate the PANIC ALARM when held down for one second.

**FIRE ALARM**  
This key will activate the FIRE ALARM when held down for one second.

**MEDICAL ALARM**  
This key will activate the MEDICAL ALARM when held down for one second.

**STAR KEY**  
Used as an entry key for data input.

**HASH KEY**  
This key will cancel any unintended entries.



## Glossary

### **Alarm Memory**

This is the history of the most recent tampers and violations occurred the last time the system was armed, as well as which zones were bypassed.

### **Arm**

Arming the system sets the system into the ARMED mode. In this mode, violating a zone will activate an alarm condition. If the system is programmed correctly, this will cause an appropriate reporting code to be sent to the monitoring company.

### **Bypass**

Bypassing deactivates a zone. When the panel is ARMED, violation of a bypassed zone will be ignored.

### **Disarm**

Disarming deactivates the system. Fire, medical and panic functions remain active while the system is disarmed.

### **Entry/Exit Zones**

These are zones that you may pass through during the entry/exit delay period without triggering an alarm. Their purpose is to provide a means by which you can exit after arming the system – and a means of getting to the panel to disarm it after gaining access to the premises. Generally the last exit point of the building and the first entry point, this is the front door of the home / business premises, in most cases.

### **Follower Zone**

A zone that may be temporarily violated during the Exit zone delay period or after violation of an Entry/Exit zone. This allows the user (limited time) access to disarm the system, and sufficient time to exit before arming comes into effect. A Follower zone will behave as per an Instant zone if violated prior to the violation of an Entry/Exit zone.

### **Instant Zone**

When the system is armed, violation of an Instant Zone will immediately cause an alarm condition to be registered.

### **Master User**

Master user status (by default attributed to the first User Code) enables this user to add new user codes and alter the properties of codes already in use. Any user may be given Master User Status by selecting the Master User option in the User Code Properties for that User.

### **Partition**

A partition is a group of zones which may be armed and disarmed independently without affecting zones or users assigned to other partitions. The IDS 1632 Alarm Panel may have been programmed by your installer to have up to 8 partitions.

### **Stay Arm**

This is an arming mode that allows for certain pre-programmed, STAY zones to be bypassed (temporarily disabled) while the system is armed. If you arm the system and do not leave the premises within the exit delay, the system will assume that you are remaining in the premises, and will stay arm.

### **Stay Arm and Go**

Arming that allows the user to STAY ARM and leave the premises.

**Stay Zone**

A zone that is bypassed automatically when the system is STAY ARMED.

**User Code**

There may be up to 250 unique user codes. Each has its own set of associated properties (action and access rights) – which can only be set by a Master User. By default, the first User Code is a Master User.

**Violate**

A zone is “violated” when a sensor connected to a zone input registers a door opening, a window opening, somebody moving in the room, or glass breaking – depending on the sensor for that zone.)

**Zone**

A zone is a specific area of your premises monitored by sensors that detect violations (doors/windows opening or people moving) in that area.

## **1. Introduction to the IDS 1632**

The IDS 1632 is a versatile, microprocessor-based sixteen-zone Alarm Panel. There are eight partitions and the panel can be expanded to monitor thirty two burglary zones. Most features are optional and may be programmed directly through the keypad. There is a dedicated Panic zone, monitored siren output, auxiliary power outputs and eight (expandable to twelve) programmable outputs which may be programmed to perform various trigger/switching functions.

The panel interfaces with a GPRS module (optional), allowing remote control by SMS, as well as SMS reporting to up to 5 cellphone users. An optional Voice Module reports to the user in English and provides a voice-prompted menu over the telephone.

For correct operation these Alarm Panels must be used in conjunction with the specified transformer/battery combination and appropriate peripheral sensors and signalling devices.

## **2. Before Operating Your Alarm System**

- Read the entire manual carefully and keep it in an accessible place.
- Note that your security system should be installed and serviced by a qualified security professional who should instruct you regarding the level of protection provided and the operation of the system.
- Should you have any questions regarding the operation of the system, contact your security company representative.
- Note that your system should be tested on a regular basis. Before testing the system please notify your security company of your intention to do so.
- NEVER disconnect the mains power as the back-up battery will eventually discharge thereby causing the control panel to shutdown.
- Note that a security system cannot prevent emergencies. It is only intended to alert you and (if applicable) your central station, of an emergency situation.
- Note that smoke and heat detectors may not detect all fire situations.

**3.****Understanding the Keypad Indicators**

Refer to the labelled pictures of the keypads.

1. ARMED Indicator (Red)

On	System Armed
Off	System Disarmed
Flashing	Alarm Condition (Check Alarm Memory zone details <b>BEFORE</b> re-arming)

2. AWAY Indicator (Red)

On	System Armed in Away Mode
Off	System Disarmed / Armed in Stay Mode
Flashing	User Programming (Chime/Buzz/Stay zones)

3. POWER Indicator (Red)

On	Mains Power is Present
Flashing	Trouble Condition

4. READY Indicator (Green)

On	System is Ready to be Armed
----	-----------------------------

5. ZONE Indicators (Yellow)

On	Zone Bypassed
Off	Zone Clear
Flashing	Zone Violated or Tampered

## 4.

### The Keypad Buzzer

**[#] WITH any key from [0] to [3] for 1 second**

The keypad includes a buzzer which is used for audible signalling and verification of certain keypad functions. There are 4 possible volume settings: loud, medium, soft and click, loud being the default setting. To program the keypad volume, use the following table:

Key Entry	Keypad Buzzer Options
[#] [3]	Loud (Default setting)
[#] [2]	Medium
[#] [1]	Soft
[#] [0]	Click

To change the volume (for this example to the “soft” setting) hold the [#] and [1] key down simultaneously for 1 second (long press). At the end of this delay, the keypad will respond with a beep at the new volume setting. This is a keypad specific setting, and applies to the keypad that this operation is performed on.

All zones programmed as Chime or Buzz zones, will sound with a loud beep regardless of the keypad volume set above.

## 5.

### Setting the Time

**Hold down the [MODE] key until the beep,  
then enter [5] [\*] [time] [\*]**

1. Hold down **[MODE]** until the keypad buzzer sounds.
2. Press **[5] [\*]**.
3. Using the 24 hour clock format i.e. 17:15 enter the time. Only numerics need be entered however four digits must always be used e.g. for 01:45 press **[0] [1] [4] [5]**.
4. Press **[\*]** to confirm your entry.

## 6.

### Programmable Functions

Functions include:

- Quick Away Arm
- Quick Stay Arm
- Arm with Entry/Exit or Follower zones violated
- Stay Arm
- Stay Arm and Go
- Forced Arm
- Push to Arm
- Siren sound on Arm/Disarm (single toot – arm / double toot – disarm)
- Panic Alarm
- Fire Alarm
- Medical Alarm
- Chime zones

- Buzz zones
- Zone tamper
- Arm with Key-switch or Remote Control

## 7. Arming the Control Panel

### 7.1 Away Arm

**[#] [USER CODE]**  
(Leave via Entry/Exit zone)

1. Ensure that the READY indicator is on. If not check that all protected doors and windows are closed and that all movement has ceased in areas covered by motion detectors. If necessary, close the front door.
2. Press the **[#]** key.
3. Enter a valid **[USER CODE]**. If an incorrect code is entered the keypad buzzer will beep three times. In the event of an error press the **[#]** key and re-enter the code.
4. The ARMED indicator will come on and the keypad buzzer will beep repeatedly for the duration of the exit delay. Any bypassed zones will be indicated by a steady on zone indicator.
5. Leave only via a designated exit route (leaving by any other can set off the alarm.) The panel will arm at the end of the exit delay.

### 7.2 Quick Away Arm

**Hold down the [1] key until the beep**

If this function is enabled, it is possible to AWAY arm by simply holding down the **[1]** key until the keypad buzzer sounds and the arming process begins.

**NOTE:**

If the partition is already STAY armed this key will initialise AWAY arming. It is therefore possible to change directly from STAY armed to AWAY armed.

### 7.3 Stay Arm

Stay arming allows the user to monitor selected perimeter zones and bypass interior zones. The user can remain on the premises with access to designated areas during the STAY ARM cycle. Any zone which may be violated accidentally should be programmed as a BUZZ ZONE. When violated, a BUZZ ZONE will cause the keypad buzzer to sound for thirty (30) seconds before sounding the siren. Entering a valid USER CODE before the siren sounds will silence the keypad buzzer and prevent the siren from sounding.

To provide greater flexibility the panel caters for the programming of two different STAY PROFILES. Each STAY PROFILE contains a unique combination of STAY, BUZZ and ALARM zones which cater for a particular STAY ARM requirement.

**Example:**

PROFILE 1 might be used when the family goes to bed in the evening. In this profile some interior zones may be programmed as alarm zones or buzz zones, whereas PROFILE 2 is used while watching television when all interior zones would be bypassed.

(See How to Select a Stay Profile, under Stay zones)

## 7.3.1

### How to Stay Arm

**[#] [USER CODE]**

(Do not leave premises)

1. Select the required STAY PROFILE (See page 21)
2. Ensure that the READY indicator is on. If not, check that all protected doors and windows are closed and that all movement has ceased in the areas covered by motion detectors.
3. Press the **[#]** key.
4. Enter a valid **[USER CODE]**. If an incorrect code is entered the keypad will give an error beep. In the event of an error press the **[#]** key and re-enter the **[USER CODE]**.
5. The ARMED indicator will come on and the keypad buzzer will sound for the duration of the exit delay.
6. DO NOT violate the Entry/Exit zone (normally the front door). If the Entry/Exit zone is violated the system will arm in the AWAY mode.
7. Upon expiry of the exit delay, the AWAY indicator will remain off.
8. Any STAY zones will be automatically bypassed (indicated by a steadily lit indicator).
9. Ensure that you enter only those areas that are bypassed.

## 7.4

### Quick Stay Arm

**Hold down the [5] key until the beep**

It is possible to STAY arm by holding down the **[5]** key until the keypad buzzer sounds. The panel will immediately arm into the stay mode without any exit delay. All stay zones will be bypassed.

**NOTE:**

Holding the button down again will cause the panel to toggle between stay profiles. This STAY profile then becomes the active profile and the panel will STAY arm using this profile - until you elect to switch profiles again.

### 7.4.1

#### How to Stay Arm and Go

**Hold down the [6] key until the beep**

This is a single key arm function which allows the user to STAY arm and leave the premises. If a partition is already stay armed, holding down the 6 key initiates an exit delay, thus allowing the user to leave the premises without disarming. At the end of the exit delay the partition will re-arm in the same stay profile it was armed in before the 6 key was held down.

1. Hold down the **[6]** key until the keypad buzzer sounds. The keypad buzzer will sound for the duration of the exit delay. Only leave via a designated exit route.
2. At the end of the exit delay the ARMED indicator will come on and the AWAY indicator will remain off. All stay zones will be bypassed.

**NOTE:**

Holding down the **[6]** key until the keypad buzzer sounds also ensures an Entry delay on entering the premises.

## 7.5

### Key-switch or Remote Arming (If fitted)

1. Ensure that the READY indicator is lit before leaving.
2. Leave and close the door (remembering to lock!)
3. Activate the remote or the key-switch. The panel will arm in the away mode. (An IDS remote receiver with matching TX unit can be used to Stay Arm or Away Arm.)

#### NOTE:

If a remote control is used it is advisable to have the siren toot on arm function enabled. This provides verification that the system has armed. (Speak to your installer about this feature)

## 7.6

### Auto Arm

The panel may be programmed to arm automatically at a pre-programmed time. Should the premises be occupied at the time of auto arming, a valid **[USER CODE]** entered during the pre-arm delay will terminate the arming sequence. The pre-arm delay is signalled by an exit beep.

## 8.

### Disarming the Control Panel

### 8.1

#### How to Disarm with a User Code

##### **[#] [USER CODE]**

1. Enter the premises through a designated entry route. Entering via any other route will cause an alarm.
2. As soon as the Entry/Exit zone is violated the entry delay will begin. The keypad buzzer will sound for the duration of the entry period.
3. Press the **[#]** key and enter a valid **[USER CODE]**.
4. Once the system disarms, the ARMED indicator will turn off and the keypad buzzer will stop sounding.
5. If no valid user code has been entered prior to the expiry of the entry delay period an alarm condition will be registered.
6. If the entry period is too short, have your installer change the entry delay period.

#### NOTE:

If a strobe (or flashing light) has been installed and an alarm condition is registered, the strobe will continue flashing after the siren has stopped sounding. Entering a valid **[USER CODE]** will cancel the strobe.

### 8.2

#### How to Disarm using a Key-switch or Remote

1. Activate the remote or key switch.
2. The system will disarm and the remote indicator (if installed) will turn off. If the siren toot on disarm option is enabled, the siren will provide a double toot when the panel is disarmed

## 9.

## Bypassing Zones

- The term BYPASS is used to describe a zone which has been deactivated; i.e. violation of a bypassed zone is ignored and will not cause an alarm condition.
- Once the system is armed it is not possible to bypass zones.
- All bypassed zones will be automatically cancelled each time the panel is disarmed and must be re-bypassed before the next arming.

### 9.1

### Bypassing/Un-Bypassing a Zone

**Hold down [9] key until the beep,  
then enter [ZONE NUMBER] [\*] [#]**

1. Ensure that the panel is not armed (Armed LED OFF).
2. To enter bypass mode, hold down the **[9]** key for one second (until the keypad buzzer sounds). The Away LED will flash, and bypassed zones will be indicated by lit zone LED's.
3. Entering a zone number **[ZONE NUMBER] [\*]** will toggle the corresponding LED. For example, **[2] [\*]** will turn LED 2 on (if it was off) and off (if it was on).
4. Turn on the LED's corresponding to the zones you need to bypass. The LED zone indicators should now indicate only the zones that you require bypassing.
5. Once satisfied with your selection, press the **[#]** key to exit the bypass mode.

#### **NOTE:**

Panic zones cannot be bypassed – and remember that all bypassed zones are reset at every panel disarm cycle.

## 10.

## Emergency Alarms

### 10.1

### Fire Alarms

**Hold down the [F] key until the beep**

- If the **[F]** key is pressed until the keypad beeps (approximately 1 second) a FIRE ALARM condition will be activated.
- The FIRE ALARM CONDITION may also be triggered by a smoke detector connected to an appropriately programmed zone.
- The siren will sound on and off repeatedly if programmed and the FIRE REPORTING CODE will be transmitted to the monitoring company.
- To silence the siren enter a valid **[USER CODE]**.

### 10.2

### Panic Alarms

**Hold down the [P] key until the beep**

- If the **[P]** key is pressed until the keypad beeps (approximately 1 second) a PANIC ALARM condition will be activated.
- A PANIC ALARM may also be activated using any FIXED PANIC button or a REMOTE PANIC button (if installed).

- If the audible panic option has been selected, the siren will sound. A PANIC ALARM will be transmitted to the monitoring company.
- To silence the siren, enter a valid **[USER CODE]**.
- Press the **[P]** key only in an emergency situation which requires response by emergency personnel.

## 10.3

## Medical Alarms

### Hold down the **[M]** key until the beep

- If the **[M]** key is pressed until the keypad beeps (approximately 1 second) a MEDICAL ALARM condition will be activated.
- The keypad buzzer will beep 5 times.
- A medical reporting code will be reported to the monitoring company.

## 10.4

## Duress Alarms

### **[#]** **[DURESS CODE]**

- This is a special user code which should only be used in the unique situation where an intruder forces one to disarm the system "under duress".
- When a **[DURESS CODE]** is entered, the control panel disarms.
- A Duress Alarm Code (if programmed) will be reported to the monitoring company.
- It is advisable to choose a Duress code which can be easily remembered by all family (or staff) members.

## 11.

## Alarm Memory

### Hold down the **[0]** key until the beep

The Alarm Memory displays any zones which were violated, tampered with, or bypassed during the last arm cycle. A flashing ARMED indicator notifies the user of an alarm memory condition. To view the alarm memory, disarm the panel and continue as follows:

(Hold down the **[0]** key for two seconds until the keypad buzzer sounds)

1. Hold down **[0]** until the keypad buzzer sounds.
2. The READY and POWER indicators will turn off and the keypad buzzer will sound briefly.
3. Lit zone indicators show which zones were violated during the last armed period.
4. Press 2 to display zones which were bypassed.
5. Press 3 to display which zones were tampered with.
6. Press 1 to return to violated zones.
7. Note that the alarm memory is erased at the beginning of each arm cycle – so it should always be checked BEFORE re-arming, if necessary.

## 12.

## User Codes

The IDS 1632 Alarm Panel has 250 programmable user codes. By default user code 1 is the Master USER CODE which contains a pre-programmed 4 digit code of 1234.

### NOTE:

User codes may be 4 (default) or 6 digits long (with default code of 123456). This is a programmable feature Check with your installer to verify which option has been programmed.

## 12.1

## Adding, Deleting and Editing User Codes

The IDS 1632 Panel has a friendly programmable interface that allows you to add, modify or delete user codes. See Table 1 for a summary of programmable options. The programmable interface is accessed by entering the **USER PROGRAMMING MODE**.

## 13.

## How to Enter User Program Mode

**Hold down the [\*] key until the beep,  
then enter [MASTER USER CODE] [\*] [PROGRAMMABLE OPTION] [\*]**

1. Ensure that the panel is not armed.
2. Hold down the [\*] key until the keypad buzzer sounds.
3. The ARMED and READY indicators will flash alternately.
4. Enter a [MASTER USER CODE]. The factory default is **1234**. Should the [MASTER USER CODE] be defaulted to six digits, it will be **123456**. Press the [\*] key. A valid entry will be confirmed by a long beep.
5. If steps 1 to 4 are performed correctly, the READY indicator will flash. If an invalid code was entered the keypad buzzer will give an error beep. (3 short beeps). If the error beep occurs, press the [#] key (this clears all previous entries) and repeat steps 2 to 5.
6. Select a programmable option from Table 1.

### Example:

To add a new user code, enter User Program Mode by completing steps 1 to 5 as listed above. To access Option 0, enter a value of [0] (See table 1) followed by [\*].

Enter a [NEW USER CODE] followed by the [\*] key. Once the user code is programmed enter the next code followed by [\*]. To exit the program mode press the [#] key. For a full list of options refer to Table 1. Programming of these options is explained on the next page.

**Table 1 : User Programming Options**

<b>Options</b>	<b>Summary of Programmable Options</b>
Option 0	Allows for the addition of new user codes.
Option 1	Allows editing of the user name displayed by LCD keypads. This option is only applicable if LCD keypads are installed.
Option 2	Allows editing of a selected user code. Note that the user code properties are not edited, only the user code itself.
Option 3	Allows viewing of the user code slot number for a selected code. There are 250 available user code slots.
Option 4	Allows editing of the user code properties for a selected user code. This is a bit mapped menu.
Option 5	Allows the allocation of a selected user code to designated partitions. This is a bitmapped menu.
Option 8	Adding User Remotes
Option 9	Deleting a USER CODE
Option 10	Allows the deletion of a user code using the user code slot number.
Option 11	Allows viewing of a user name if the slot number is known.
Option 12	Add user by slot number

## **14. Explanation of Programmable Options**

### **14.1 Add a New User Code – Option 0**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [0] [\*] [New USER CODE] [\*]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[0]** key followed by the **[\*]** key to select the programmable option 0 (zero). The Ready and Armed indicators will flash simultaneously.
3. Enter the **[New USER CODE]** followed by the **[\*]** key.
4. Further codes may be added by repeating step 3 above.
5. After entering the last code press the **[#]** key to exit the user program mode.

### **14.2 Edit a User Name – Option 1 (LCD Keypads only)**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [1] [\*] [User Name] [\*]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[1]** key followed by the **[\*]** key to select programmable option The Armed indicator will flash.
3. Enter the **[USER CODE]** of the User whose name you wish to edit.
4. User Names are displayed as the User Slot Number by default. Edit the User Number so that it reads the correct User Name. To confirm the entry press **[\*]**.
5. Repeat steps 3 to 4 until you have edited all the names you require and then press **[#]** to exit.

**NOTE: Cursor control keys**

The **[P]** key can be used to move the cursor towards the right, whilst the **[F]** key can be used to move from the cursor towards the left. The **[MODE]** key toggles between upper and lower case (underscore cursor for lower case, block cursor for upper case).

**14.3 Edit a Selected User Code – Option 2**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [2] [\*] [Old Code] [\*] [New Code] [\*]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[2]** key followed by the **[\*]** key to select programmable option 2. The READY and Armed indicators will flash simultaneously.
3. Enter the **[USER CODE]** which is to be edited followed by the **[\*]** key.
4. The READY indicator will flash and the AWAY indicator will be on.
5. Enter the **[NEW CODE]** followed by the **[\*]** key.
6. The READY and ARMED indicators will flash simultaneously.
7. To edit other codes repeat steps 3 to 5.
8. Press the **[#]** key to exit the User Program Mode.

**14.4 View a User Code Slot Number – Option 3**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [3] [\*] [USER CODE] [\*]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[3]** key followed by the **[\*]** key to select programmable option 3. The READY and ARMED indicators will flash simultaneously.
3. Enter the **[USER CODE]** followed by the **[\*]** key.
4. The READY indicator will flash and the AWAY indicator will be on.
5. The **[USER CODE]** slot number will be displayed by the Zone indicators. (See table 2)
6. Press the **[#]** key to exit the User Program Mode.

**14.5 User Code Properties – Option 4**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [4] [\*] [USER CODE] [\*] [PROPERTY No.] [\*]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[4]** key followed by the **[\*]** key to select programmable option 4. The READY and ARMED indicators will flash simultaneously.
3. Enter the **[USER CODE]** followed by the **[\*]** key.
4. The READY indicator will flash and the AWAY indicator will be on.
5. The properties assigned to the USER CODE are displayed by the Zone indicators. Lit LED(s) indicate that certain properties have been assigned to the USER CODE. Refer to Table 2 for a list of USER CODE properties.
6. To select a user code property, press the key which corresponds to that property followed by the **[\*]** key. The appropriate zone LED will come on. To deselect a property, press the corresponding key followed by the **[\*]** key and the LED will be off.

**Example:**

To enable a USER CODE to function as a duress code press the **[2]** key followed by the **[\*]** key. The zone 2 LED will come on to confirm the selection.

7. Repeat step 6 until the desired properties have been programmed.
8. Press the **[#]** key to exit the User Program Mode.

**NOTE:**

Property #1 (Master User settings) are set during installation and cannot be changed by any User (even the Master User).

## 14.5.1 Explanation of User Code Properties

**Table 2 : User Code Properties**

Zone LED	Property
1	Master User
2	Duress Code
3	Arm to Disarm Code [Maid's Code]
4	Group Arm
5	Group Disarm
6	Arm Code
7	Disarm Code
8	Report User Open Close
9	User Phone in Access
10	Report User Access

### 14.5.1.1 Master User (Only Adjustable by the Installer)

When assigned to a USER CODE, this property affords this user Master User status, which means they will be able to edit USER CODES. This is NOT a user-adjustable setting, only Alarm Installers have access to alter the Master User Status. By default the first User is a Master User. If more Master Users are needed, call your Installer.

### 14.5.1.2 Duress Code

This property causes this USER CODE, when entered, to disarm the panel normally - however a DURESS REPORTING CODE is transmitted to the monitoring company to inform them that you have been forced to disarm the control panel by an intruder.

It is advisable to choose a code that can be easily remembered by all family (or staff) members.

### 14.5.1.3 Maid's Code

Codes having this property may be used to limit access to the premises. The MAID'S CODE will only disarm the system if the same code was used for arming. If armed with a code other than this code, the system will view an attempt to disarm using the MAID'S CODE as an invalid entry. Any valid user code will disarm the system if it has been armed with the MAID'S CODE.

**14.5.1.4****Group Arm Code**

This code when entered will arm the partitions assigned to the user depending on their status. If all partitions are disarmed, entering a group code will arm all of the assigned partitions. In a case where some partitions are armed and others disarmed, entering this group code at the keypad of the disarmed partition will arm the disarmed partitions only.

**14.5.1.5****Group Disarm Code**

This code when entered will disarm the partitions assigned to the user depending on their status. If all partitions are armed, entering a group code will disarm all of the assigned partitions. In the case where some partitions are disarmed and others armed, entering this group code at the keypad of the armed partition will disarm the armed partitions only.

**14.5.1.6****Arm Code**

Codes having this property, when entered, will arm the partition – as long as this code is associated with this the current partition.

**14.5.1.7****Disarm Code**

Codes having this property, when entered, will disarm the partition – as long as this code is associated with this the current partition.

**14.5.1.8****Report Open and Close**

This option enables reporting of a pre-programmed reporting code when a partition assigned to this user is armed/disarmed.

**14.5.1.9****User Phone in Access**

If enabled this allows the user to arm or disarm the panel using a DTMF telephone.

**14.5.1.10****Report User Access**

Codes with this property enabled will cause the Alarm Panel to send a User Access Report Code to the Security Company every time these users enter their code.

**14.6****Assign User Code to Partitions – Option 5**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [5] [\*] [USER CODE] [\*] [ZONE LED No] [\*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[5]** key followed by the **[\*]** key to select programmable option The READY and ARMED LED's will flash simultaneously.
3. Enter the **[USER CODE]** followed by the **[\*]** key.
4. The READY indicator will flash and the AWAY indicator will be lit.
5. The partitions to which the USER CODE is assigned are displayed by the zone LED's. If zone LED 1 is on the USER CODE can arm or disarm partition 1. If zone LED 2 is on, the USER CODE can arm or disarm partition 2. If zone LED's 1 and 2 are both lit, the USER CODE can arm and disarm BOTH partitions 1 and 2. It is possible to program codes to arm/disarm a selection from any of the eight possible partitions in the IDS 1632.
6. To select which partitions the USER CODE may arm or disarm, toggle zone LED's by entering the **[ZONE LED NUMBER]** followed by the **[\*]** key.
7. Repeat step 6 until the USER CODE has been assigned to the correct partition(s).
8. Press the **[#]** key to exit User Program Mode.

**14.7****Adding User Remotes – Option 8**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [8] [\*] [USER CODE] [\*] <press remote button> [\*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[8]** key followed by the **[\*]** key to select programmable option The READY and ARMED LED's will flash simultaneously.
3. Enter the **[USER CODE]** followed by the **[\*]** key.
4. The READY indicator will flash and the AWAY indicator will be lit.
5. Press any button on the new remote. This will assign the new remote to the user code as entered in Step 3.
6. Press **[\*]**
7. To add additional remotes, repeat steps 3 - 6.
8. Press the **[#]** key to exit User Program Mode.

**14.8****Delete User Code – Option 9 (Code known)**

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [9] [\*] [USER CODE] [\*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 on page 15.
2. Press the **[9]** key followed by the **[\*]** key to select Menu option 9. The READY and ARMED indicators will flash simultaneously.
3. Enter the **[USER CODE]** to be deleted followed by the **[\*]** key. "Deleting" the code in slot one will reprogram it to 1234
4. Further codes may be deleted by repeating Step 3 above.
5. After deleting the final code press the **[#]** key to exit User Program Mode.

## 14.9

### Delete a User Code – Option 10 (“Slot” known)

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [10] [\*] [SLOT NUMBER] [\*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 on page 17.
2. Press the **[1]** key then the **[0]** key followed by the **[\*]** key. The ARMED and READY indicators will flash simultaneously.
3. Enter the **[SLOT NUMBER]** for the USER CODE you wish to delete followed by the **[\*]** key. You can determine the slot number of a particular code by using programmable option 3.
4. Further USER CODEs may be deleted by repeating Step 3.
5. After deleting the final code, press the **[#]** key to exit

## 14.10

### Viewing a User Name – Option 11 (Slot Known)

(LCD Keypad only)

**Hold down the [\*] key until the beep,  
then enter [MASTER CODE] [\*] [1] [1] [\*] [SLOT NUMBER] [\*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 on page 17.
2. Press the **[1]** key then the **[1]** key again followed by the **[\*]** key.
3. Enter the **[SLOT NUMBER]** followed by the **[\*]** key.
4. The USER NAME will be displayed. Default names are displayed as the SLOT NUMBER (i.e. if the SLOT NUMBER has not been edited as per Option 1)
5. Press **[#]** to exit User Program Mode.

## 15.

### Stay Zones

Stay arming allows the user to monitor selected perimeter zones and bypass interior zones. The user can remain on the premises with access to designated areas during the STAY ARM cycle.

Any zone which may be violated accidentally should be programmed as a buzz zone. When violated a buzz zone will cause the keypad buzzer to sound for thirty (30) seconds before sounding the siren. Entering a valid User Code before the siren sounds will silence the keypad buzzer and prevent the siren from sounding.

To provide greater flexibility the panel caters for the programming of two (2) different STAY PROFILES. Each STAY PROFILE contains a unique combination of STAY, BUZZ and ALARM zones which cater for a particular STAY ARM requirement.

If a partition is stay armed using Profile one, it is possible to toggle the panel arm status directly to stay arm profile 2 by holding the **[5]** key for two seconds. STAY and BUZZ zones can be programmed for each profile once the profile has been selected (below).

## 15.1

### How to Select a Stay Profile

**Hold down the [MODE] key until the beep,  
then enter [2] [\*] [PROFILE NUMBER] [\*]**

1. Ensure that the Panel is disarmed.
2. Press the **[#]** key to clear any previous entries.
3. Hold **[MODE]** down for one second until the keypad beeps.

4. Press the **[2]** key followed by the **[\*]** key.
5. Press **[1]** or **[2]** for the required profile.
6. Press **[\*]** to enter. The buzzer will give a long beep.
7. Program STAY and BUZZ zones for the profile (See pages 28 and 29) or ARM the profile

## 15.2

### How to Program Stay Zones

**After selecting the required stay profile (Page 27),  
Hold down the [3] key until the beep,  
then enter [ZONE NUMBER] [\*] [#]**

1. Select the required stay profile (See Page 21)
2. Hold down the **[3]** key until the keypad buzzer sounds. The AWAY indicator will flash indicating that the panel is in the Stay zone programming mode.
3. Entering a **[ZONE NUMBER]** will toggle the corresponding LED. For example, **[2] [\*]** will turn LED 2 on (if it was off) and off (if it was on). (\*Flashing zone LED's indicate zones that have been set as Buzz zones and therefore cannot be changed in this menu)
4. Turn on the LED's corresponding to the zones you need to be Stay zones. The LED zone indicators should now indicate only the zones that you require to be Stay zones.
5. Once satisfied with your selection, press the **[#]** key to exit the Stay zone mode.

**NOTE:**

Panic zones cannot be selected as Stay zones.

\*Buzz zones cannot be selected as Stay zones. The Buzz status must be cleared first.

## 16.

### Buzz Zones

Violation of a buzz zone when Stay Armed will cause the keypad buzzer to sound for a period of 30 seconds during which time a valid user code must be entered. If a valid user code is not entered during this period the system will register an alarm condition. This feature helps prevent unnecessary false alarms.

**NOTE:**

If an Entry/Exit zone is programmed as a buzz zone, violation of the Entry/Exit zone (when the panel is Stay Armed) will cause the keypad buzzer to sound for the duration of the entry delay time (in place of the default 30 seconds). This, if the panel is stay armed, allows the user to enter the premises and disarm the panel. If it is not programmed as a Buzz zone, the alarm will be triggered immediately. If the panel was armed using the **[6]** key (Stay Arm and Go) violation of the Entry/Exit zone will always start the Entry/Exit delay.

## 16.1

### How to Program a Buzz Zone

**After selecting the required stay profile (Page 21),  
Hold down the [4] key until the beep,  
then enter [ZONE NUMBER] [\*] [#]**

1. Select the required stay profile (See Page 21)
2. Hold down the **[4]** key until the keypad buzzer sounds. The AWAY indicator will flash indicating that the panel is in the Buzz zone programming mode.

3. Entering a **[ZONE NUMBER]** will toggle the corresponding LED. For example, **[2] [\*]** will turn LED 2 on (if it was off) and off (if it was on). (\*Flashing zone LED's indicate zones that have been set as Stay zones and therefore cannot be changed in this menu)
4. Turn on the LED's corresponding to the zones you need to be Buzz zones. The LED zone indicators should now indicate only the zones that you require to be Buzz zones.
5. Once satisfied with your selection, press the **[#]** key to exit the Buzz zone mode.

**NOTE:**

Panic zones cannot be set as Buzz zones

## 17.

### Chime Zones

The chime mode allows the user to monitor nominated zones while the system is disarmed. The keypad buzzer will sound five times when the nominated zone is violated - the siren will NOT sound and no alarm condition will be reported.

**Example:**

If you wish to know each time someone enters or exits the front door of your office program this zone as a chime zone, the keypad will beep each time someone opens the front door.

## 17.1

### How to Program Chime Zones

**Hold down the [2] key until the beep,  
then enter [ZONE NUMBER] [\*] [#]**

1. Select the required stay profile (See Page 21)
2. Hold down the **[2]** key until the keypad buzzer sounds. The AWAY indicator will flash indicating that the panel is in the Chime zone programming mode.
3. Entering a zone number will toggle the corresponding LED. For example, **[2] [\*]** will turn LED 2 on (if it was off) and off (if it was on).
4. Turn on the LED's corresponding to the zones you need to be CHIME zones. The LED zone indicators should now indicate only the zones that you require to be CHIME zones.
5. Once satisfied with your selection, press the **[#]** key to exit the CHIME zone mode.

## 18.

### Viewing Trouble Conditions

**Hold down the [7] key until the beep**

The user is alerted to a trouble condition via a flashing power LED. It is also possible to enable a trouble beep. (Ask your Alarm Panel Installer)

If the trouble beep has been enabled, the keypad buzzer will sound to alert the user that a trouble condition has occurred. Press the **[#]** key to silence the buzzer.

Hold down the **[7]** key for two seconds. The ARMED, AWAY and READY indicators will be flashing simultaneously showing that the keypad is in the TROUBLE VIEW MODE. Refer to the Table 3 to find the significance of each lit zone LED. The system will automatically exit the TROUBLE VIEWING MODE after one minute. (Alternately to exit this mode press **[#]**).

**NOTE:**

Certain trouble conditions will only clear once the trouble condition has restored. To cancel the beeping without viewing the trouble conditions, press **[#]** key.

**Table 3 : Trouble Conditions**

<b>Indicator</b>	<b>Trouble Condition</b>
1	AC Mains Failure
2	Failure to communicate successfully to monitoring company
3	Phone line trouble
4	Siren tamper
5	Low battery
6	Loss of Clock Timer
7	Engineer Reset
8	Box tamper
9	n/a
10	Tamper on peripheral device
11	Communication loss to peripheral device
12	Loss of power to peripheral devices
13	Reserved
14	SIM PIN Trouble
15	Low Airtime

## **19. Changing a Partition**

**Hold down the [MODE] key until the beep, then enter [1] [\*] [Partition Number] [\*].**

To change partitions the keypad must be a global keypad.

1. Ensure that the Panel is disarmed
2. Hold **[MODE]** until the keypad beeps.
3. Press **[1] [\*]** followed by the **[Partition Number] [\*]**.

If no key is pressed on the keypad for specified delay period (default is 20 seconds), the keypad will beep and default back to its original partition. The keypads may be programmed to remain in the new partition. (Ask your Installer about this option). Entering partition numbers other than those in the range 1 to 8 will produce a key entry error.

## **20. Output Control via a Keypad**

If the panel has been set up to control switching functions via its outputs, these can be controlled via the keypad - e.g. turning lights on and off.

Hold down the **[MODE]** key and press **[3] [\*]**.

(Any outputs that are currently set [ON] will be shown as an on zone indicator.)

To toggle the output status, enter **[OUTPUT NUMBER]** followed by **[\*]**. Press **[#]** to exit User Program Mode.

**Ensure that you have checked with your installer which outputs are used for radio reporting so as to prevent the triggering of false alarms.**

Please note that this section only applies if programmed by your installer.

The IDS 1632 Alarm Panel has a secure, remote telephone interface that allows a user to arm/disarm, to bypass/un-bypass zones and to set programmable outputs via a phone line. A user accesses the remote dial-in interface by dialling the Alarm Panel using a DTMF phone.

To access the remote dial-in interface, dial the Alarm Panel and wait the number of rings programmed (the default number of rings being 15). If the fax defeat function has been enabled, dial the panel and hang up after one ring. Dial in again within 1 minute, the panel will pickup immediately and transmit handshake tones consisting of a high pitch tone for two seconds followed by a lower pitch tone for one second.

Within twenty seconds of the panel transmitting the handshake tones, enter a valid user code on the DTMF enabled phone. If a user code is not entered or if the user code is invalid - the panel will release the line. If the user code is valid and telephone access has been enabled, the panel will give a single confirmation beep indicating that the user has gained access to the remote interface. If no key-presses are detected for twenty seconds once access has been gained to the remote interface the panel will release the line.

Should the panel be programmed to report to your cellular telephone, entering the user code in the delay between beeps will also allow access to the remote telephone interface.

The addition of a Voice Module to your Alarm Panel will provide a voice prompted menu as well as voiced reporting over the telephone. (Provided your panel connects to phone lines, or has GPRS Module fitted)

Table 4 : Remote Telephone Operation

<b>Single Partition Installation</b>		
<b>Key</b>	<b>Key Press Sequence</b>	<b>Action</b>
1	[1] [*]	Arm
2	[2] [*]	Disarm
3	[3] [Zone Number] [*]	Bypasses the zone number entered
4	[4] [Zone Number] [*]	Un-Bypass the zone number entered
5	[5] [*]	<b>Currently violated zones</b> No of beeps = zone that was violated Pressing [5] [*] again will move to the next violated zone
6	[6] [*]	<b>Zones violated during last arm cycle</b> No of beeps = zone that was violated Pressing [5] [*] again will move to the next violated zone
7	[6] [Output Number] [*]	Will turn an output on
8	[8] [Output Number] [*]	Will turn an output off
9	[9] [Output Number] [*]	Reports output status One beep = output on Two beeps = output off
0	[0] [Door Number] [*]	Opens the specified Door
#	[#] [*]	Ends the call

<b>Multi-Partition Installation</b>		
<b>Key</b>	<b>Key Press Sequence</b>	<b>Action</b>
1	[Partition No] [1] [*]	Arm
2	[Partition No] [2] [*]	Disarm
3	[3] [Zone Number] [*]	Bypasses the zone number entered
4	[4] [Zone Number] [*]	Un-Bypass the zone number entered
5	[5] [*]	<b>Currently violated zones</b> No of beeps = zone that was violated Pressing [5] [*] again will move to the next violated zone
6	[6] [*]	<b>Zones violated during last arm cycle</b> No of beeps = zone that was violated Pressing [5] [*] again will move to the next violated zone
7	[6] [Output Number] [*]	Will turn an output on
8	[8] [Output Number] [*]	Will turn an output off
9	[9] [Output Number] [*]	Reports output status One beep = output on Two beeps = output off
0	[0] [Door Number] [*]	Opens the specified Door
#	[#] [*]	Ends the call

This functionality is only available when an IDS GPRS module is installed with the IDS 1632 Alarm Panel.

You can control your 1632 Alarm Panel on your premises from any part of the world with coverage that supports your cellphone. Each command you send must include the word "code" (without the quotes), followed by the user code and then the required instruction.

Spaces are ignored – so they can be included or left out - and the module is not case sensitive, so upper-case, lower-case (or a mixture of the two) are all acceptable. More than one command can be included in the same SMS. If a command is to be applied to more than one entity, for example to bypass zones 2 and 5, the numbers can be listed with a '+' symbol between them, like so:-

**code 1234 bypass 2+5**

The following table lists the commands are supported:

**Table 5 : SMS Commands**

<b>Command</b>	<b>In place of x include:</b>	<b>Panel response</b>
Arm x	The number(s) of the partition(s) to arm.	Arm x accepted/rejected.
Disarm x	The number(s) of the partition(s) to disarm.	Disarm x accepted/rejected.
Bypass x	The zone(s) to bypass.	Bypass x accepted/rejected.
Un-bypass x	The zone(s) to un-bypass.	Un-bypass x accepted/rejected.
output x on	The output(s) to activate.	Output x on.
output x off	The output(s) to deactivate.	Output x off.
zones	N/A	Violated zones
bypass?	N/A	Bypassed zones
output?	Outputs to query the status of.	Status of listed outputs.
Arm? x	Optional - partitions to query status of.	Status of listed partitions. If none are listed, status of all partitions.
Reply x	Another cell phone number to also receive the panel response.	Panel sends response to this number too

The panel responses will be sent to the originating cell phone, to the number programmed as SMS user number 1 (if they are different), and to the response number (if specified).

## 22.1

## Checking the Airtime Balance

Only applicable for users who have a pay as you go arrangement with an IDS GSM module fitted to their Alarm Panel.

**Hold down the [MODE] key until the beep,  
then press [7] ... then wait a few seconds...**

To query the airtime balance hold down the mode key and then press 7, after a few seconds the balance should be displayed.

For LCD keypads – you will be able to read the balance from the display.

For LED keypads, the balance will be displayed in base currency, no cents, in Binary Coded Decimal format as follows:

Zone LED	Value	Digit	Zone LED	Value	Digit
Zone 1	1	Units	Zone 9	1	Hundreds
Zone 2	2		Zone 10	2	
Zone 3	4		Zone 11	4	
Zone 4	8		Zone 12	8	
Zone 5	1	Tens	Zone 13	1	Thousands
Zone 6	2		Zone 14	2	
Zone 7	4		Zone 15	4	
Zone 8	8		Zone 16	8	

So R25 remaining would be displayed like this:

Zone LED	Value	Digit
Zone 1	1	Units
Zone 2	2	
Zone 3	4	
Zone 4	8	
Zone 5	1	Tens
Zone 6	2	
Zone 7	4	
Zone 8	8	

Just add them up: 2 tens and 4 + 1 units comes to 25

## 22.2

## Recharging/Topping up Airtime

**Hold down the [MODE] key until the beep,  
then enter [6] [VOUCHER NUMBER] [\*]**

To top up airtime hold down [MODE] and then press [6], the string must then be entered as on the voucher hold down the [\*] key to enter and send to the module, or the [#] key to exit without changing anything.

# Index

## A

Alarm Memory.....	7, 9, 15
Arm.....	7, 9, 10, 11, 13, 18, 19, 26, 27
Away.....	10
Quick Away.....	10
Quick Stay.....	11
Stay.....	10
Stay & Go.....	11
Away Mode.....	8, 11, 12
Auto Arming.....	12

## B

Battery.....	7, 24
Buzz Zone.....	9, 10, 21, 22, 23
Bypass.....	6, 7, 8, 10, 11, 13, 14, 21, 25, 26, 27

## C

Control Panel.....	7, 10, 12, 14, 18
Chime.....	8, 9, 23

## D

Disarm.....	6, 8, 9, 11, 12, 13, 14, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27
Duress.....	14, 18

## E

Entry Delay.....	11, 12, 22
Entry/Exit Zone.....	see "Zone"
Exit Delay.....	6, 10, 11, 22

## F

Fire.....	6, 7, 9, 13
Follower Zone.....	see "Zone"
Forced Arming.....	9

## I

Instant Zone.....	see "Zone"
-------------------	------------

## K

Key-switch.....	10, 12
-----------------	--------

## M

Maid's Code.....	18
Master User Code.....	15
Medical.....	6, 9, 14

**P**

Panic.....6, 7, 9, 13, 14, 22, 23  
Push to Arm Zone.....see "Zone"

**Q**

Quick Away Arming.....see "Arm"  
Quick Stay Arming.....see "Arm"

**R**

Remote Control.....see "Key-switch"  
Reporting Code.....6, 13, 14, 18, 19

**S**

Siren.....7, 9, 10, 12, 13, 14, 21, 23, 24  
Stay Arm.....see "Arm"  
Stay Arm & Go.....see "Arm"  
Stay Mode.....8, 11  
Stay Profile .....10, 11, 21, 22  
Strobe.....12

**T**

Tamper .....6, 8, 9, 14, 24  
Testing.....7  
Trouble Condition .....8, 23, 24

**U**

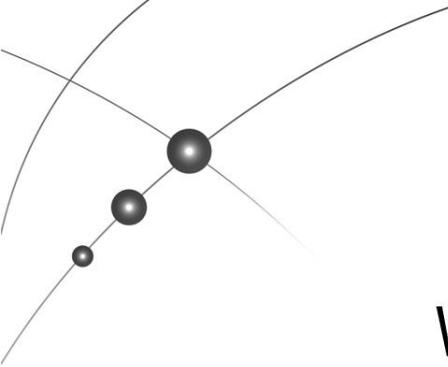
User Codes.....6, 7, 10, 11, 12, 13, 14, 15, 16, 17, 18, 20, 21, 22, 25, 27

**Z**

Zones  
Entry/Exit.....6, 10, 11, 12, 21, 22  
Follower.....6, 9  
Instant .....6  
Stay .....6, 7, 8, 10, 11, 21, 22, 23

## Quick Reference User Guide

Description	Programming
Add a User Code	<b>[*] [Master Code] [*] [0] [*] [New Code] [*]</b>
Change a User Code	<b>[*] [Master Code] [*] [2] [*] [Old Code] [*] [New Code] [*]</b>
View a Slot Number	<b>[*] [Master Code] [*] [3] [*] [User Code] [*]</b> View the slot number via the zone LEDs
Edit User Code Properties	<b>[*] [Master Code] [*] [4] [*] [User Code] [*] [Property Number] [*]</b> 2 = Duress                      3 = Arm to disarm code 4 = Group arm                  5 = Group disarm 6 = Arm code                    7 = Disarm code 8 = Report user open close 9 = User phone in access 10 = Report user access
Allocate a User Code to a Partition	<b>[*] [Master Code] [*] [5] [*] [User Code] [*] [Partition Number] [*]</b>
Adding User Remotes	<b>[*] [Master Code] [*] [8] [*] [User Code] [*]</b> Press TX button <b>[*]</b>
Delete User Code by Code	<b>[*] [Master Code] [*] [9] [*] [User Code] [*]</b>
Delete User Code by Slot Number	<b>[*] [Master Code] [*] [10] [*] [Slot Number] [*]</b>
Change Partitions	<b>[Mode] [1] [*] [Partition Number] [*]</b>
Select a Stay Profile	<b>[Mode] [2] [*] [Profile Number] [*]</b>
Program/Cancel Stay Zone	<b>[3] [Zone Number] [*]</b>
Program/Cancel Buzz Zone	<b>[4] [Zone Number] [*]</b>
Program/Cancel Chime Zone	<b>[2] [Zone Number] [*]</b>
Quick Arm	<b>[1]</b>
Quick Stay Arm	<b>[5]</b>
Stay Arm and Go	<b>[6]</b>
Bypassing/Un-bypassing a Zone	<b>[9] [Zone Number] [*]</b>
Alarm Memory	<b>[0]</b>
View Trouble Conditions	<b>[7]</b> 1 = AC Mains fail    2 = No communication 3 = Phone line        4 = Siren tamper 5 = Low battery       6 = Loss of clock tamper 7 = Engineer reset    8 = Box tamper 10 = Tamper on peripheral 11 = Comms failure to peripheral device 12 = Loss of power to peripheral device 14 = SIM PIN error    15 = Low Airtime



# Warranty

Inhep Electronics Holdings (Pty) Ltd guarantees all IDS Control Panels against defective parts and workmanship for 24 months from date of purchase. Inhep Electronics Holdings shall, at its option, repair or replace the defective equipment upon the return of such equipment to any Inhep Electronics Holdings branch. This warranty applies **ONLY** to defects in components and workmanship and **NOT** to damage due to causes beyond the control of Inhep Electronics Holdings, such as incorrect voltage, lightning damage, mechanical shock, water damage, fire damage, or damage arising out of abuse and improper application of the equipment.

**NOTE:** Wherever possible, return only the PCB to Inhep Electronics Holdings service Centres.  
DO NOT return the metal enclosure.

The **IDS 1632** is a product of **IDS (Inhep Digital Security)**  
and is manufactured by  
**Inhep Electronics Holdings (Pty) Ltd**

## **WARNING**

**For safety reasons, only connect equipment with a telecommunications compliance label. This includes customer equipment previously labelled permitted or certified.**

