GE
Security

NX-10

Alarm system user manual

GE imagination at work

The European directive 2002/96/EC "Waste Electrical and Electronic Equipment" (WEEE) aims to minimise the impact of electrical and electronic equipment waste on the environment and human health. To conform with this directive, electrical equipment marked with this symbol must not be disposed of in European public disposal systems.

European users of electrical equipment must now return end-of-life equipment for disposal.

Further information can be found on the following website: www.recyclethis.info.

98/482/EC Declaration

(Applies to products that have CE mark attached)

This equipment has been approved in accordance with Council Decision 98/482/EC for Pan-European single terminal connection to the public switched telephone network (PSTN). However, due to differences between the individual PSTNs provided in different countries, the approval does not, of itself, give an unconditional assurance of successful operation on every PSTN network termination point.
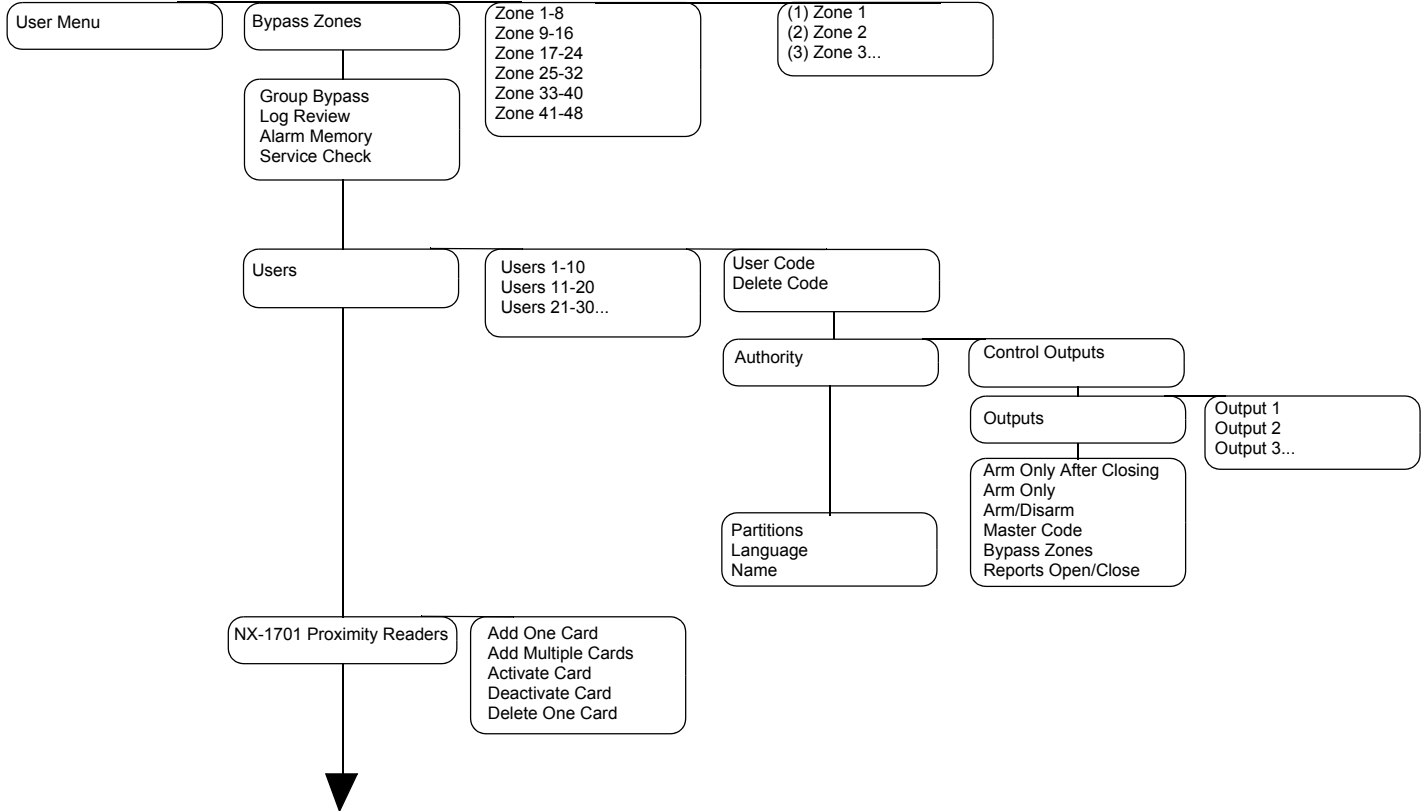
ww.gesecurity.com

Field Trial Only

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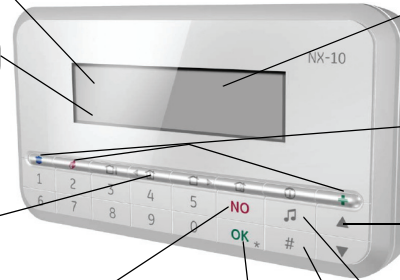| Download | Answer U/D Call
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LCD keypad

Alphanumeric display

Status icons, see page 8.

Function keys: Preset function keys (Arm Away, Stay Mode, Disarm, Night Mode, Bypass Zones), see page 7.

NO: A rejection and navigation key.

OK/*: An acceptance and navigation key.

LCD display: System status information, menu options and other information that is entered are displayed here.

F1, F2, F8: Programmable keys that are set by the installer.
F1: _____
F2: _____
F8: _____

↑↓: Navigation and editing keys.

Chime: A key that toggles Chime mode on and off.

#: A key that activates the function of the next key that is pressed.

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Keypad keys

🏠 Arm Away
Press to arm the system in Away mode.

🏠 Arm Stay
Press to arm the system in Stay mode. When in the menu, press to scroll to the start of the LCD message.

🏠 Disarm
Press to disarm the selected partition. This key works in Master mode only. When in the menu, press to scroll to the end of the LCD message.

🏠 Bypass Zone
Press to select (or deselect) a zone to bypass.

🏠 Night Mode
Press to arm the system in Night mode.

🎵 Chime
Press to toggle Chime mode on and off.

F1, F2, F8
These keys can be programmed by the installer to perform certain functions.

↑↓
Press the navigation keys to scroll through menu lists and options. When in master mode or not in a menu:
- Press ↑ to display bypassed zones.
- Press ↓ to display problem zones.

When editing text and phone numbers:
- Press ↑ to overwrite or insert text.
- Press ↓ to delete text.

NO
- Press **NO** to cancel a change to the menu selection **or**
- navigate to a higher level in the menu structure **or**
- cancel a sequence when entering numeric data.

OK/*
- Press **OK** to activate the menu **or**
- accept selection changes **or**
- move forward in the menu structure **or**
- complete a sequence when entering numeric data.

Hash key
When editing text and phone numbers:
- Press **# F1** to move to the first character or number.
- Press **# F3** to move to the last character or number.
- Press # ↓ to delete from the current position to the end.

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LCD icons

⊙ ⊙	**Power**	If power is present, the left icon is displayed. If power is failing, the right icon shows up.
🏠 🏠	**Bypass**	In MASTER mode, the left icon shows up if ANY partition is bypassed. In PARTITION mode, the right icon is being displayed if ANY zone is bypassed.
🏠 🏠	**Full/Part armed**	In MASTER mode, the FULL icon (left) shows up only if ALL partitions are ARMED, while the PART icon (right) shows up if NOT ALL partitions are ARMED.
🏠 🏠	**Stay/Night mode**	In PARTITION mode, the STAY icon (left) shows up if armed and staying, and the NIGHT icon (right) if the night function is enabled.
🏠 🏠	**Away**	In PARTITION mode, one of these icons shows up if armed and leaving, the left one if ANY zone is bypassed, the right one if NO zone is bypassed.
♫	**Chime**	In CHIME mode, this icon will be ON, otherwise OFF.

🔥	**Fire**	This icon indicates that a fire zone or the fire keypad function has been activated.
▂▃▄ ▂▃▄ ▂▃▄ ▂▃▄ ▂▃▄		This icon indicates RF-link field strength.
🔋	**Battery Low**	If the keypad battery is low, this icon is flashing ON and OFF.
🔊	**Alarm**	This icon flashes ON and OFF in case of an alarm condition.
⚠	**Trouble**	This icon indicates a system trouble condition, for example, day zone trouble or AC power loss.
🛠	**Service**	This icon is ON in case the system needs to be serviced. You can display a service message with the hash [#] key.
✓	**Ready to arm**	If the system is OK to arm, the V-sign icon is displayed. If it is NOT OK to arm, the V-sign disappears. In case the force armable zone is open, it will flash on and off.

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Using the NX-10 menus

Quick User menu

You can access a limited number of menu options, without entering a user code, through the Quick User menu. Press OK, and then press ↑↓ keys to enter and navigate the command menu.

Changing the user interface language

To change the language on your keypad, press **OK** repeatedly to find the required language. See page 22 for more information.

User menu

Your user code allows you to perform certain keypad functions through the user menu. A master user code allows you to perform ALL keypad functions. A master user is the only person allowed to edit user information and rights in the system. To access the user menu, press **OK** at the default display and enter your user code. Only those menu options to which you have rights are displayed. Press ↑↓ to navigate the user menu.

Note
Your keypad may work slightly differently, depending on how it was set up by your installer.

Navigating the menus

↑↓ Press to move through different menu options.

The quick user menu and the user menu contain lists of entries such as users and zones.

Press **#** ↑ to move to the same menu option for the previous entry in the list. For example, if you are viewing the user code for user 2, press **#** ↑ to view the user code for user 1.

Press **#** ↓ to move to the same menu option for the next entry in the list. For example, if you viewing the user code for user 2, press **#** ↓ to view the user code for zone 3.

Exiting the menu system

- Press **##** to display the *OK to Exit* prompt (if editing data, press **NO** first).
- Press **OK** at this prompt to exit the menu system.

Note
The keypad may timeout from the menu system and return to the default display.

Preparing your system

Before you can arm your system, you must ensure that all partitions are closed. An LCD message is displayed when the system is not ready to be armed, and the V-sign icon disappears from a display.

1. If your system is NOT ready to be armed, check if a door or window is open.

```
System Not Ready
For Help Press ↓
```

2. Press ↓ to view all problem zones.

• Any open zones are shown. Close the zones before you arm the system. If you try to arm with open zones, the keypad beeps.

```
nnn Open
<description>
```

• Any tamper zones are shown. A tamper indicates a system fault and you should contact your installer to fix it.

```
nnn Tamper
<description>
```

3. Press **OK** or **NO** key to return to the default display.

4. Press ↑ to view all bypassed zones. For more information on bypassing zones, see page 17.

5. Any bypassed zones are shown. Ensure that these zones need to be bypassed.

```
nnn Bypass
<description>
```

6. Your system is ready to be armed.

```
System Ready
Type Code to Arm
```

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Arming and disarming using a single-partition keypad

A keypad can be programmed as a single-partition keypad or a master keypad. A single-partition keypad allows you to arm one partition only while a master keypad allows you to arm one or more partitions. Both keypad modes allow you to bypass zones within the partition(s) you are arming. For more information on bypassing zones, see page 17.

1. Unblank the keypad, if necessary, and enter your user code at the system prompt. You can also press the function key to do it immediately.

```
System Ready
Type Code to Arm
```

2. The keypad starts to blip and the system begins to arm.

```
System Arming
Leave Now
```

3. Leave the building. The keypad blips increase during the last 10 seconds of the exit time.

4. When the exit time expires, your system is armed and the keypad sounds continuously for 2 seconds.

```
System Armed
All Zones Secure
```

Disarming your system

1. When you open the door to enter the secured partition, the entry delay starts and the keypad sounds continuously.

```
System Armed
All Zones Secure
```

2. Enter your user code.

3. Your system is disarmed and the keypad sounder stops.

```
System Ready
Type Code to Arm
```

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# Arming and disarming using a master keypad

A master keypad allows you to arm one or more partitions. Arm Away key arms your entire system (except bypassed zones). Arm Stay key part arms your system (except interior and bypassed zones) when you want to allow people to remain inside. For more information on bypassing zones, see page 17.

1. Unblank the keypad if necessary, and enter your user code at the system prompt.

```
System Ready
Type Code to Arm
```

2. The current status of the partitions set in the system is displayed.
   x Partition is disarmed. ▬ Partition is part armed. ■ Partition is fully armed.

```
1   2   3   4
x   x   ▬   x
```

3. Press a partition number to include it in the set of partitions that you want to arm (or disarm). Press **0** to include all partitions.

4. Included partitions are marked with '?' In this case, partitions 1 and 4 are included in the set.

```
1   2   3   4
?   x   ▬   ?
```

- Press 🏠 to am away or 🏠 to arm stay the set of partitions. Press 🏠 to arm in night mode. The keypad starts to blip and the system begins to arm.

- When the exit time expires, the selected partitions are armed and the keypad sounds continuously for two seconds.

```
1   2   3   4
■   x   ▬   ■
```

- Select partitions and press 🏠 during the exit time to stop arming the selected partitions and silence the keypad.

Note: When you open the door to enter the secured partition, the entry delay starts, *Type Code to Disarm* message displays, and the keypad sounds continuously. It stops when you disarm the selected partitions.

```
1   2   3   4
x   x   x   x
```

Field Trial Only
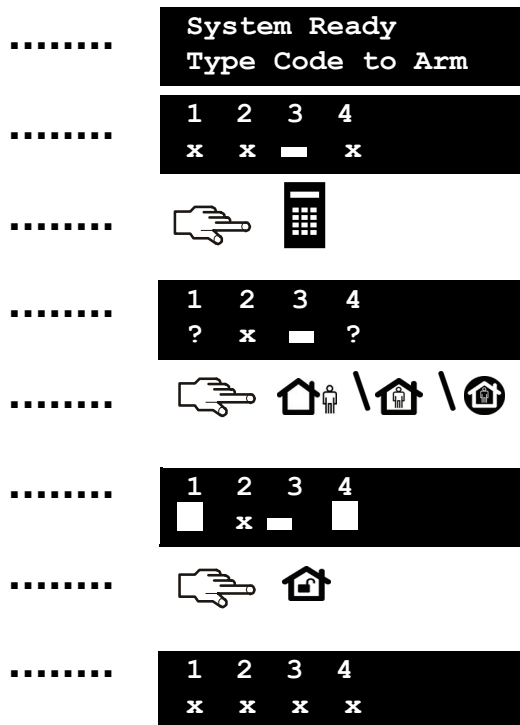
Disarming your system after an alarm

There are several different types of alarm. A burglary alarm and a tamper alarm activate a continuous siren. A fire alarm activates a pulsed siren. All alarms cause the keypad to beep rapidly. For information on responding to a fire alarm, see page 14.

1. Enter your code to disarm the system.

2. The siren stops ringing, the keypad stops beeping and the alarm memory is displayed.

3. The alarm memory displays the zone(s) where the alarm has occurred. In this case, a burglary alarm occured in zone 8.

   ```
   8 Alarm Memory
   Zone 8
   ```

4. Press the ↑↓ keys to scroll through the different zones listed in the alarm memory.

5. Press **OK**. Your system is ready to be armed.

   ```
   System Ready
   Type Code to Arm
   ```
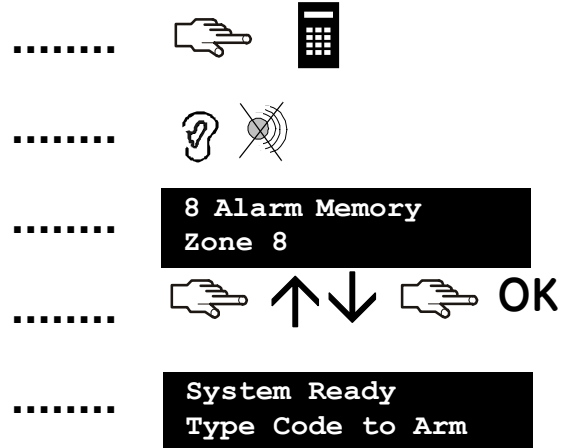
Note: You can view the alarm memory at any time from the quick user menu or user menu. Enter the quick user menu by pressing **OK** and then pressing ↓ key, select *Alarm Memory* and press **OK**.

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Resetting fire detectors

A fire alarm can occur when your system is armed or disarmed. A fire alarm sounds a pulsed siren and causes the keypad to beep rapidly. The fire alarm icon is displayed. To turn off a fire alarm, enter your user code. You must also reset the fire detectors after a fire alarm. You follow the same steps regardless of whether the fire alarm is automatically or manually activated.

1. Enter your user code to turn off the alarm. The siren stops ringing and the keypad stops beeping. The fire alarm icon is still displayed.

2. The alarm memory displays the zone(s) where the fire alarm has occurred.

```
6 Alarm Memory
Zone 6
```

3. Press the ↑↓ keys to scroll through the different zones listed in the alarm memory. Press **OK** to leave the alarm memory.

4. Press **OK** at the default display.

5. Navigate with the ↑↓ keys to *Detector Reset* and press **OK**.

```
Quick User Menu
Detector Reset
```

6. The fire detectors are reset, the fire alarm icon disappears and your system is ready to be armed.

```
System Ready
Type Code to Arm
```

Field Trial Only
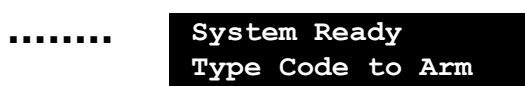
Using life safety functions

Your system has three life safety functions. These functions allow you to manually activate a fire alarm, a medical alert or a personal attack (panic) alarm. The function keys must be programmed by the installer.

Fire

Press Fire Alarm function key. A pulsed siren is activated, the keypad beeps and a report is sent to the central station.

Medical

Press Medical Alert function key. A report is sent to the central station.

Personal attack

Press Panic function key. A continuous siren is activated, the keypad beeps rapidly and a report is sent to the central station.

Note: If the installer has programmed the personal attack alarm to be silent, a report is sent to the central station but the siren and keypad make no sound.

Field Trial Only

Viewing the status of a zone

You can view all problem zones and bypassed zones. Any zones that are not included in these lists are closed and working normally. To view problem and bypassed zones, press **OK**.

1. Press ↓ to view all problem zones.

```
nnn Open
<description>
```

2. Any open zones or tamper zones are shown.

3. Press **OK** or **NO** to return to the default display.

```
System Ready
Type Code to Arm
```

4. Press ↑ to view all bypassed zones.

5. Any bypassed zones are shown.

```
nnn Bypass
<description>
```

6. Press **OK** or **NO** to return to the default display.

```
System Ready
Type Code to Arm
```

Note: When previewing problem zones, you can immediately bypass any zone displayed as off normal with the Bypass Zones function key on the keypad.

The problem zone is bypassed, and the keypad displays a star next to the zone number.

```
*1 Open
Zone 1
```

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Bypassing one or more zones

You can specify a set of zones that will be bypassed when you arm your system. The selection is undone when you disarm the system. To bypass zones, press **OK** and enter your user code to enter the user menu.
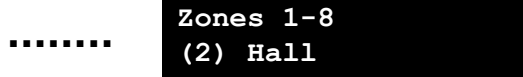
1. Navigate with the ↑↓ keys to *Bypass Zones* and press **OK**.

2. The zones are displayed in groups of eight. Select the group containing the zone you want to bypass.

```
Bypass Zones
Zones 1-8
```
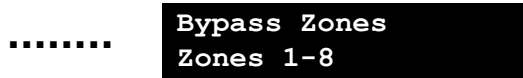
3. A list of all the zones that you can access is displayed. Scroll through the list and press **OK** to add a particular zone to the set.

```
Zones 1-8
(2) Hall
```

4. To remove a zone from the set, scroll to the zone again and press **OK**.

Note: The installer can set the keypad to indicate when a zone is bypassed. When you arm the system and a zone is bypassed, the keypad beeps rapidly.

You can also select zones to bypass with the Bypass Zones function key on the keypad. Press to select a zone to bypass. The *Enter Zone No.* prompt displays. Type the zone number and press **OK**. Repeat this action for subsequent zones you want to bypass. To remove a zone from the bypassed zone set, enter its number again.

```
Enter Zone No.
     2
```
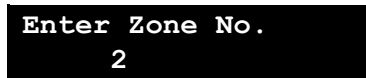
Note: The installer can set the keypad to require the user code when selecting zones to bypass.

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Changing your user code and name

To change your own user code or name, press **OK** and enter your user code. You have to have the Master User rights to do it. The regular user has no rights to edit his/her own name nor user code. The default master user in a new system is *User 1*, and the default master user code is **1234**. For the safety reasons, you should change it to your own private code as soon as you start using the system.

1. Navigate with the ↑↓ keys to *Users*, select a user group, select a user number, and press **OK**.

```
Users
+Users 1 - 10
```
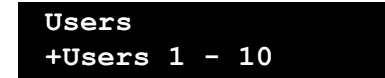
2. Navigate with the ↑↓ keys to *User Code* and press **OK**. Your code is displayed as either a row of numbers or a row of dashes.

3. Press the number keys to enter a new four or six digit user code.

4. The new numbers overwrite the existing code. If your code is displayed as dashes, the dashes change to stars. Press **OK**.

```
User  Code
*____
```

5. If your code is displayed as a row of stars, re-enter it to confirm that it is correct. Press **OK**.

```
Confirm  Code
****
```

6. Navigate with the ↑↓ keys to *Name* and press **OK**. Your user name is displayed.

7. Press ↑ to overwrite or insert text. Press ↓ to delete text.

8. Press the character keys to enter a new name of up to 15 characters in length and press **OK**.

```
Name
John
```

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Changing another user's code and name

To change another user's code or name, enter a master user code. Navigate with the ↑↓ keys to *Users* and press **OK**.

1. A list of all users is displayed. They are displayed in groups of 10.

   ```
   Users 1 - 10
   +(1) John Murphy
   ```

2. Select the user group. Navigate with the ↑↓ keys to the relevant user number and press **OK**.

3. Scroll to *User Code* and press **OK**. The user's code is displayed as either a row of numbers or a row of dashes.

   ```
   User Code
   - - - -
   ```

4. Press the number keys to enter a new user code. The new numbers are displayed or the dashes change to stars. Press **OK**

5. If the code is displayed as a row of stars, re-enter it to confirm that it is correct. Press **OK**.

   ```
   Confirm Code
   ****
   ```

6. Scroll to *Delete Code* and press **OK**. The user's code is deleted from the system.

7. Scroll to *Name* and press **OK**. The user's name is displayed.

   ```
   Name
   Ann Lee
   ```

8. Press ↑ to overwrite or insert text. Press ↓ to delete text. Enter a new name of up to 15 characters in length and press **OK**.

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Changing user rights

You can set a user's rights to arm, disarm, control outputs, send reports and bypass zones. You can also set the user's code to be a master code and specify the partitions the user can access. To do this, press **OK** and enter a master user code. In a new system the *User 1* is the master user by default. Navigate with the ↑↓ keys to *Users* and press **OK**.

1. A list of all users is displayed. They are displayed in groups of 10.

```
Users 1 - 10
+(1) John Murphy
```
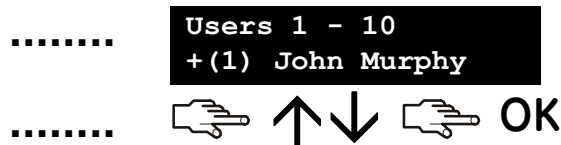
2. Select the user group. Navigate with the ↑↓ keys to the relevant user number and press **OK**.

To select the functions a user can perform

*   Navigate with the ↑↓ keys to *Authority* and press **OK**. A list of user rights is displayed. See the glossary for more information.

*   Scroll through the list of rights and press **OK** to assign rights to the selected user. Select **NO** to return to the selected user number.
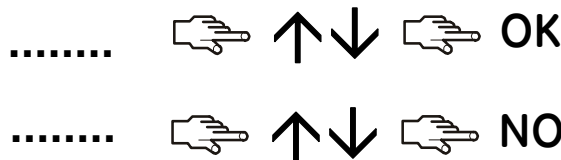
Important: When *Control Outputs* authority is selected for the user, this user loses his/her master user rights, and is not able to edit any user information! Remember to set this authority for regular user codes only!

To select the partitions a user can access

*   Navigate with the ↑↓ keys to *Partitions* and press **OK**. The partitions the user can access are listed.

*   Press a partition number to assign it to the selected user. Press the number again to unassign the partition. Press **OK**.

```
Partitions
1 _ 3 4
```

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Setting the system time and date

To set the system time and date, press **OK** and enter a user code. Navigate with the ↑↓ keys to *Set Date/Time* and press **OK**.

1. Scroll to *Set Date/Time* and press **OK**.

    .... 👉 ↑↓ 👉 OK

2. The current time is shown as day of the week, hours, minutes. Depending on configuration set by the installer, the clock is displayed as 12- or 24-hour clock. The current date is shown as dd.mm.yyyy.

    ....
    ```
    Fri 11:56
    27 Jun 2008
    ```
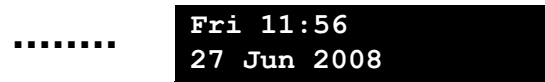
3. Press the ↑ key to increase the hour or press the ↓ key to decrease it. You can also enter digits from the keypad.

    .... 👉 ↑ 👉 ↓

4. Press **OK** to accept the change and move on. Press **NO** to cancel the change.

   .... 👉 OK 👉 NO

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Adjusting the keypad settings

You can change the user interface language and the loudness of the keypad sounder. When you enter your user code, the menu is displayed in the language associated with your code. You can change the language without entering your code. Available languages are configured by the installer.

To change the user interface language

1. Press **OK** at the default display. Press **OK** again to display the default display in a different language.

2. Press **OK** until you find the language you require. All menu options change to this language. Continue using the keypad as normal.
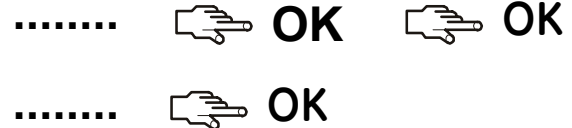
To change the loudness of the keypad sounder

1. Press **OK** and enter a user code.

2. Navigate with the ↑↓ keys to *Keypad Volume* and press **OK**.

   User Menu
   Keypad Volume

3. The current volume is shown as a horizontal bar chart. Keypad keeps beeping to help setting required volume.

   Keypad Volume

4. Press **F4** (◀) to decrease the volume, or **F5** (▶) to increase it, and press **OK**.

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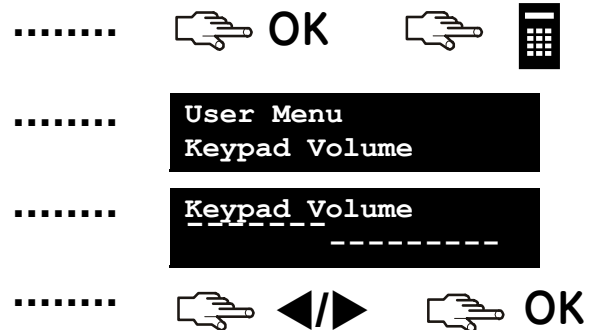
Adjusting the LCD display

You can change the contrast of the LCD display and the brightness of the backlighting. The LCD contrast has 10 levels. Both the LCD brightness and keypad volume have 16 levels.
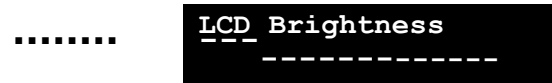
1. Press **OK** and enter a user code.

2. Scroll to *LCD Contrast* and press **OK**. The current LCD contrast is shown as a horizontal bar chart.

   ```
   LCD Contrast
   ------    ----
   ```

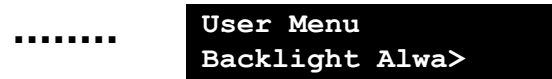3. Press **F4** (◀) to decrease the contrast, or **F5** (▶) to increase it, and press **OK**.

4. Scroll to *LCD Brightness* and press **OK**. The current backlight brightness is shown as a horizontal bar chart.

   ```
   LCD Brightness
   ---    -------------
   ```

5. Press **F4** (◀) to decrease the brightness, or **F5** (▶) to increase it, and press **OK**.

6. Scroll to *Backlight Always On* and press **OK**.

   ```
   User Menu
   Backlight Alwa>
   ```

7. Navigate with the ↑↓ keys to *Enabled* or *Disabled* and press **OK** to turned the backlight on or off.

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Reading the event log

The event log displays the details of all the events that occur from when you turn your system on. The event description is as follows:

L1:	Event Type PN Partition Name
L2:	HH:MM DD/MM UN/ZN Zone/User Name LOG
Event Type:	The type of event that occurred.
PN:	The number of the partition in which the event occurred.
Partition Name:	The name of the partition in which the event occurred.
Zone/User Name:	The zone name or user name.
UN/ZN:	The user number, zone number or device number.
HH:MM:	The hour and the minute the event occurred.
DD/MM:	The day and month the event occurred.
LOG:	The position of the event in the event log.

To read the event log, press **OK** and enter a master user code.

1. Scroll to *Log Review* and press **OK**. The last event added to the log is shown.

2. In this case, an alarm occurred in zone 168 in partition 3 (*Warehouse*) at 17:32 on September 25th. No report was sent to the central station.

```
Alarm A3 Warehouse
 17:32 25/09  168
```

3. Press **F5** (▶) to scroll horizontally and view the rest of the event description.

4. In this case, the alarm occured in zone 168 (with the assigned zone name *Office*). This is the 28th event in the log.

```
Warehouse
168 Office 028
```

5. Press the ↑↓ keys to scroll through the events in the log.

Field Trial Only
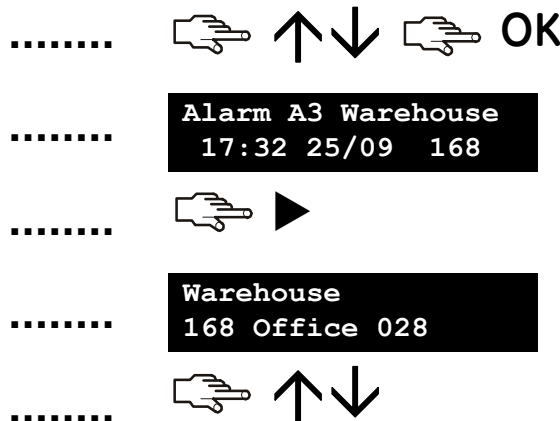
Changing phone numbers

In certain cases, you can change the phone number to which reports are sent. This way an alarm signal can be sent to your phone. You can do this only if the existing phone numbers are configured to use either Siren Tone or voice protocol, and user phone editing is enabled by the installer. Press **OK** and enter your user code.
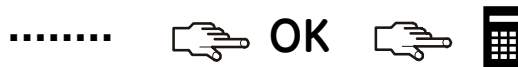
1. Navigate with the ↑↓ keys to *Phone Numbers* and press **OK**.

   .... 👉 ↑↓ 👉 **OK**

2. A list of three available phone numbers (1 to 3) is displayed. Scroll to the relevant phone number and press **OK**.

   ....
   ```
   Phone Numbers
   Phone Number 1
   ```

3. Press **F4** (◀) or **F5** (▶) to scroll to the required digit.
   Press the ↓ key to delete a single digit.

   .... 👉 ◀/▶ 👉 ↓

4. Press **#F1** to move to the start of the phone number and then press **#↓** to delete the whole number.

   .... 👉 **#F1** 👉 **#↓**

5. Enter a new number and press **OK**.

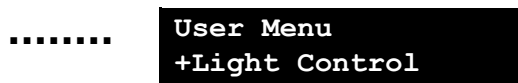   .... 👉 🔢 👉 **OK**

Field Trial Only
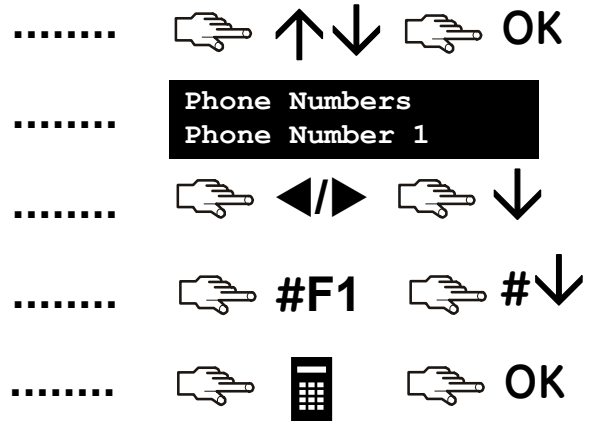
Setting up light control

The light control system allows you to turn on devices in your house from your keypad. For example, you can turn on all the downstairs lights in your house. To do this, you attach a programmable control to each light switch. You then use the keypad to assign the control to the switch and specify the house that contains the switches.
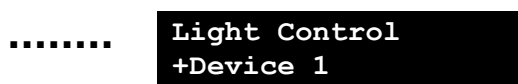
1. Press **OK** and enter your user code.

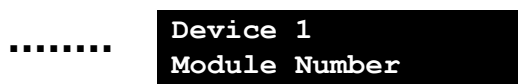2. Scroll to *Light Control* and press **OK**.

   ```
   User Menu
   +Light Control
   ```

3. A list of all the configurable switches in your system is displayed. Each switch has a unique identifying number.

   ```
   Light Control
   +Device 1
   ```

4. Navigate with the ↑↓ keys to the relevant switch and press **OK**.

5. Scroll to *Module Number* and select the control that is attached to the selected switch.

   ```
   Device 1
   Module Number
   ```

6. Scroll to *House Code* and select your house code with the ↑↓ keys. House code is always a single letter. Ensure that you turn on the switches in the correct house!

   ```
   Device 1
   House Code
   ```

Field Trial Only

Activating your light control system

The light control system allows you to turn on devices in your house from your keypad. To do this, press **OK**, and then press the ↓ key, to enter the Quick User Menu. Navigate with the ↑↓ keys to *Light Control* and press **OK**.

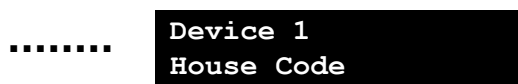1. A list of all the configured devices in your system is displayed. Each device has a unique code.

```
Devices      On  ↑
----------   Off ↓
```

2. Press the relevant number to add the device to the set of selected devices. In this case, device 2 and 5 are selected.

```
Devices      On  ↑
-2--5-----   Off ↓
```

3. Press ↑ or ↓ to switch all selected devices on or off. The devices are turned on or off depending on their current state.

👉 ↑   👉 ↓

Field Trial Only

Up/downloading data

The installer can use up/download software to program your system from a remote computer. For security reasons, the installer cannot do this without your authorisation. To allow the installer to upload data, set the control panel to answer an up/download call from the installer's computer. To download data, set the control panel to make a call to the installer's computer.

- Press **OK** and enter the Quick User Menu with the ↓ key. Navigate with the ↑↓ keys to *Download* and press **OK**.

☞ ↑↓ ☞ **OK**

To make a call

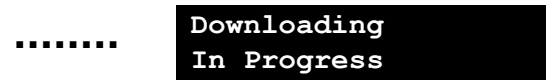1. Navigate with the ↑↓ keys to *Begin U/D Call* and press **OK**.

☞ ↑↓ ☞ **OK**

2. The control panel calls the computer. Downloading begins when the call is answered.

```
Downloading
In Progress
```
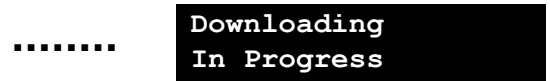
To answer a call

1. Navigate with the ↑↓ keys to *Answer U/D call* and press **OK**.

☞ ↑↓ ☞ **OK**

2. The control panel answers the computer and uploading begins.

```
Downloading
In Progress
```

Testing your system

You can perform various tests on your system to ensure that it is working correctly. To perform a service check, it is enough to enter the *Quick User Menu*. To perform a walktest, you have to enter a master user code.

1. To test each sensor in your system, after entering a master user code, scroll to *Walktest* and press **OK**. Enter each zone and check its sensors (doors/windows).

2. A chime sounds when you activate a zone and the zone status is displayed on the LCD. If it is not, try to activate the zone again.

```
Walktest
<results>
```

3. Enter your master user code to exit the walktest.

4. To view any system problems, such as a battery fault or damaged phone line, scroll to *Service Check* and press **OK**.

5. If there are any problems, a service message is displayed on the LCD. See page 31 for more information.

```
Service Message
```

Note: Use the ↑↓ keys to scroll through the walktest and service check results on the LCD display.

Field Trial Only
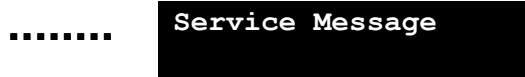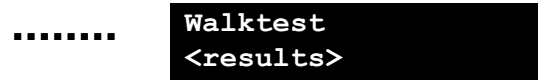
Adding and deleting cards

If you have a proximity reader installed, you can use a proximity card to activate various keypad functions by holding the card against the reader. As a master user, you can add one or multiple cards to the system or delete existing cards. To do this, press **OK** and enter a master code. Navigate with the ↑↓ keys to *NX-1701 Proximity Readers* and press **OK**.

1. To add one card, navigate with the ↑↓ keys to *Add One Card* and press **OK**.

2. Enter the user number to be assigned to the card and press **OK.** LED 1 on any enabled readers begins to flash.

   `Enter User No.`
   `123`

3. Scan the card. If it is not already in the system, it is added and LED 1 stops flashing. If it is not in the system, the reader triple beeps.

4. To add multiple cards, navigate with the ↑↓ keys to *Add Multiple Cards* and press **OK**. Carry out step 2 and scan the first card.

5. If the user card is not already in the system, it is added and LED 1 continues flashing, indicating that the next card can be scanned.

6. To delete a card, navigate with the ↑↓ keys to *Delete One Card* and press **OK**. Carry out step 2 and scan the card.

7. The user card information for the re-entered user number is cleared and LED 1 stops flashing.

Note: 40 seconds after you have finished scanning cards, all the readers in the system are updated with the new card information.

Field Trial Only

Service messages

The LCD displays service messages as a result of manual and automatic tests. If you cannot solve the problem, contact the installer.
When the keypad beeps due to a fault condition, press the # key to view the fault condition information.

	Reason	Action
Panel Over-Current	The control panel has detected an excessive amount of current being drawn from an output.	Contact the installer.
Panel Siren Fault	The connection to the control panel's siren is broken.	Contact the installer.
Panel Box Tamper	There has been interference with the control panel casing.	Check the casing for damage. If there is no damage, close it securely.
Panel Line Fault	The phone line connected to the control panel is not working properly.	Ensure that the phone line is connected properly.
Panel Fail to Communicate	The control panel tried to send a message to the central station but failed.	Ensure that the phone line is connected properly.

Field Trial Only

Service messages

	Reason	Action
Panel **Loss of Time**	The control panel has had a total loss of power and the clock must be reset.	See page 21 for information on setting the system clock.
Panel **Mains Fault**	The mains power supply to the control panel is missing.	Reconnect the power supply and ensure it is working properly.
Panel **Low Battery**	The standby battery for the control panel is low.	Contact the installer.
Remote **Over-Current**	The control panel has detected an excessive amount of current being drawn from an expansion module.	Contact the installer.
Remote **Fail to Communicate**	A reporting module tried to send a message to the central station but failed.	Ensure that the phone service is available and the module is connected and working properly.
Remote **Mains Fault**	The mains power supply is not connected to an expansion module power supply.	Reconnect the mains power supply and ensure it is working properly.

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Service messages

	Reason	Action
Remote Low Battery	The standby battery in an expansion module is low.	Contact the installer.
Remote Box Tamper	There has been interference with the casing of an expansion module.	Check the casing for damage. If there is no damage, close it securely.
Remote Trouble	An expansion module or keypad is not reporting to the control panel.	Ensure that the module is connected properly to the control panel.
Remote Siren Fault	The connection to an expansion module's siren is broken.	Contact the installer.
Zone Problem. Press OK	There is a problem with a zone. Press **OK** to identify the zone(s) and the problem condition.	Contact the installer.

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Glossary

Alarm memory	A list of alarms and where they occurred since the system was last armed.
Partition	A group of zones which operate as a unit. A partition is also known as an area.
Arm/Disarm	A menu option that assigns a code to the selected user that arms or disarms the system depending on its current status.
Armed	Selected zones are protected.
Arm Only After Closing	A menu option that assigns a code to the selected user to arm the system after a certain time only.
Arm Only	A menu option that assigns a code to the selected user that only arms the system.
Bypass Zones	A menu option that specifies the rights of the selected user to bypass zones. (*Authority* menu group)
	A menu option that specifies the zones to be bypassed.
Bypassed zones	Zones that are left open when the rest of the system is armed. They can be entered without triggering an alarm.
Buzzer	A local low volume vibrating audio output, typically located in the keypad.

Central station	A remote location that is designed to monitor signals and reports from alarm systems and summon assistance if necessary.
Control Outputs	A yes/no option that enables/disables the Outputs menu. **Important:** When *Control Outputs* authority is selected for the user, this user loses his/her master user rights! Remember to set this authority for regular user codes only!
Control panel	The central point of an alarm system monitoring the detection devices and activating any number of signalling devices.
Detector Reset	A menu option that resets the fire detectors after an alarm. The fire alarm icon is displayed (also keypad beeps if you arm) until the detectors have been reset.
Disarmed	Selected zones are not protected.
Event log	A temporary log containing all the alarms and faults that occurred while the system is on (either armed or disarmed).
Expansion module	A module that can be added to the control panel to increase its functionality. For example, a keypad, audio panel or a card reader.

Field Trial Only

Glossary

Installer — The person who installs and programs the system.

Keypad sounder — An audible signal that is sounded by the keypad. This can be programmed to sound at various times.

Master Code — A menu option that assigns a master code to the selected user. This is an arm/disarm code that can program other user codes provided it has access to the same partitions as the user code.

Master mode — The mode in which a control panel can arm multiple partitions.

Outputs — A menu option that sets a user's rights to control the control panel's auxiliary outputs. These outputs must be programmed by the installer.

Problem zone — A zone that prevents the system being armed. A problem zone typically has an open window or door (open zone) or a tamper has occured on the zone (tamper zone).

Reports Open/Close — A menu option that sets the code of the selected user to report arms (close) and disarms (open).

Sensor — A device that detects violations and reports them to the control panel. Sensors include door and window contacts or any device used to inform the control panel of a particular condition.

Single-partition mode — The mode in which a control panel can arm one partition only.

Tamper — Interference with the system such as an open casing.

Up/download — Management software that can read the software system programming information (upload) or modify or replace the system information if necessary (download).

User Authority — A menu option that displays user rights.

User code — A four or six digit code used to arm or disarm the system and access the User menu.

Wireless zone — A sensor that transmits to the control panel via a radio receiver rather than being directly wired to the control panel.

Zone — An partition guarded by a group of one or more detection devices.

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Notes

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