brahms

CE

SECURITY ALARM CONTROL UNIT

ProxiNET8

PROGRAMMING MANUAL

English EN

ENGLISH

INDEX

1 SYMBOLS AND GLOSSARY ..... PAGE 2
2 TECHNICAL MENU ..... PAGE 3
ACCESSING THE TECHNICAL MENU 3
2.1 PROGRAMMING MODE 3
MENU ITEMS BELONGING TO OTHER MODES 3
EASY MODE 4
STANDARD MODE 4
ADVANCED MODE 4
2.2 INSTALLATION 5
EDIT SYSTEM 5
REMOTE KEYPAD ADDRESSING 5
ADDRESSING REMOTE INSERTERS 5
SYSTEM TEST 6
BUS RS485 6
PXLAN/PXWEB CONFIGURATION 7
2.3 SCENARIOS 8
2.4 AREAS 9
2.5 KEYPADS 10
2.6 INSERTERS 11
2.7 INPUTS 12
2.8 OUTPUTS 17
2.9 TIMES 18
2.10 TELEPHONE NOTIFICATIONS 20
2.11 ASSOCIATING OUTPUT 23
2.12 CODES 24
2.13 KEYS 26
2.14 TELEPHONES 27
2.15 TELEPHONE OPTIONS 28
2.16 SPECIAL FUNCTIONS 30
2.17 SCHEDULER 31
2.18 EVENTS 32
2.19 CLOCK 32
2.20 DEFAULT PARAMETERS 33
3 EVENTS MESSAGING ..... PAGE 33
4 REFERENCE LAWS ..... PAGE 36
5 DECLARATION ..... PAGE 36

1 Symbols and glossary

This symbol indicates the parts which describe safety issues.

This symbol indicates parts which must be read with care.

Permanently on warning light.

Warning light off.

Rapidly flashing warning light.

INSTALLER: any person or business responsible for designing and installing the system.

USER: any persons using the security alarm system.

2 Technical Menu

ACCESSING THE TECHNICAL MENU

Depending on the (CODES -> INSTALLER'S TECHNICAL CODE), parameters TEC MENU ACCESS, access to the technical menu may be either preceded or not by the User code.

Simultaneous access to the technical menu or user menu from multiple keypads is not allowed.

INDIRECT ACCESS

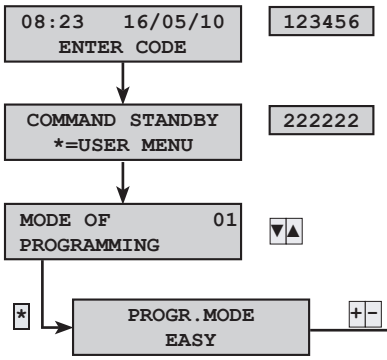
Press and hold the ⮌/ESC # key to access the Technical Menu, enter the user code 123456, press the ⮌/ESC # key again for 5 seconds and enter the technical code 222222. Use the + - keys to scroll down one character at a time, and the ▲ ▼ keys to modify the text.

DIRECT ACCESS

When the system is fully disengaged press the ⮌/ESC # key for 5 sec and enter the technical code 222222 to access the Technical Menu. Use the + - keys to scroll down one character at a time, and the ▲ ▼ keys to modify the text.

2.1 Programming mode

For the burglar-proof alarm control unit to be as user-friendly as possible, from inexperienced installers to the most demanding professionals), the system features the "programming mode" concept. This can give either few or many parameters depending on the individual installer's skill or needs.



Programming mode: (*Default* EASY) F S A

EASY only base parameters for simple systems are available.

STANDARD only simple standard system parameters are available.

ADVANCED all configurable parameters are available.

Passing from Advanced to Easy means automatic reconfiguring of the parameters which will be hidden.

MENU ITEMS BELONGING TO OTHER MODES

This manual shows all of the menu items as if it were in ADVANCED mode.
To understand which menu item mode is viewable and therefore editable just look at which letters appear in the top right hand corner of each item's description.

F S A — Item found in the three modes

S A — Item found in standard and advanced modes

A — Item found only in advanced mode

Following are the main differences among the three types:

EASY MODE

The EASY programming mode lets you quickly and simply start up low-complexity systems or is used by non highly skilled installing technicians.
The pre-configured settings are the following:

INDEX	AREA DESCRIPTION	INDEX	AREA DESCRIPTION
1	DAY AREA	3	PERIMETER AREA
2	NIGHT AREA		

INDEX	SCENARIO DESCRIPTION	ASSOCIATED AREAS	PROPERTIES
1	GOING OUT	1, 2, 3	TURN ON+OFF.EXACT
2	GOING TO BED	1, 3	TURN ON+OFF.EXACT
3	STAYING INDOORS	3	TURN ON+OFF.EXACT

KEYPADS	ASSOCIATED SCENARIOS		INSERTERS	ASSOCIATED SCENARIOS	
ALL KEYPADS	A	GOING OUT	ALL INSERTERS	L1	GOING OUT
	B	GOING TO BED		L2	GOING TO BED
	C	STAYING INDOORS		L3	STAYING INDOORS

INDEX	OUTPUT DESCRIPTION	INDEX	OUTPUT DESCRIPTION
U1	**TC output** to disinhibit the detectors' microwave when system is off (associated to the NIGHT TIME area)**.** From a positive with NIGHT area switched off.	U3	**Fault** , yields a negative if faults are detected.
U2	**System status,** yields a negative if at least one area is switched on.	U4	**Technical** Yields a negative when at least one technical alarm is active.
RELAY	**Relay 1**, is activated during the alarm time.		

CODES	CODE PROPERTIES	KEYS	DESCRIPTION OF PROPERTIES
all	TURNING ON + TURNING OFF of all areas.	all	TURNING ON + TURNING OFF of all areas.

TEL. NUMBER	DESCRIPTION	TYPE	ATTEMPTS	ALARM	SABOTAGE	TECHNICAL	BURGLARY	SWITCHING ON SWITCHING OFF	OUT OF ORDER	CODE ENTERING	KEY ENTERING	HELP	AUTO TEST	RESIDUAL CREDIT
1..7	Telephone 1..7	VOICE	2	x	x	x	x					x		
8	Technical	SMS	1	x	x	x	x		x			x		x

STANDARD MODE

Same setting of the EASY mode plus:

- Customised scenarios.
- Customised keypads, inserters, codes, keys, ...
- Customised telephone calls.
- Restore default parameters and codes separately.

ADVANCED MODE

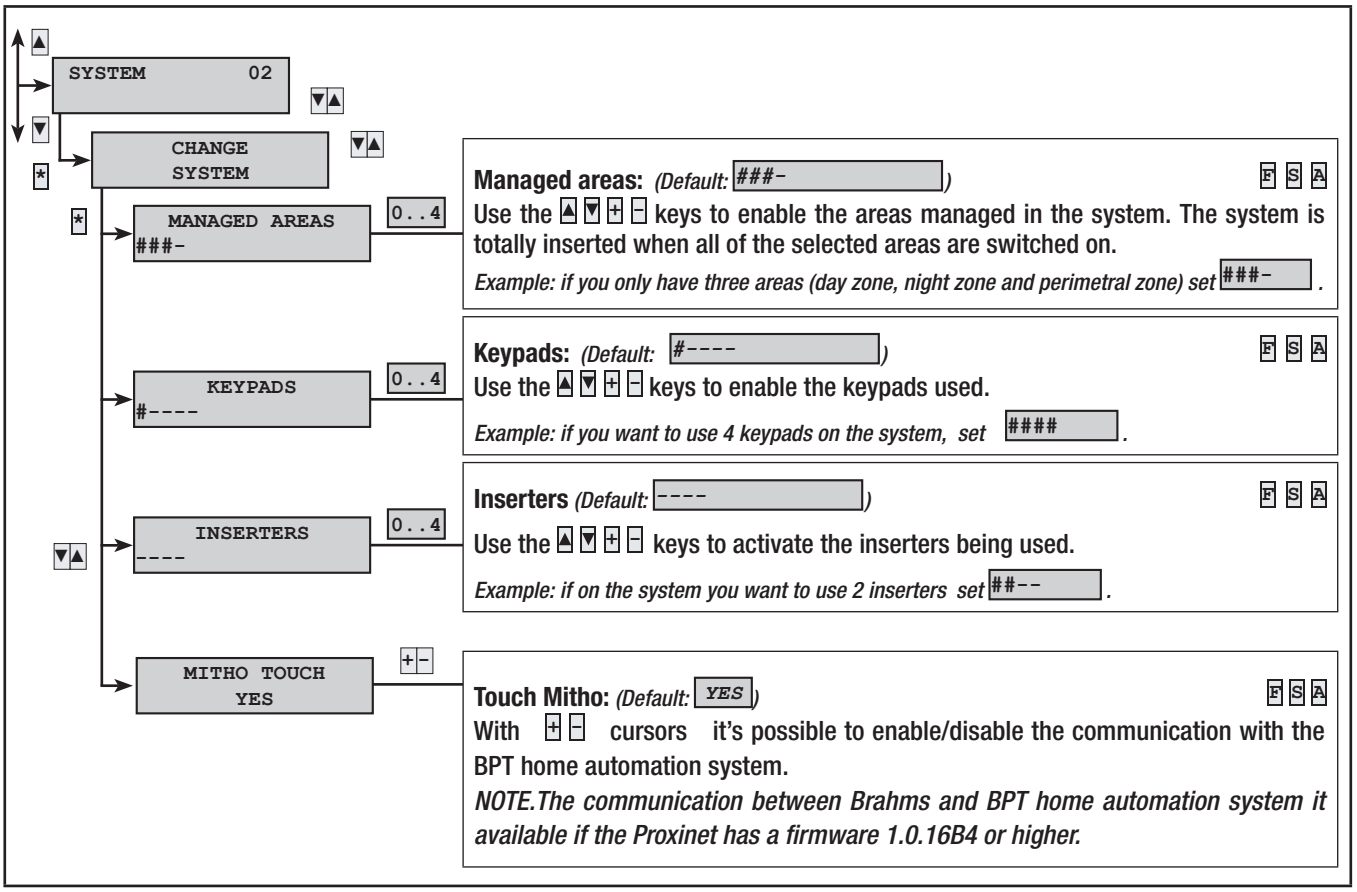
The same settings of the EASY and STANDARD modes plus:

- Customised keypad-specific voice messages.
- Advanced programming, inputs, codes, keys, telephones, telephone options, special functions.
- Advanced programming of telephone functions.
- Time, calendar scheduler.
- Past Events print-out.

2.2 Installation

The system menu is for defining the system components (areas, keypads, inserters, ...), which are employed to perform a series of tests. For programming move to the subsequent menu items.

EDIT SYSTEM



Managed areas: *(Default:* ###- *)* F S A

Use the ▲ ▼ + − keys to enable the areas managed in the system. The system is totally inserted when all of the selected areas are switched on.

Example: if you only have three areas (day zone, night zone and perimetral zone) set ###- .

Keypads: *(Default:* #---- *)* F S A

Use the ▲ ▼ + − keys to enable the keypads used.

Example: if you want to use 4 keypads on the system, set #### .

Inserters *(Default:* ---- *)* F S A

Use the ▲ ▼ + − keys to activate the inserters being used.

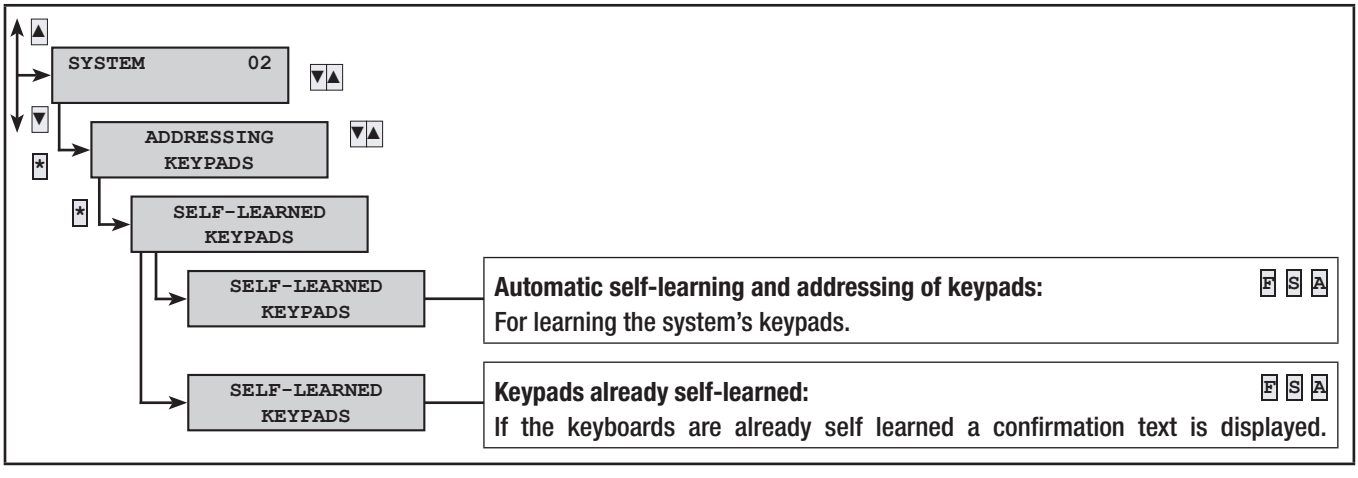
Example: if on the system you want to use 2 inserters set ##-- .

Touch Mitho: *(Default:* YES *)* F S A

With + − cursors it's possible to enable/disable the communication with the BPT home automation system.

NOTE.The communication between Brahms and BPT home automation system it available if the Proxinet has a firmware 1.0.16B4 or higher.

REMOTE KEYPAD ADDRESSING



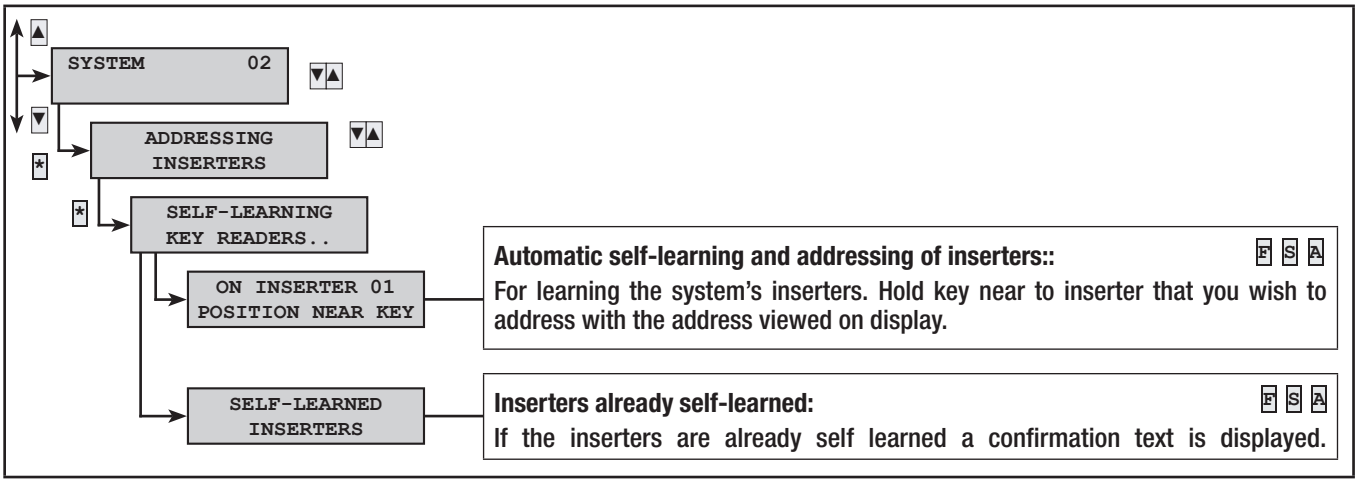
Automatic self-learning and addressing of keypads: F S A

For learning the system's keypads.

Keypads already self-learned: F S A

If the keyboards are already self learned a confirmation text is displayed.

ADDRESSING REMOTE INSERTERS



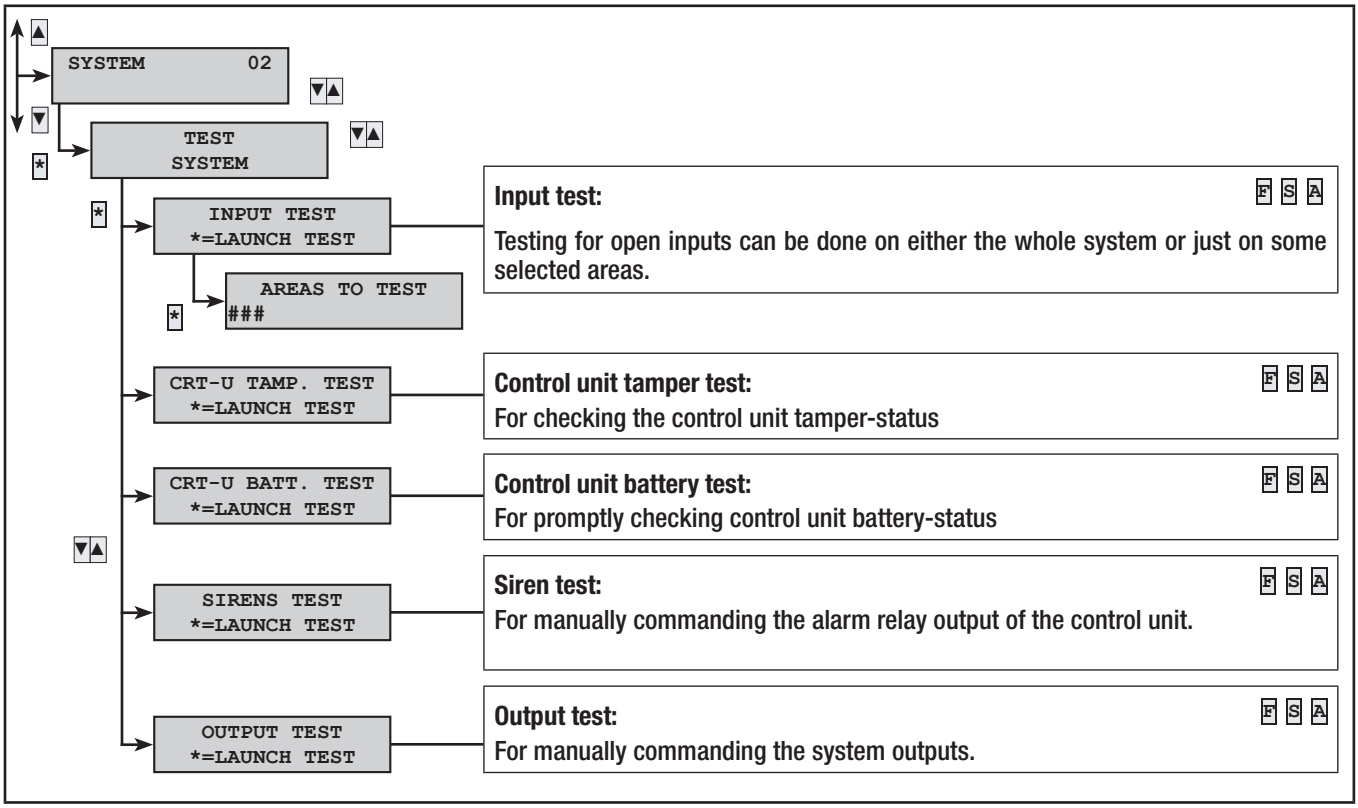
Automatic self-learning and addressing of inserters:: F S A

For learning the system's inserters. Hold key near to inserter that you wish to address with the address viewed on display.

Inserters already self-learned: F S A

If the inserters are already self learned a confirmation text is displayed.

SYSTEM TEST



Input test: F S A

Testing for open inputs can be done on either the whole system or just on some selected areas.

Control unit tamper test: F S A

For checking the control unit tamper-status

Control unit battery test: F S A

For promptly checking control unit battery-status

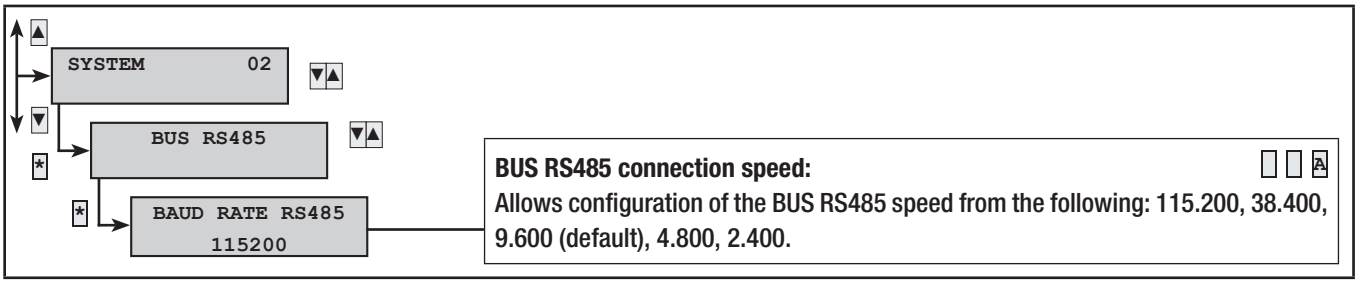
Siren test: F S A

For manually commanding the alarm relay output of the control unit.

Output test: F S A

For manually commanding the system outputs.

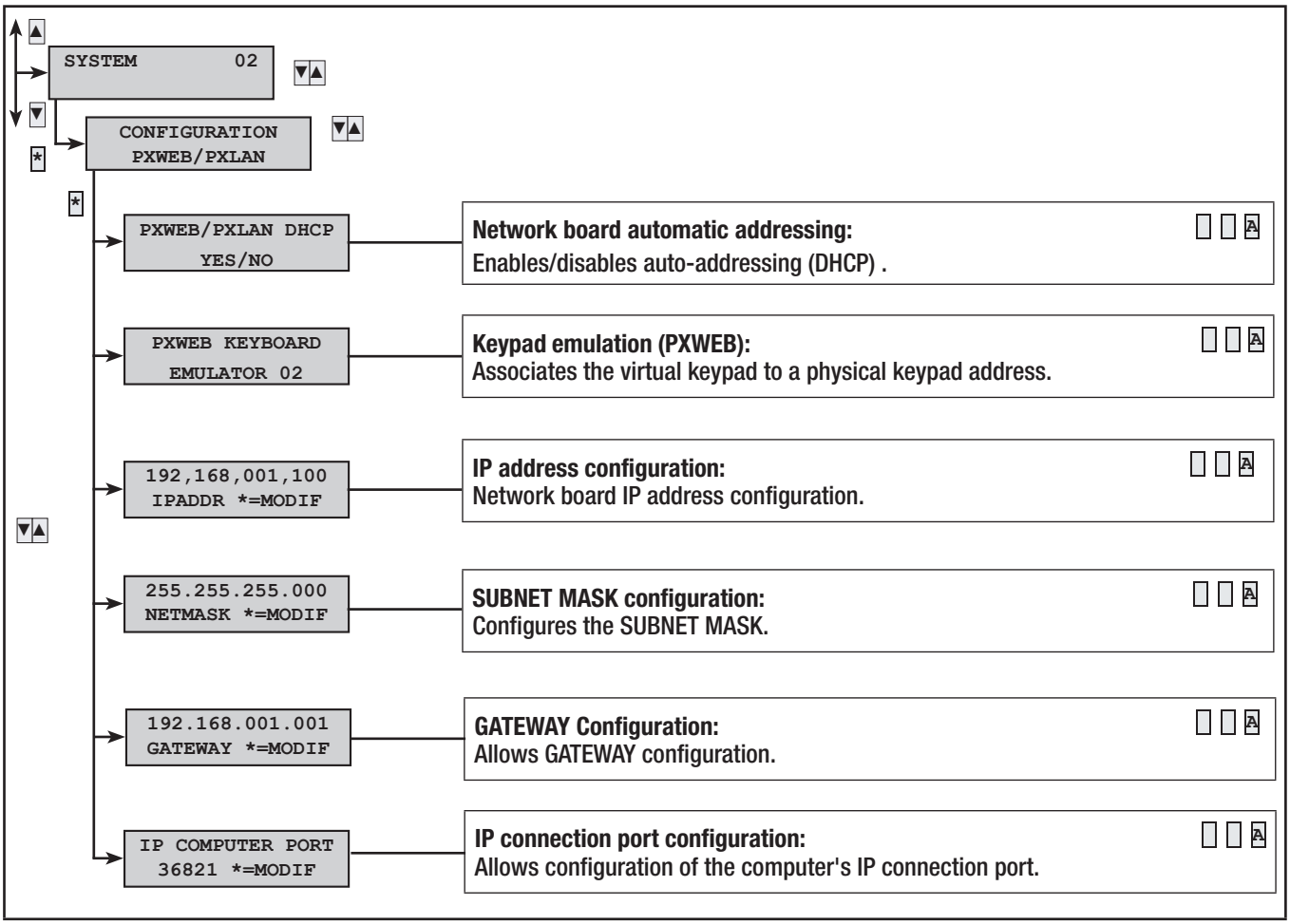
BUS RS485



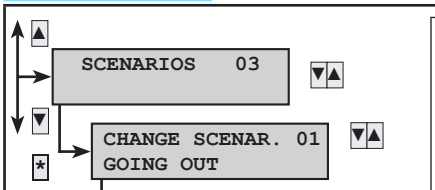
BUS RS485 connection speed: A

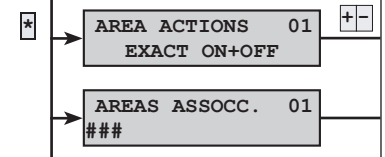
Allows configuration of the BUS RS485 speed from the following: 115.200, 38.400, 9.600 (default), 4.800, 2.400.

PXLAN/PXWEB CONFIGURATION



2.3 Scenarios





Actions on areas: *(Default:* `EXACT ON+OFF` *)* ☐ S A

Associated areas: F S A

The parameter defines the action that the scenario is to carry out in the areas specified in `AREAS ASSOCC.` .

`DISABLED`

The scenario does not alter the switched on status of the areas.

Example: *scenario that is disabled or managed only for the associated output defined in* `OUTPUT ASSOC` .

`EXACT ON+OFF`

The selected areas will switch on and those deselected will switch off in forced manner in the exact defined configuration.

Example: *it is the one most commonly used and allows the User to set the switch-on status of the areas by selecting a scenario independent from the previous configuration.*

LEAVING HOME `###` *; day, night, perimetral areas are on;*

GOING TO BED `#-#` *; only day and perimetral are on and night is off;*

STAYING INDOORS `--#` *; only perimetral is on.*

`ON SEL.AREAS`

Only the selected areas switch on, nothing changes about the status of the non selected areas.

Example: *used when the user wishes to turn on some areas in a specific mode; for example, a scenario that enables only perimetral (PERIMETER ON* `--#` *).*

`OFF SEL.AREAS`

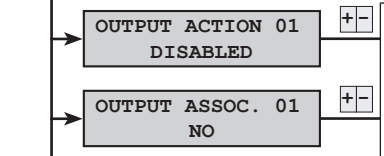
Only the selected areas switch off, nothing changes about the status of the non selected areas.

Example: *used when the user wants to switch off some areas in a specific way; for example, a scenario that switches off only perimeter (PERIMETER OFF* `--#` *).*

`SWITCH SEL. AREAS`

The selected areas change status: if on they switch off and if off they switch on.

Example: used to group into a single scenario switch on and off actions of several areas. For example a scenario that switches on/off only the perimeter area (SWITCH PERIMETER `--#` *).*



Output action and output association: *(Default:* `DISABLED` *)* ☐ S A

If activated, it lets command an output from a scenario. Select the output to command in the `OUTPUT ASSOC` .

`DISABLED`

The scenario does not command any output.

scenario disabled or scenario to manage areas only.

The scenario activates the selected output.

scenario that opens a lock controlled by a timed exit. Or a scenario that switches on a light commanded by a stable-type output.

The scenario deactivates the selected output.

scenario that allows to switch-off a light controlled by a stable-type output.

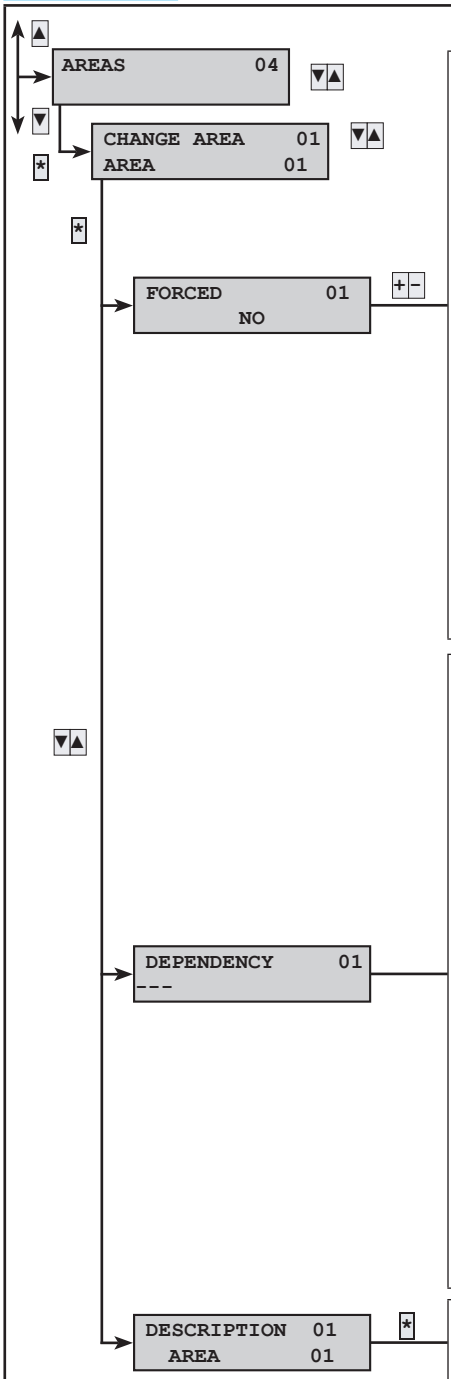
The scenario exchanges the status of the selected output (if on it becomes off, if off it becomes on).

scenario that groups on and off for a light controlled by a stable-type output.

Scenario description: F S A

For editing the scenario description.

2.4 Areas



Force area: *(Default:* `NO` *)*

F S A

Forcing is the parameter which helps to define whether an area can be switched on even when any inputs are open (in this case, when the exit time is elapsed, the area alarm will be triggered).

`NO`

An area with deactivated forced-opening will start the exit time only if all of the inputs associated to it are closed.

Example: *used in a home environment to allow the user to close any open entrances.*

`YES`

An area with activated forced-opening will start its exit time independently of whether there are any inputs associated to it. After exit time has elapsed, the area will revert to alarm if any entrances are still open.

Example: *used in office environments to avoid inattentive Users from leaving the system with areas not switched on because entrances are open. In this case the triggering of the alarm will inevitably warn that the system has been left with open inputs.*

Dependence: *(Default:* `----` *)*

A

An area's dependence ties its switched on state to that of other areas (AND function). If you select the areas to depend from, the area will result as being on only if all of the other selected areas are turned on. In this case this area cannot be switched on or off manually by Users. Switching on in chain fashion are not allowed (area 1 depends on area 2); are 2 depends on area 3; switch on area 3. When I switch on area 3, areas 2 and 1 switch on).

Example: *two separate offices and a garage are in common, and the User wants to insert the area associated to the garage only if both areas of the two offices are switched on:*

Area 1 = OFFICE 1 (depends on = `---` *)*

Area 2 = OFFICE 2 (depends on = `---` *)*

Area 3 = GARAGE (depends on = `##-` *)*

Scenario 1 = CLOSE OFFICE 1 (`SWITCH ON SELECT. AREAS` *; areas =* `#--` *)*

Scenario 2 = CLOSE OFFICE 2 (`SWITCH ON SELECT. AREAS` *; areas =* `-#-` *)*

Keypad 1 = Located in 1: (associated areas = `#-#` *; scenario A = CLOSE OFFICE 1)*

Keypad 2 = Located in 2: (associated areas = `-##` *; scenario A = CLOSE OFFICE 2)*

Code 1 = Office 1 User (associated areas = `#-#` *)*

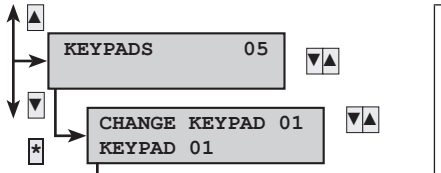
Code 2 = Office 2 User (associated areas = `-##` *)*

Area description:

F S A

For editing the area description.

2.5 Keypads

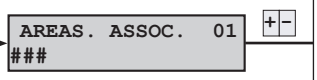


Associated areas: *(Default: ###)* S A

The associated areas are those manageable and displayed by the key panel. These also represent an AND-type filter on the areas managed by the code or by the scenario.

Example: *An apartment with a ground floor shop in common. The owner wishes to manage the store and apartment under the same code, with the opportunity to manage the store from home.*

Area 1 = HOME
Area 2 = SHOP
Scenario 1 = CLOSE HOME (SWITCH ON SELECT. AREAS ; areas= #-)
Scenario 2 = OPEN HOME (SWITCH OFF SELECT.AREAS ; areas= #-)
Scenario 3 = CLOSE SHOP (SWITCH ON SELECT. AREAS ; areas= -#)
Key pad 1 = Home location: (areas associated = ## ; scenario A = LOCK HOME ; scenario B = OPEN HOME ; scenario C = CLOSE SHOP)
Key pad 2 = Store location: (areas associated = -# ; scenario A = CLOSE SHOP)
Cod 1 = Business Owner (associated areas = ##)
Cod 2 = Employee (associated areas = -#)



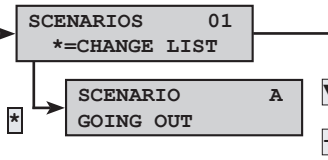
Scenarios: *(Default: A=sc.1; B=sc.2, C=sc.3, 4=sc.4 ...)* S A

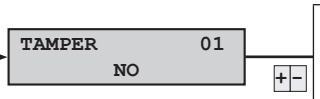
Associates the scenarios to the keys on the keypad.
Use the arrow keys to select the keypad key (A, B, C, 4, 5, ...)

With + − keys modify the scenario associated to the keypad button.

Example: *a home with three area management (day, night, perimetric) through two activations: total, only perimetric.*

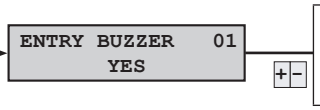
Area 1 = DAY TIME
Area 2 = NIGHT TIME
Area 3 = PERIMETER
Scenario 1 = GOING OUT (TURN ON+OFF.EXACT ; zones = ###)
Scenario 2 = STAYING IN (TURN ON+OFF.EXACT ; zones = --#)
Key pad 1 = areas associated = ### ; scenario A = GOING OUT ;
SCENARIO B= STAYING INDOORS)





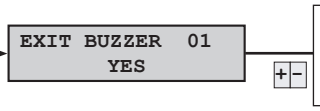
Tamper: *(Default: NO)* S A

Enables/disables the key pad tamper and warning of failed communication with control unit (from the keyboard 2 to 5).



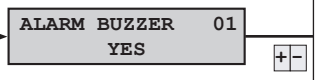
Input buzzer : *(Default: YES)* S A

For activating / deactivating the buzzer during the entrance time.



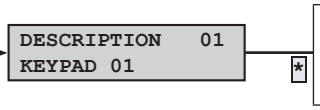
Output buzzer : *(Default: YES)* S A

For activating / deactivating the buzzer during the exit time.



Alarm buzzer: *(Default: YES)* S A

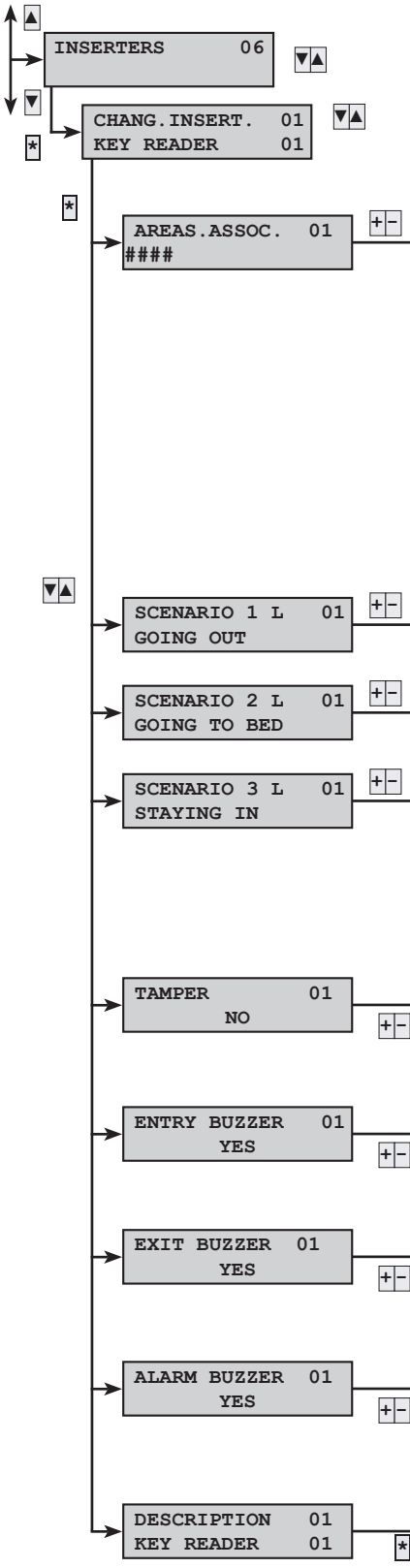
For activating / deactivating the buzzer during the control unit's alarm time.



Keypad description: S A

For editing the keypad description.

2.6 Inserters



Associated areas: *(Default: ####)*

The associated areas are those manageable by the inserter. These also represent an AND-type filter on the areas managed by the code or by the scenario.

Example: *An apartment with a ground floor shop. The business owner wants to manage both home and shop with the same key.*

Area 1 = HOME

Area 2 = SHOP

Scenario 1 = CLOSE HOME (SWITCH ON SELECT. AREAS; areas= #-)

Scenario 2 = CLOSE SHOP (SWITCH ON SELECT. AREAS; areas= -#)

Inserter 1 = Home location: (associated areas = #-; scenario L1 = LOCK HOME)

Inserter 2 = Shop location: (associated areas = -#; scenario L1 = CLOSE SHOP)

Cod 1 = Business Owner (associated areas = ##)

Cod 2 = Employee (associated areas = -#)

Scenarios: *(Default: L1=sc.1; L2=sc.2, L3=sc.3)*

Associate the scenarios to the three inserter LEDs.

Use keys + − to edit the scenario associated to the inserter led.

Example: *a home with three area management (day, night, perimetric) through two activations: total, only perimetric.*

Area 1 = DAY TIME

Area 2 = NIGHT TIME

Area 3 = PERIMETER

Scenario 1 = GOING OUT (TURN ON+OFF.EXACT; areas= ###)

Scenario 2 = STAYING IN (TURN ON+OFF.EXACT; areas= --#)

Inserter 1 = (associated areas = ###; scenario L1 = GOING OUT; scenario L2 = STAYING INDOORS; scenario L3 = NO SCENARIO)

Tamper: *(Default: NO)*

Allows to enable/disable failed inserter communication warning.

Input buzzer : *(Default: YES)*

For activating / deactivating the buzzer during the entrance time.

Output buzzer : *(Default: YES)*

For activating / deactivating the buzzer during the exit time.

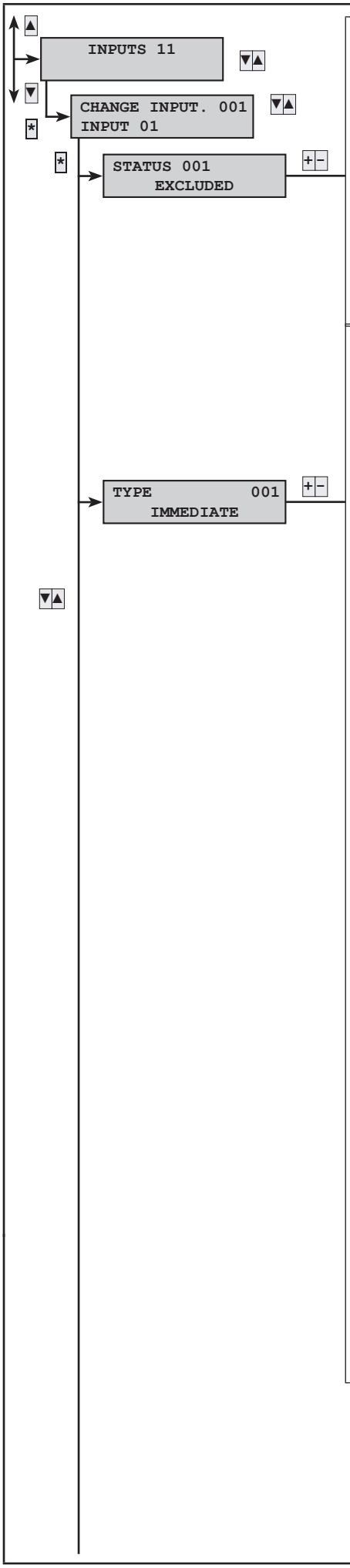
Alarm buzzer: *(Default: YES)*

For activating / deactivating the buzzer during the control unit's alarm time.

Inserter description:

For editing the inserter description.

2.7 Inputs



Status: *(Default:* `EXCLUDED` *)* F S A

`EXCLUDED`	Inputs are excluded when they are unused.
`INSERTED`	Inputs are inserted when they are used in the system.
`TEST`	An input is a test when you want to monitor the behaviour of an input via the events log without triggering any alarms nor telephone calls. ***Example:*** *following installation of a system the input continues to revert to alarm without any apparent reason. By placing it into test mode you can continue to monitor any alarms (though the events log) without generating any alarms.*

Type: *(Default:* `IMMEDIATE` *)* F S A

The type defines the input's functional characteristics.

`IMMEDIATE`	This is a classic intruder-proof input, active when the control unit is up and inactive when the control unit is off. If unbalanced it triggers a general alarm. ***Example:****Installing a magnetic radio contact onto a window.*
`SERVICE`	It is active with control unit engaged or disengaged . It is not registered as an an alarm input, but only to be monitored via key pad or to activate outputs of calls regardless of control unit status. It is recorded in the event log.
`BLCK PRG.IN.`	If closed, it enables the time schedule function, excluding it if open.
`FAULT`	It remains enabled with control unit engaged and disengaged. The Fault Led light up for any malfunctions and breakdown output is enabled. The system displays the ANOMALY message followed by the input description.
`DELAYED 01`	It is active only when the control unit is on. If unbalanced, it triggers entrance time 1, during which a valid code must be entered to disengage the control unit. During this time the buzzer will sound continuously. If the control unit is not disengaged the general alarm will be triggered. ***Example:*** *input associated with an input port.*
`DELAYED 02`	As DELAYED 1, but with entrance time 2.
`24 HRS`	This instantaneous input is active either when the control unit is on or off. Unbalancing a 24 hour input triggers a general alarm. ***Example:*** *input associated with external siren tamper.*
`TECHNIC`	This instantaneous input is active either when the control unit is on or off. Unbalancing a technical input activates the TECHNICAL ALARM-defined output, sounding a continuous buzz (for the duration of the technical alarm) and the switching on of the alarm LED-light on the keypads. ***Example:*** *an input associated with a fire or gas detection sensor.*
`PATH`	Instantaneous input with control unit on. It performs like a delayed input if a control unit DELAYED input triggers the entrance time. And performs like an instantaneous input in all other situations. ***Example:*** *input associated with an infrared detector placed in front of a delayed-type input. If users open the door, this triggers the entrance time and the detector also performs in the same way; whereas if an intruder break in through a window, the sensor performs instantaneously.*

MEMORY

Input active when control unit is on. If it is closed (i.e. balanced) once the entrance time elapses, it performs like a normal instantaneous input. Otherwise, if once the exit time is elapsed it is still open (i.e. unbalanced), it will be ignored until it is closed (i.e. balanced) and from that moment it behaves like a normal instantaneous input.

Example:*the memory inputs are defined as the memory inputs that the User wishes to leave open (dormer window, windows, …) even when the system is engaged.*

SWITCHING ON

This input is used to switch on/off any areas associated to the input. The input's performance is defined by the action parameter. Total system switching off or partialisation via a SWITCHING ON input, simulates the entering of a code which blocks the telephone calls (if the parameter is programmed to STOP FROM CODE in the TELEPHONE OPTIONS.

ACTION	DESCRIPTION
Impulsive switching on	When input is unbalanced the associated areas switch on.
Impulsive switching off	When input is unbalanced the associated areas switch off.
Impulsive switching on + off	When input is unbalanced the associated areas exchange status: when off they switch on and when on they switch off.
Stable switching on + off	When input is unbalanced the associated areas switch on and when balanced they switch off.

Example:*if switching on and off must be managed via a mechanical key, it is necessary to have a mechanical lock with C, NC and NO contacts. Input programmed to be type SWITCHING ON, action STABLE SWITCH ON + SWITCH OFF and associated areas the areas to switch on/off. Connect the input to the lock so that when the key is on "system on" the input is unbalanced (i.e. open) and when it is on "system off" the input is balanced (i.e. closed).*

BURGLARY

This instantaneous input is active either when the control unit is on or off. When unbalanced it does not triggers the keypad alarm LED lights to switch on and the alarm telephone call/s to numbers associated to the BURGLARY ALARM.

	Engaged status			Telephone calls					Keypads/ inserters			Times					
TYPE	Associated areas on	Always	Alarm relay	Alarm	Sabotage	Technical	Burglary	Out of order	Led alarm	Faulty Led	Buzzer	Alarm	Sabotage	Technical	Burglary	Entrance 1	Entrance 2
Instantaneous	X		X	X					X		X	X					
PRG Lock-up																	
Service		X		X				X		X							
Out of order		X															
Delayed 1	X		X	X					X		X	X				X	
Delayed 2	X		X	X					X		X	X					X
24 hours		X	X		X				X		X		X				
Technical		X				X			X		X			X			
Path	X		X	X					X		X	X				X	X
Memory	X		X	X					X		X	X					
Switching on		X															
Burglary		X					X								X		
Tamper		X	X		X				X		X		X				

ISTANTANEOUS 001
NEVER

+ −

Instantaneous: *(Default:* NEVER *)*

A

Parameter viewable only if the input is a delayed one.
For managing the delayed input as instantaneous if partialised (that is, if associated to several areas and not all of them are switched on).

NEVER — Standard setting, the input is always delayed.

Example: *overhead garage door.*

IF PARTIAL. ON — The input is delayed if all of the associated areas are switched on and is delayed if partialised (at least one area switched off and one switched on).

Example: *this parameter is set when it is necessary for the door to be delayed-type when the User is not at home, and is instant when at home (partialised system).*

Area 1: Day time zone.

Area 2: Night time zone.

Area 3: perimetral.

Scenario 1: Going out; Areas ### .

Scenario 2: Going to bed; Areas #-# .

Front door entrance: Instantaneous DELAYED 1 *; Type* IF PARTIAL. ON .

And / or areas: INS. IF AREAS OR *; Areas* -## .

BALANCING 001
SINGLE BAL

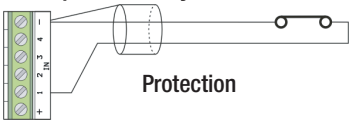
+ −

▼▲

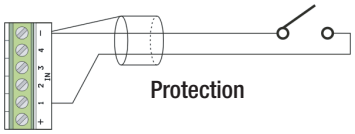
Balancing: *(Default:* SINGLE BAL*)*

F S A

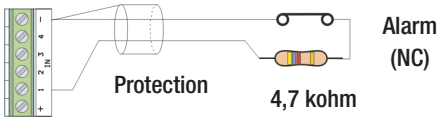
NORM.CLS — Input normally closed.



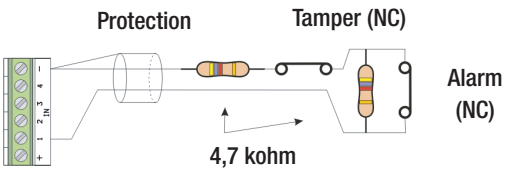
NORM.OPN — Input normally open.

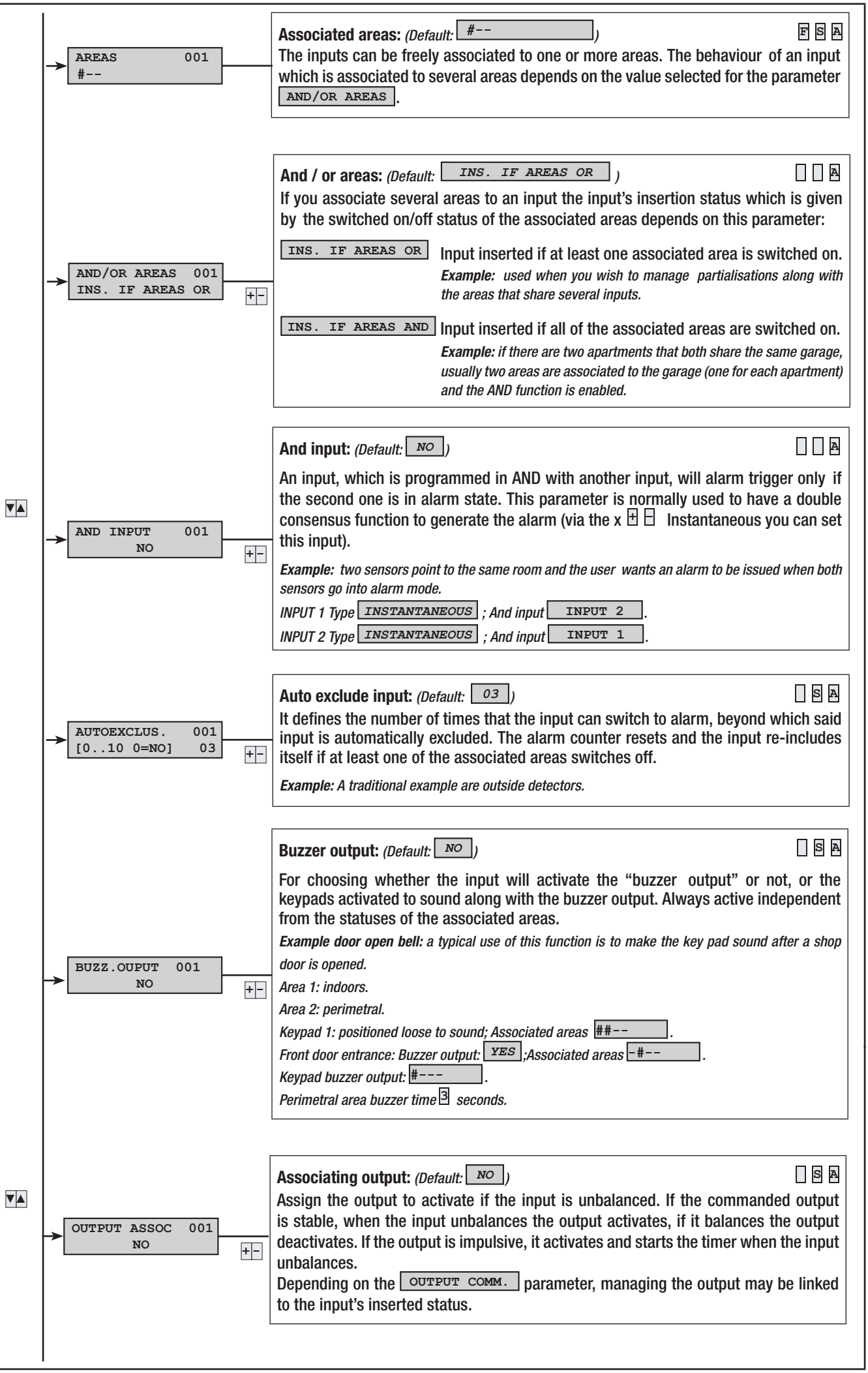


SINGLE BAL — Single balanced input.



DOUBLE BAL. — Double balanced input.





Associated areas: *(Default:* `#--` *)* F S A

The inputs can be freely associated to one or more areas. The behaviour of an input which is associated to several areas depends on the value selected for the parameter `AND/OR AREAS`.

And / or areas: *(Default:* `INS. IF AREAS OR` *)* A

If you associate several areas to an input the input's insertion status which is given by the switched on/off status of the associated areas depends on this parameter:

`INS. IF AREAS OR` Input inserted if at least one associated area is switched on.

Example: *used when you wish to manage partialisations along with the areas that share several inputs.*

`INS. IF AREAS AND` Input inserted if all of the associated areas are switched on.

Example: *if there are two apartments that both share the same garage, usually two areas are associated to the garage (one for each apartment) and the AND function is enabled.*

And input: *(Default:* `NO` *)* A

An input, which is programmed in AND with another input, will alarm trigger only if the second one is in alarm state. This parameter is normally used to have a double consensus function to generate the alarm (via the x + - Instantaneous you can set this input).

Example: *two sensors point to the same room and the user wants an alarm to be issued when both sensors go into alarm mode.*

INPUT 1 Type `INSTANTANEOUS` *; And input* `INPUT 2` *.*

INPUT 2 Type `INSTANTANEOUS` *; And input* `INPUT 1` *.*

Auto exclude input: *(Default:* `03` *)* S A

It defines the number of times that the input can switch to alarm, beyond which said input is automatically excluded. The alarm counter resets and the input re-includes itself if at least one of the associated areas switches off.

Example: *A traditional example are outside detectors.*

Buzzer output: *(Default:* `NO` *)* S A

For choosing whether the input will activate the "buzzer output" or not, or the keypads activated to sound along with the buzzer output. Always active independent from the statuses of the associated areas.

Example door open bell: *a typical use of this function is to make the key pad sound after a shop door is opened.*

Area 1: indoors.

Area 2: perimetral.

Keypad 1: positioned loose to sound; Associated areas `##--` *.*

Front door entrance: Buzzer output: `YES` *;Associated areas* `-#--` *.*

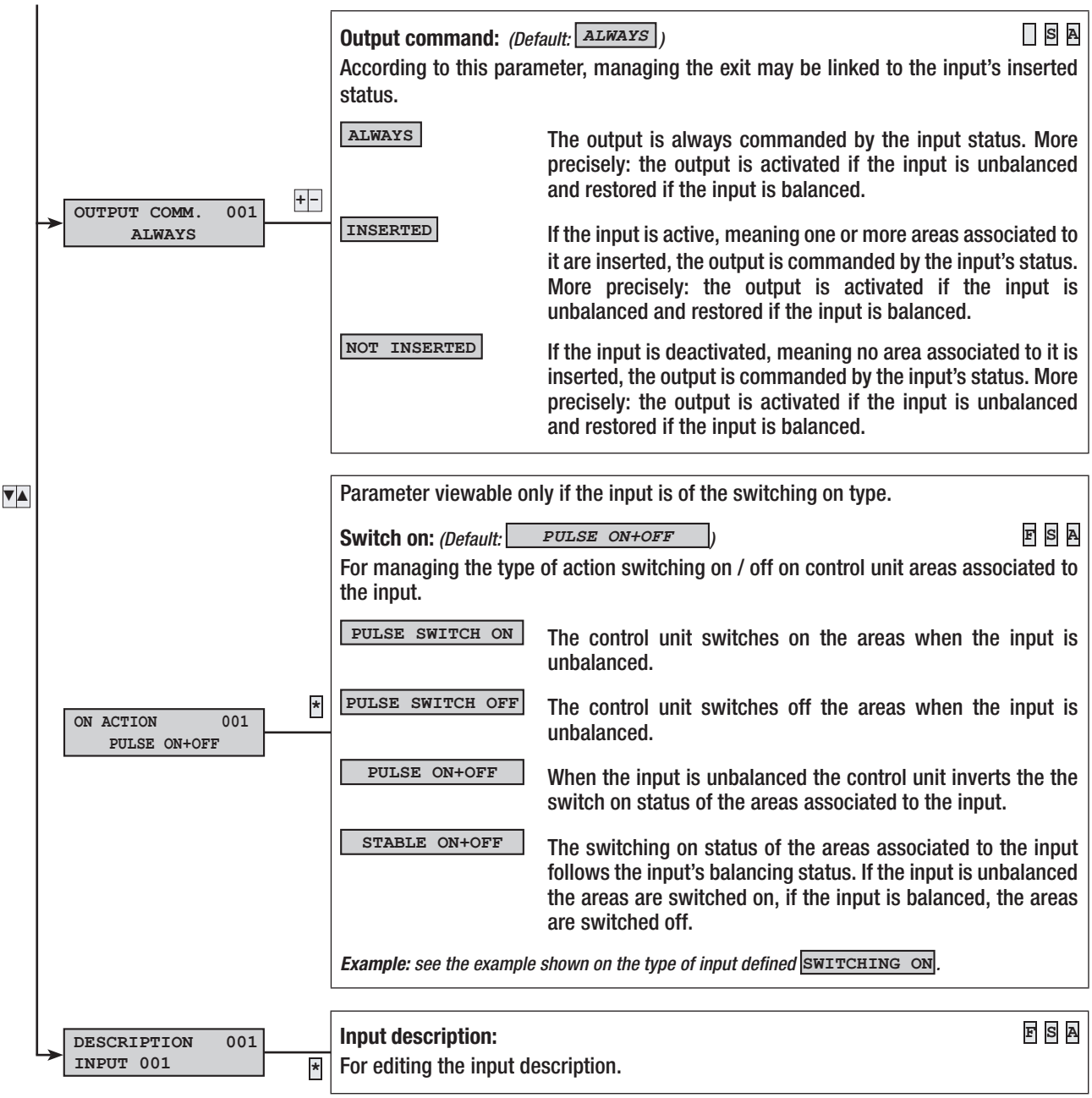
Keypad buzzer output: `#---` *.*

Perimetral area buzzer time 3 *seconds.*

Associating output: *(Default:* `NO` *)* S A

Assign the output to activate if the input is unbalanced. If the commanded output is stable, when the input unbalances the output activates, if it balances the output deactivates. If the output is impulsive, it activates and starts the timer when the input unbalances.

Depending on the `OUTPUT COMM.` parameter, managing the output may be linked to the input's inserted status.



Output command: *(Default:* `ALWAYS` *)* F S A

According to this parameter, managing the exit may be linked to the input's inserted status.

`ALWAYS` — The output is always commanded by the input status. More precisely: the output is activated if the input is unbalanced and restored if the input is balanced.

`INSERTED` — If the input is active, meaning one or more areas associated to it are inserted, the output is commanded by the input's status. More precisely: the output is activated if the input is unbalanced and restored if the input is balanced.

`NOT INSERTED` — If the input is deactivated, meaning no area associated to it is inserted, the output is commanded by the input's status. More precisely: the output is activated if the input is unbalanced and restored if the input is balanced.

Parameter viewable only if the input is of the switching on type.

Switch on: *(Default:* `PULSE ON+OFF` *)* F S A

For managing the type of action switching on / off on control unit areas associated to the input.

`PULSE SWITCH ON` — The control unit switches on the areas when the input is unbalanced.

`PULSE SWITCH OFF` — The control unit switches off the areas when the input is unbalanced.

`PULSE ON+OFF` — When the input is unbalanced the control unit inverts the the switch on status of the areas associated to the input.

`STABLE ON+OFF` — The switching on status of the areas associated to the input follows the input's balancing status. If the input is unbalanced the areas are switched on, if the input is balanced, the areas are switched off.

Example: *see the example shown on the type of input defined* `SWITCHING ON`.

Input description: F S A

For editing the input description.

2.8 Outputs

OUTPUTS 12

CHANGE OUTP 001
OUTPUT 01

TYPE 001
STABLE

Status: *(Default:* `STABLE` *)* S A

`STABLE` — the output's activity follows the status of the associated event.

Example: *the output is activated by the OPEN condition of the associated input.*

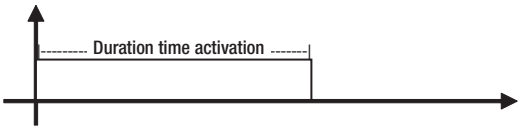
`IMPULSIVE` — the output's activity is determined by the associated event but only for a certain time, the duration of which is selectable.

IMPULSE TIME 001
[0..255] SEC 000

Parameter viewable only if the output is an impulsive one.

Activation duration: *(Default:* `000` *)* S A

Duration time of the impulsive output activation.



Example: opening a door lock via code. An impulsive output is associated to a code, with a 3-second activation time.

ARM DELAY 001
[0..255] SEC 000

DISARM DELAY 001
[0..255] SEC 000

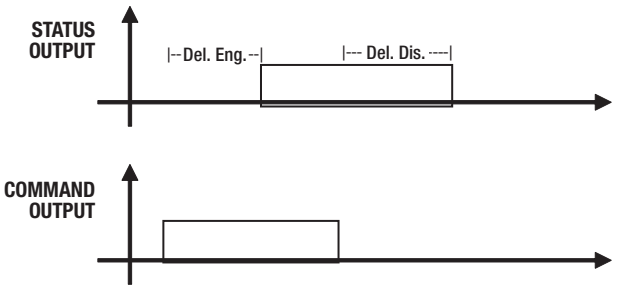
Parameters viewable only if the output is a stable one.

Activation delay: *(Default:* `000` *)* S A

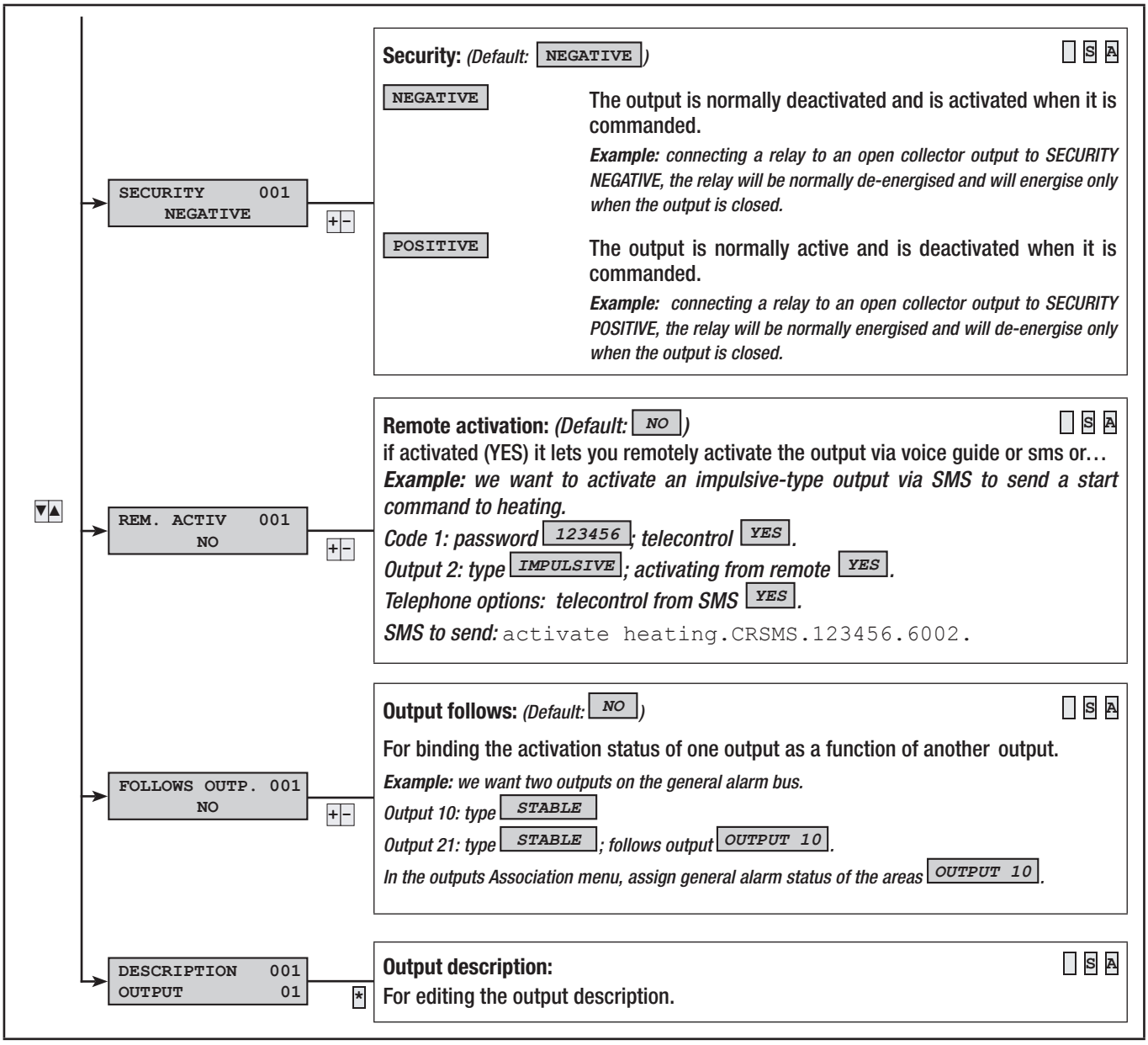
Delayed time between the activation command and the output's activation.

Deactivation delay: *(Default:* `000` *)* S A

Delayed time between the deactivation command and the output's deactivation.



Example: *check whether the system is on or off through an input. In the output Association menu, assign the switching on status of the areas to one stable programmed output and with zero second delay on activation and deactivation times.*



Security: *(Default:* `NEGATIVE` *)* S A

`NEGATIVE` The output is normally deactivated and is activated when it is commanded.

Example: *connecting a relay to an open collector output to SECURITY NEGATIVE, the relay will be normally de-energised and will energise only when the output is closed.*

`POSITIVE` The output is normally active and is deactivated when it is commanded.

Example: *connecting a relay to an open collector output to SECURITY POSITIVE, the relay will be normally energised and will de-energise only when the output is closed.*

Remote activation: *(Default:* `NO` *)* S A

if activated (YES) it lets you remotely activate the output via voice guide or sms or…

Example: *we want to activate an impulsive-type output via SMS to send a start command to heating.*

Code 1: password `123456`*; telecontrol* `YES`*.*

Output 2: type `IMPULSIVE`*; activating from remote* `YES`*.*

Telephone options: telecontrol from SMS `YES`*.*

SMS to send: `activate heating.CRSMS.123456.6002.`

Output follows: *(Default:* `NO` *)* S A

For binding the activation status of one output as a function of another output.

Example: *we want two outputs on the general alarm bus.*

Output 10: type `STABLE`

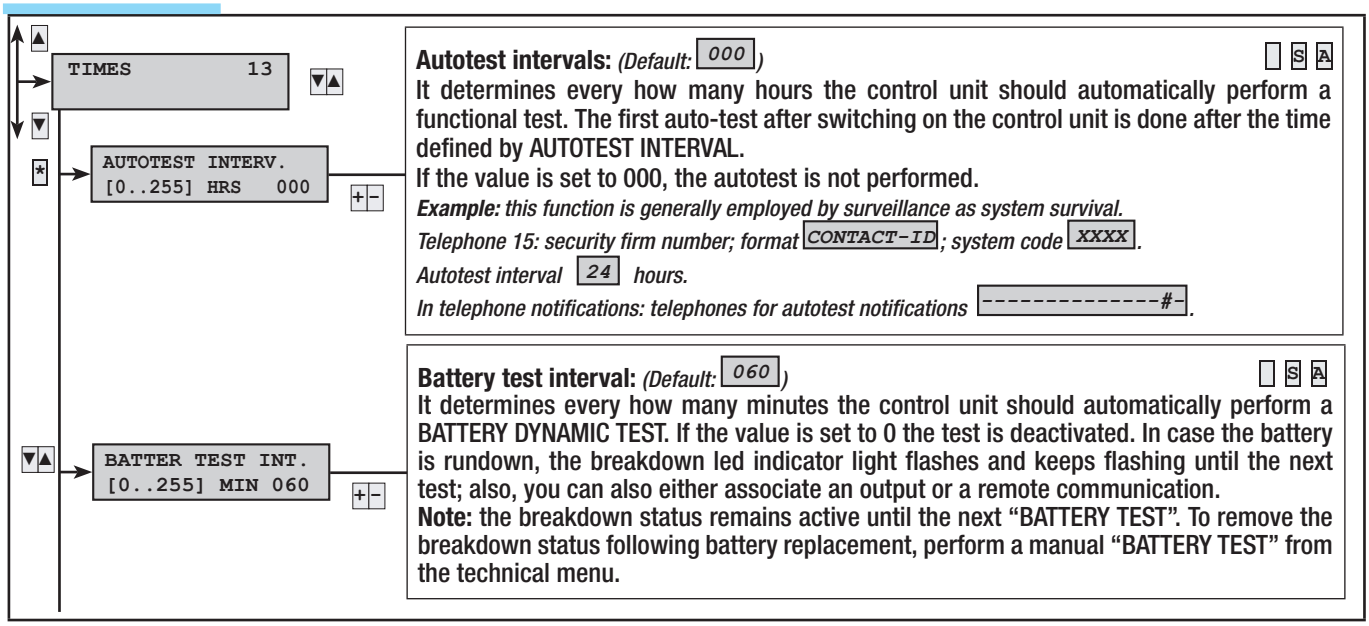
Output 21: type `STABLE`*; follows output* `OUTPUT 10`*.*

In the outputs Association menu, assign general alarm status of the areas `OUTPUT 10`*.*

Output description: S A

For editing the output description.

2.9 Times



Autotest intervals: *(Default:* `000` *)* S A

It determines every how many hours the control unit should automatically perform a functional test. The first auto-test after switching on the control unit is done after the time defined by AUTOTEST INTERVAL.

If the value is set to 000, the autotest is not performed.

Example: *this function is generally employed by surveillance as system survival.*

Telephone 15: security firm number; format `CONTACT-ID`*; system code* `XXXX`*.*

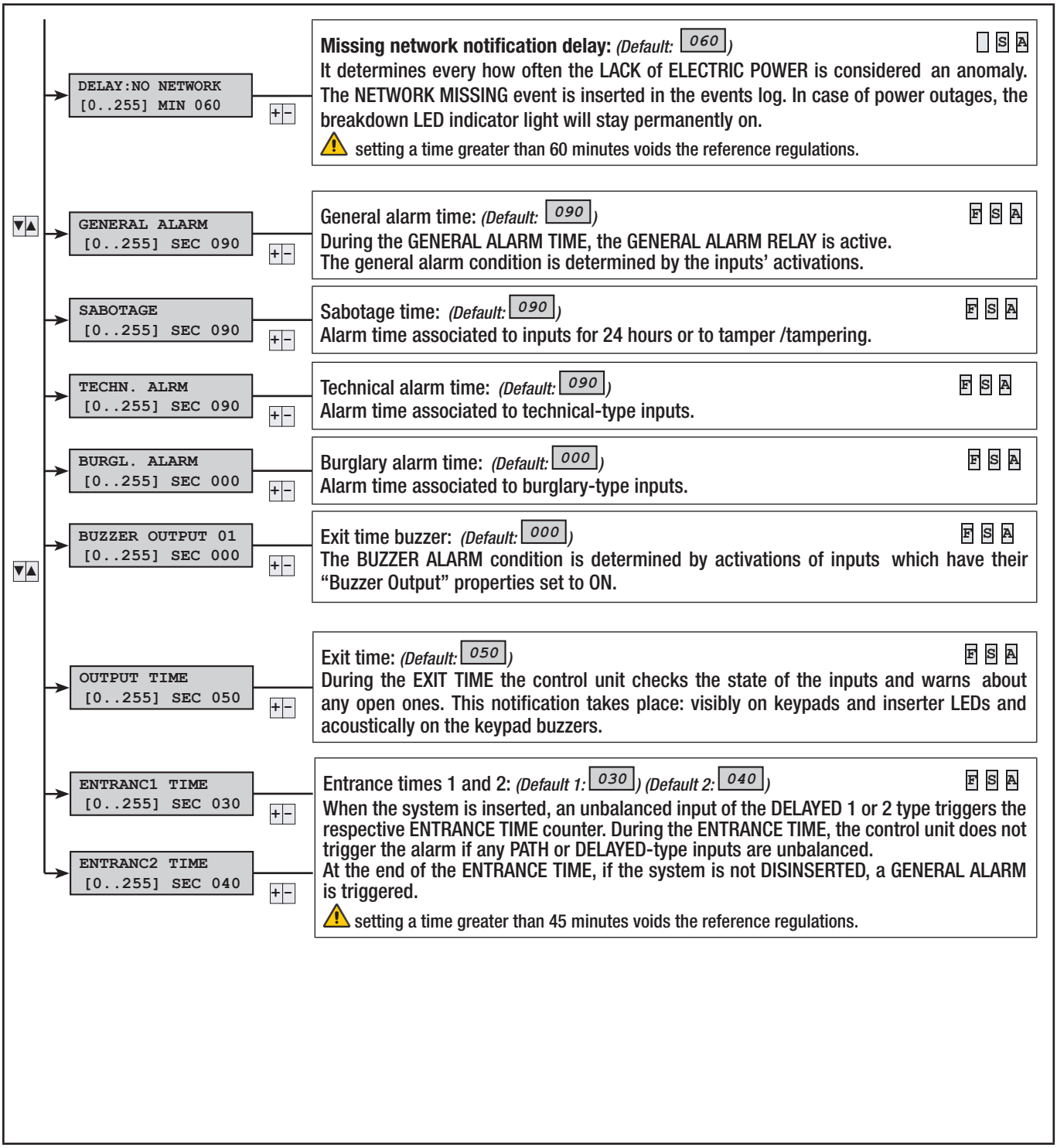
Autotest interval `24` *hours.*

In telephone notifications: telephones for autotest notifications `----------#-`*.*

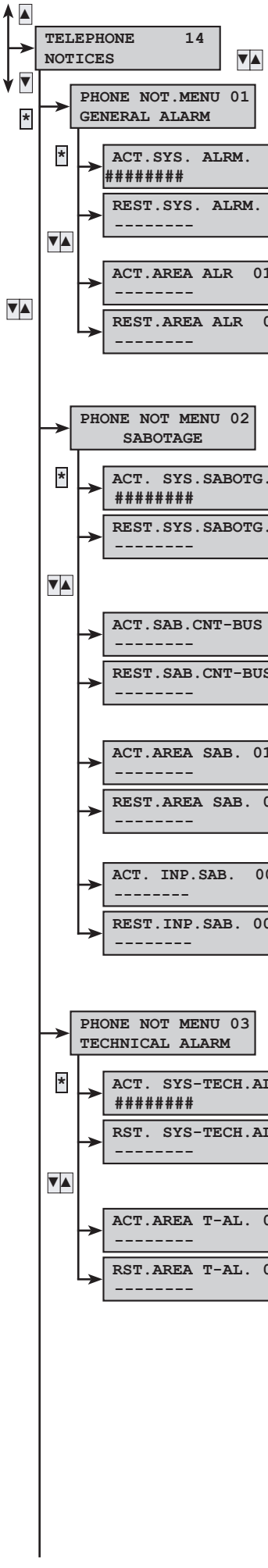
Battery test interval: *(Default:* `060` *)* S A

It determines every how many minutes the control unit should automatically perform a BATTERY DYNAMIC TEST. If the value is set to 0 the test is deactivated. In case the battery is rundown, the breakdown led indicator light flashes and keeps flashing until the next test; also, you can also either associate an output or a remote communication.

Note: the breakdown status remains active until the next "BATTERY TEST". To remove the breakdown status following battery replacement, perform a manual "BATTERY TEST" from the technical menu.



2.10 Telephone notifications



Activating and restoring general system alarm (generic warning): F S A
Telephone notifications associated to both activation and restoration of the general alarm of the system.
Use the ▲ ▼ + − keys to set the phone numbers.

Activating and restoring general alarm in single areas: A
Telephone notifications associated to both activation and restoration of the single area's general alarm.
Use + − to select the areas. Use the ▲ ▼ + − keys to set the phone numbers.

Activating the system sabotage alarm (generic notification): F S A
Restore system sabotage alarm (generic notification): S A
Telephone notifications associated to both activation and restoration of the system's sabotage mode.
Use the ▲ ▼ + − keys to set the phone numbers.

Activating and restoring sabotage alarm in control unit and peripherals: A
Telephone notification associated to the activation and restoration of the control unit's and peripherals' sabotage alarm (tampering) and (module tampers), no peripherals communication, ...).
Use the ▲ ▼ + − keys to set the phone numbers.

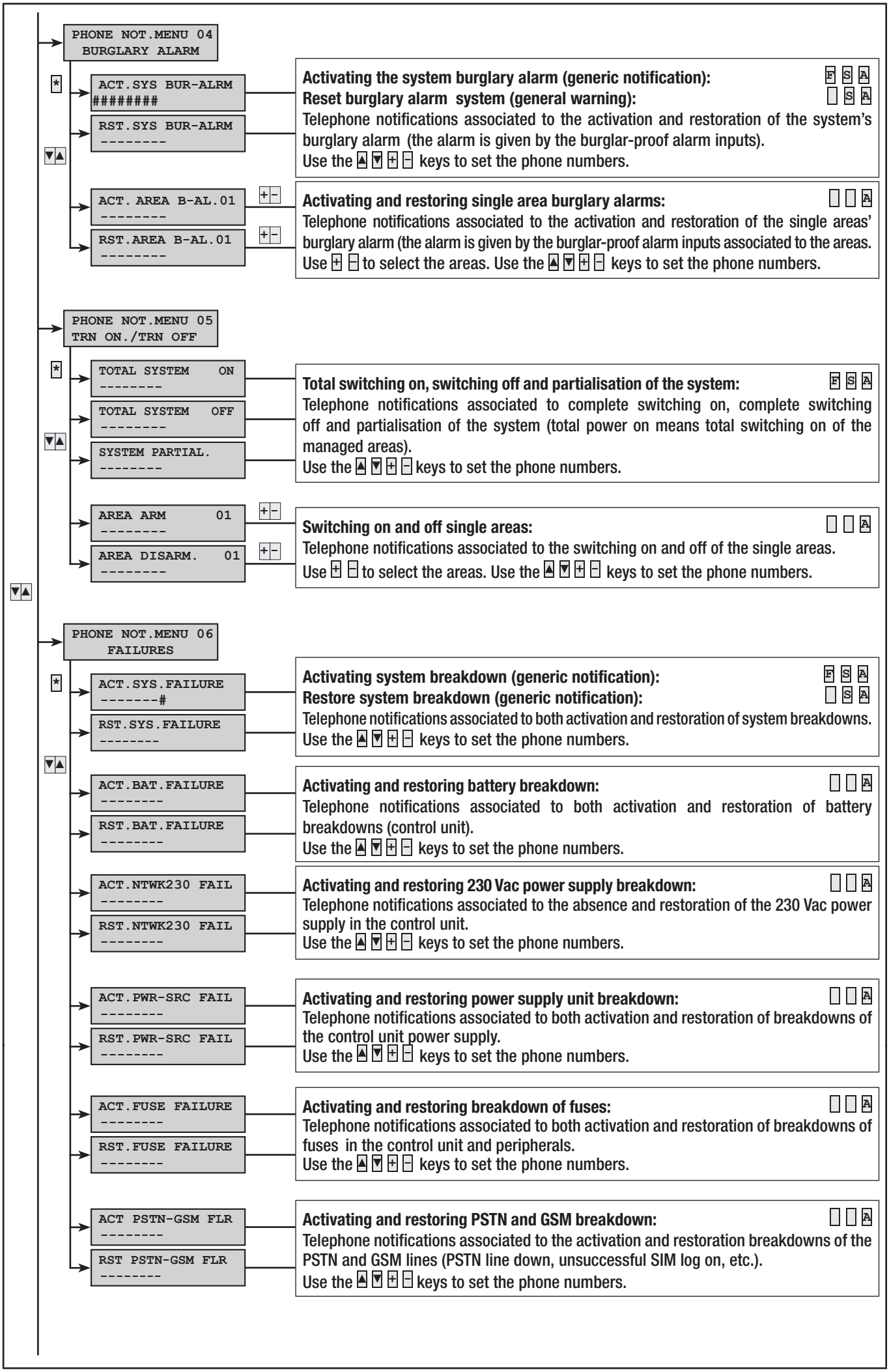
Activating and restoring sabotage alarm in single areas: A
Telephone notifications associated to both activation and restoration of the single area's sabotage alarm (the alarm is given by the inputs associated to the areas).
Use + − to select the areas. Use the ▲ ▼ + − keys to set the phone numbers.

Activating and restoring sabotage alarm for single inputs: A
Telephone notifications associated to the activation and restoration of the single inputs' sabotage alarm (24 hour tamper and inputs).
Use + − to select the inputs. Use the ▲ ▼ + − keys to set the phone numbers.

PHONE NOT MENU 02

Activating the system technical alarm (generic notification): F S A
Restore system technical alarm (generic notification): S A
Telephone notification associated to the activation and restoration of the system's technical alarm (the alarm is given by the technical inputs).
Use the ▲ ▼ + − keys to set the phone numbers.

Activating and restoring technical alarm in single areas: A
Telephone notifications associated to the activation and restoration of the single areas' technical alarm (the alarm is given by the technical inputs associated to the areas.
Use + − to select the areas. Use the ▲ ▼ + − keys to set the phone numbers.


PHONE NOT.MENU 04
BURGLARY ALARM
ACT.SYS BUR-ALRM
########
RST.SYS BUR-ALRM

ACT. AREA B-AL.01

RST.AREA B-AL.01

Activating the system burglary alarm (generic notification): F S A
Reset burglary alarm system (general warning): S A
Telephone notifications associated to the activation and restoration of the system's burglary alarm (the alarm is given by the burglar-proof alarm inputs).
Use the keys to set the phone numbers.
Activating and restoring single area burglary alarms: A
Telephone notifications associated to the activation and restoration of the single areas' burglary alarm (the alarm is given by the burglar-proof alarm inputs associated to the areas.
Use to select the areas. Use the keys to set the phone numbers.
PHONE NOT.MENU 05
TRN ON./TRN OFF
TOTAL SYSTEM ON

TOTAL SYSTEM OFF

SYSTEM PARTIAL.

AREA ARM 01

AREA DISARM. 01

Total switching on, switching off and partialisation of the system: F S A
Telephone notifications associated to complete switching on, complete switching off and partialisation of the system (total power on means total switching on of the managed areas).
Use the keys to set the phone numbers.
Switching on and off single areas: A
Telephone notifications associated to the switching on and off of the single areas.
Use to select the areas. Use the keys to set the phone numbers.
PHONE NOT.MENU 06
FAILURES
ACT.SYS.FAILURE
-------#
RST.SYS.FAILURE

ACT.BAT.FAILURE

RST.BAT.FAILURE

ACT.NTWK230 FAIL

RST.NTWK230 FAIL

ACT.PWR-SRC FAIL

RST.PWR-SRC FAIL

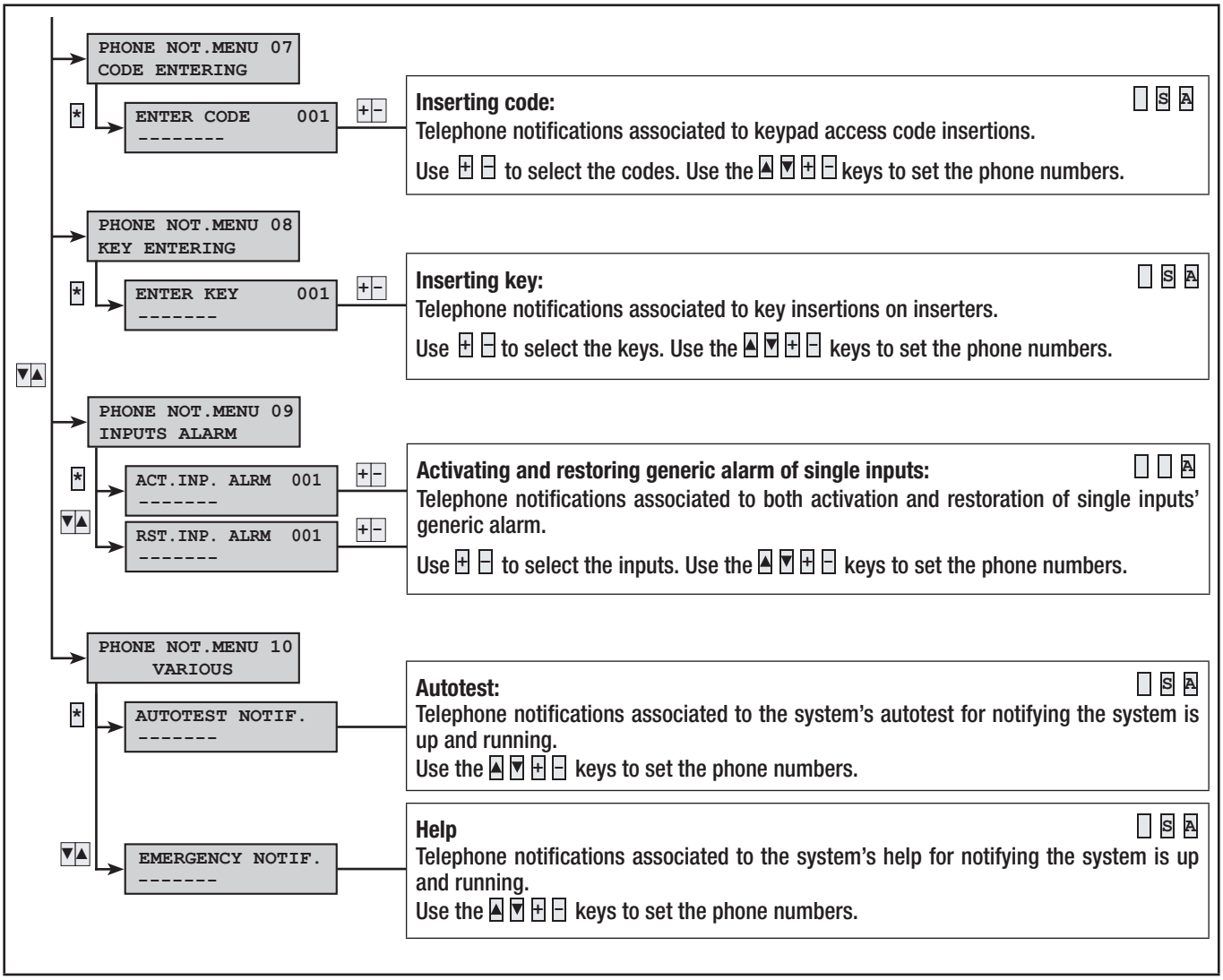
ACT.FUSE FAILURE

RST.FUSE FAILURE

ACT PSTN-GSM FLR

RST PSTN-GSM FLR

Activating system breakdown (generic notification): F S A
Restore system breakdown (generic notification): S A
Telephone notifications associated to both activation and restoration of system breakdowns.
Use the keys to set the phone numbers.
Activating and restoring battery breakdown: A
Telephone notifications associated to both activation and restoration of battery breakdowns (control unit).
Use the keys to set the phone numbers.
Activating and restoring 230 Vac power supply breakdown: A
Telephone notifications associated to the absence and restoration of the 230 Vac power supply in the control unit.
Use the keys to set the phone numbers.
Activating and restoring power supply unit breakdown: A
Telephone notifications associated to both activation and restoration of breakdowns of the control unit power supply.
Use the keys to set the phone numbers.
Activating and restoring breakdown of fuses: A
Telephone notifications associated to both activation and restoration of breakdowns of fuses in the control unit and peripherals.
Use the keys to set the phone numbers.
Activating and restoring PSTN and GSM breakdown: A
Telephone notifications associated to the activation and restoration breakdowns of the PSTN and GSM lines (PSTN line down, unsuccessful SIM log on, etc.).
Use the keys to set the phone numbers.


PHONE NOT.MENU 07
CODE ENTERING
ENTER CODE 001

Inserting code:
Telephone notifications associated to keypad access code insertions.
Use + - to select the codes. Use the ▲ ▼ + - keys to set the phone numbers.
S A
PHONE NOT.MENU 08
KEY ENTERING
ENTER KEY 001

Inserting key:
Telephone notifications associated to key insertions on inserters.
Use + - to select the keys. Use the ▲ ▼ + - keys to set the phone numbers.
S A
PHONE NOT.MENU 09
INPUTS ALARM
ACT.INP. ALRM 001

RST.INP. ALRM 001

Activating and restoring generic alarm of single inputs:
Telephone notifications associated to both activation and restoration of single inputs' generic alarm.
Use + - to select the inputs. Use the ▲ ▼ + - keys to set the phone numbers.
A
PHONE NOT.MENU 10
VARIOUS
AUTOTEST NOTIF.

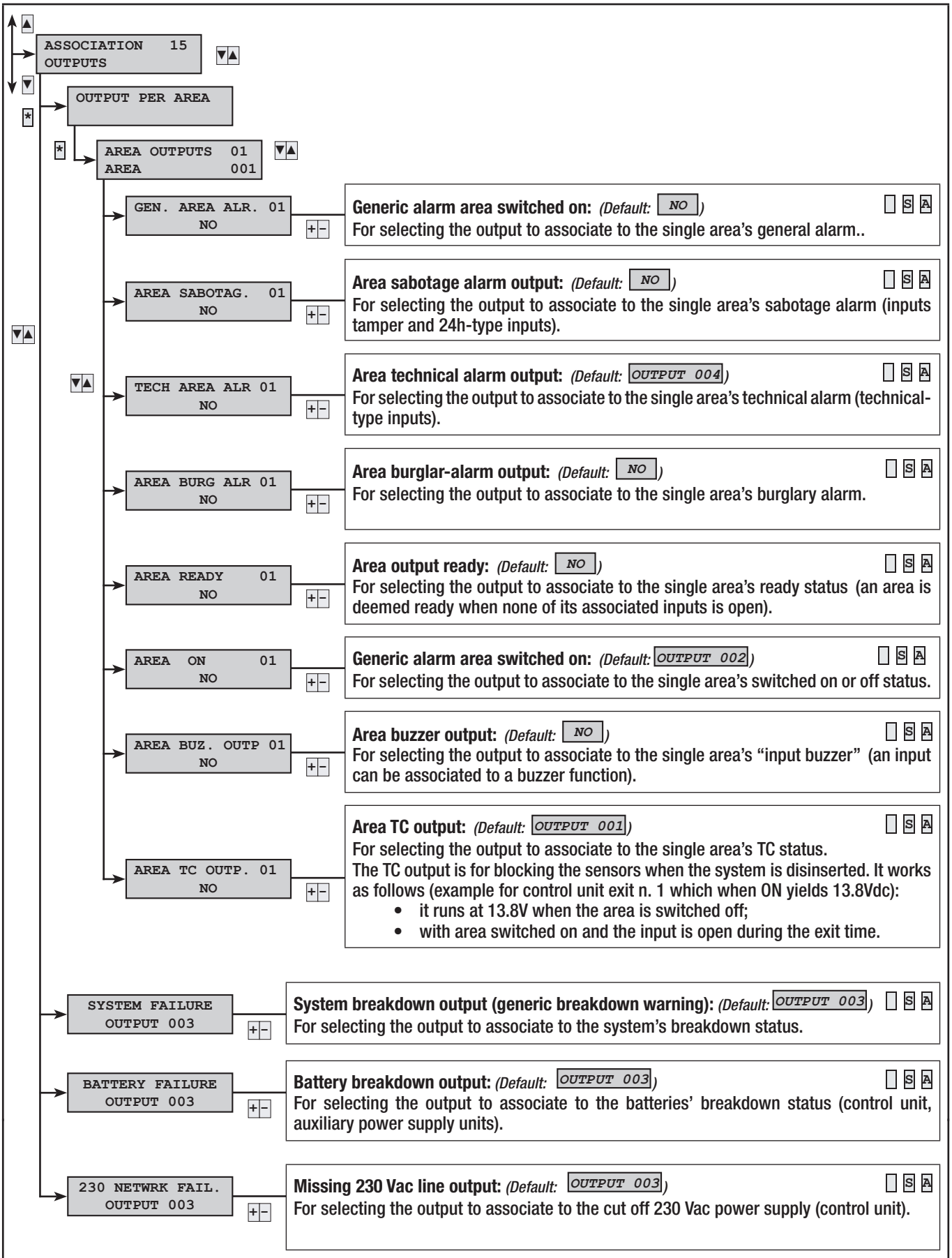
Autotest:
Telephone notifications associated to the system's autotest for notifying the system is up and running.
Use the ▲ ▼ + - keys to set the phone numbers.
S A
EMERGENCY NOTIF.

Help
Telephone notifications associated to the system's help for notifying the system is up and running.
Use the ▲ ▼ + - keys to set the phone numbers.
S A

2.11 Associating output

Associating the same output to several events or several areas (breakdowns, alarms, ...) means the function of the output.

Example: *the output will activate when at least one area is in alarm mode if the generic alarm status is associated to the same stable-type output.*



Generic alarm area switched on: *(Default:* NO *)* S A
For selecting the output to associate to the single area's general alarm..

Area sabotage alarm output: *(Default:* NO *)* S A
For selecting the output to associate to the single area's sabotage alarm (inputs tamper and 24h-type inputs).

Area technical alarm output: *(Default:* OUTPUT 004*)* S A
For selecting the output to associate to the single area's technical alarm (technical-type inputs).

Area burglar-alarm output: *(Default:* NO *)* S A
For selecting the output to associate to the single area's burglary alarm.

Area output ready: *(Default:* NO *)* S A
For selecting the output to associate to the single area's ready status (an area is deemed ready when none of its associated inputs is open).

Generic alarm area switched on: *(Default:* OUTPUT 002*)* S A
For selecting the output to associate to the single area's switched on or off status.

Area buzzer output: *(Default:* NO *)* S A
For selecting the output to associate to the single area's "input buzzer" (an input can be associated to a buzzer function).

Area TC output: *(Default:* OUTPUT 001*)* S A
For selecting the output to associate to the single area's TC status.
The TC output is for blocking the sensors when the system is disinserted. It works as follows (example for control unit exit n. 1 which when ON yields 13.8Vdc):

- it runs at 13.8V when the area is switched off;
- with area switched on and the input is open during the exit time.

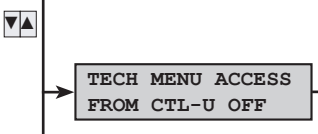
System breakdown output (generic breakdown warning): *(Default:* OUTPUT 003*)* S A
For selecting the output to associate to the system's breakdown status.

Battery breakdown output: *(Default:* OUTPUT 003*)* S A
For selecting the output to associate to the batteries' breakdown status (control unit, auxiliary power supply units).

Missing 230 Vac line output: *(Default:* OUTPUT 003*)* S A
For selecting the output to associate to the cut off 230 Vac power supply (control unit).

2.12 Codes

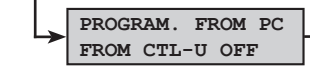
Edit technical code: F S A
For editing the technical code (default 222222).



Accessing the technical menu: *(Default:* `FROM CTRL-U OFF` *)* A

`FROM CTL-U OFF` Access to the technical menu is allowed only when the control unit is completely switched off (no area switched on).

`AFTER USER CODE` Access to the technical menu is allowed only when the control unit is completely switched off (no area switched on) and the after entering the User code.

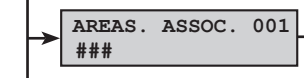


Enabling control unit programming from PC: *(Default: FROM CONTROL UNIT* `OFF` *)* A

`FROM CTL-U OFF` Programming the control unit from a PC is only allowed when the control unit is completely switched off (i.e. no areas are switched on).

`AFTER USER CODE` Programming the control unit from a PC is only allowed when the control unit is completely switched off (i.e. no areas are switched on) and the User code has been entered.

Clear code: *(Default:* `ENABLED` *)* F S A
If you want to use a code it must be activated.



Areas associated to the code *(Default:* `###` *)* S A
For assigning areas of competence to the User code.
Use the keys ▲ ▼ + − to set the areas to associate.

User code authorisation: *(Default:* `SWITCH ON + OFF` *)* S A

`SWITCH ON + OFF` The code is activated to switch on and off the areas assigned to it .

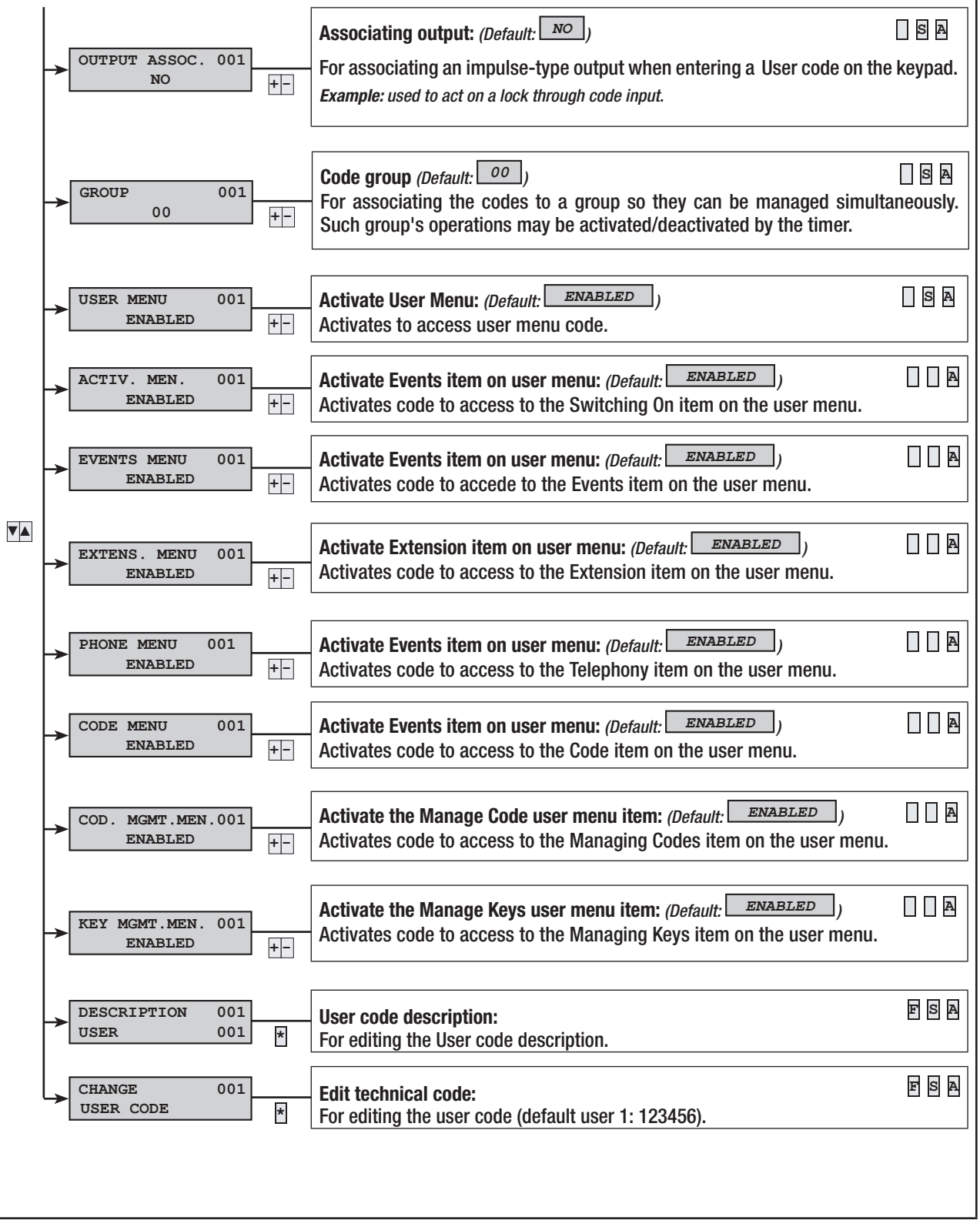
`ONLY TURN ON` The code is only authorised to switch on the areas assigned to it.

Example: *for assigning a switch on code to cleaning crew.*

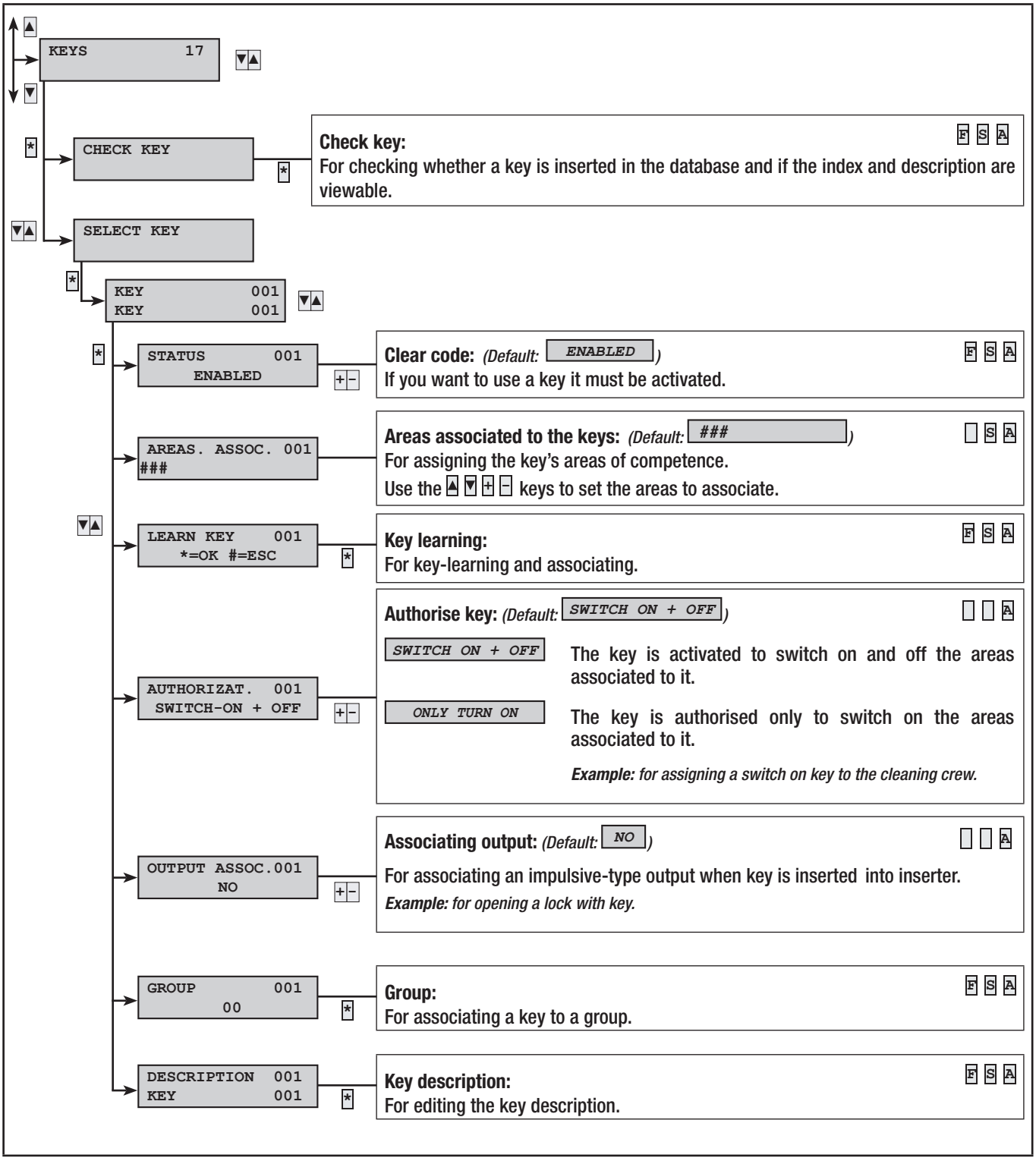
Activate for remote telecontrol: *(Default:* `ENABLED` *)* S A
Makes it possible for Users to remotely access the system to tele-manage it via SMSs or voice guide.

User code visibility: *(Default:* `PUBLIC` *)* S A
Setting a User code to public mode, allows other codes, that are activated to access the "manage other codes" in user menu, to edit/activate said code.

Example: *for systems in a small company, the owner's code is normally set to private so that it remains hidden from employee codes.*


OUTPUT ASSOC. 001
NO
+-
Associating output: (Default: NO)
For associating an impulse-type output when entering a User code on the keypad.
Example: used to act on a lock through code input.
S A
GROUP 001
00
+-
Code group (Default: 00)
For associating the codes to a group so they can be managed simultaneously. Such group's operations may be activated/deactivated by the timer.
S A
USER MENU 001
ENABLED
+-
Activate User Menu: (Default: ENABLED)
Activates to access user menu code.
S A
ACTIV. MEN. 001
ENABLED
+-
Activate Events item on user menu: (Default: ENABLED)
Activates code to access to the Switching On item on the user menu.
A
EVENTS MENU 001
ENABLED
+-
Activate Events item on user menu: (Default: ENABLED)
Activates code to accede to the Events item on the user menu.
A
▼▲
EXTENS. MENU 001
ENABLED
+-
Activate Extension item on user menu: (Default: ENABLED)
Activates code to access to the Extension item on the user menu.
A
PHONE MENU 001
ENABLED
+-
Activate Events item on user menu: (Default: ENABLED)
Activates code to access to the Telephony item on the user menu.
A
CODE MENU 001
ENABLED
+-
Activate Events item on user menu: (Default: ENABLED)
Activates code to access to the Code item on the user menu.
A
COD. MGMT.MEN.001
ENABLED
+-
Activate the Manage Code user menu item: (Default: ENABLED)
Activates code to access to the Managing Codes item on the user menu.
A
KEY MGMT.MEN. 001
ENABLED
+-
Activate the Manage Keys user menu item: (Default: ENABLED)
Activates code to access to the Managing Keys item on the user menu.
A
DESCRIPTION 001
USER 001
*
User code description:
For editing the User code description.
F S A
CHANGE 001
USER CODE
*
Edit technical code:
For editing the user code (default user 1: 123456).
F S A

2.13 Keys



Check key: F S A
For checking whether a key is inserted in the database and if the index and description are viewable.

Clear code: *(Default: ENABLED)* F S A
If you want to use a key it must be activated.

Areas associated to the keys: *(Default: ###)* S A
For assigning the key's areas of competence.
Use the ▲ ▼ + − keys to set the areas to associate.

Key learning: F S A
For key-learning and associating.

Authorise key: *(Default: SWITCH ON + OFF)* A

SWITCH ON + OFF — The key is activated to switch on and off the areas associated to it.

ONLY TURN ON — The key is authorised only to switch on the areas associated to it.

Example: *for assigning a switch on key to the cleaning crew.*

Associating output: *(Default: NO)* A
For associating an impulsive-type output when key is inserted into inserter.
Example: *for opening a lock with key.*

Group: F S A
For associating a key to a group.

Key description: F S A
For editing the key description.

2.14 Telephones

TELEPHONES 19

PHONE 01
PHONE 01

PHONE NUMBER 01
XXXXXXXXX

FORMAT 01
VOICE

ATTEMPTS 01
[0..10] RETRY. 02

COMMON MSG 01
MESSAGE 00

LIS.TO TELEPH.LINE 001
ENABLED

DESCRIPTION 001
TELEPHONE 01

Telephone number

F S A

Edit telephone number. Pressed the key *, with the keys ▲ ▼ + − you write the numbers and confirm with * and cancel with # keys. To deactivate the number just cancel it completely.

Besides the numbers you can also enter the letters C (PBX) and P (pause when dialling), which are respectively used for the following functions:

C In case of GSM calls, all numbers prior to C will not be dialled

P to insert a pause during the dialling

The C and P are respectively selected using the C and A keys.

To insert a telephone number first select the number to insert, press the key * and digit the numbers using the keys ▲ ▼ + −. Then finish with the * key.

Example: *PSTN line connected to a control unit with GSM calling function.*

```
0C 0456 789012
| | |_____|_ Telephone number
| |_____ Means the pbx is on line
|_____ Number to request the line from the pbx
```

Telephone communication format: *(Default:* see table at start *)*

VOICE	The telephone communications will be of the voice type.
SMS	The telephone communications will be of the SMS type.
CONTACT-ID	Telephone communications will be of digital CONTACT-ID type (only with PSTN line).

Example: *notification to security firms.*

F S A

Call attempts: *(Default:* 02 *)*

F S A

Used in VOCAL and CONTACT-ID communication formats. It defines the number of telephone call attempts to the number. To interrupt press either 0 or 5 on the telephones keypad.

Common message: *(Default:* MESSAGE 01 *)*

[ ] S A

A voice message can be associated to each telephone number, which is then sent with each voice call.

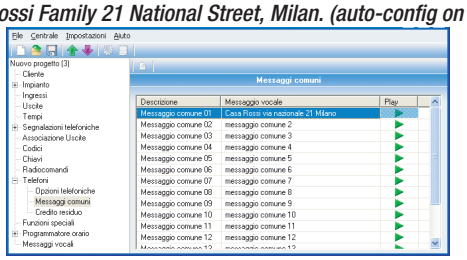
Example: we have 2 phone numbers where to send system status. For both, the home street number must be quickly given.

Telephone 1: Format VOICE *; standard Msg. :* MESSAGE 01

Telephone 2: Format VOICE *; standard Msg. :* MESSAGE 01

Telephone notifications: Act syst sbtg ##------ .

Common message: Rossi Family 21 National Street, Milan. (auto-config on PC software).



Listen to Telephone Line:

F S A

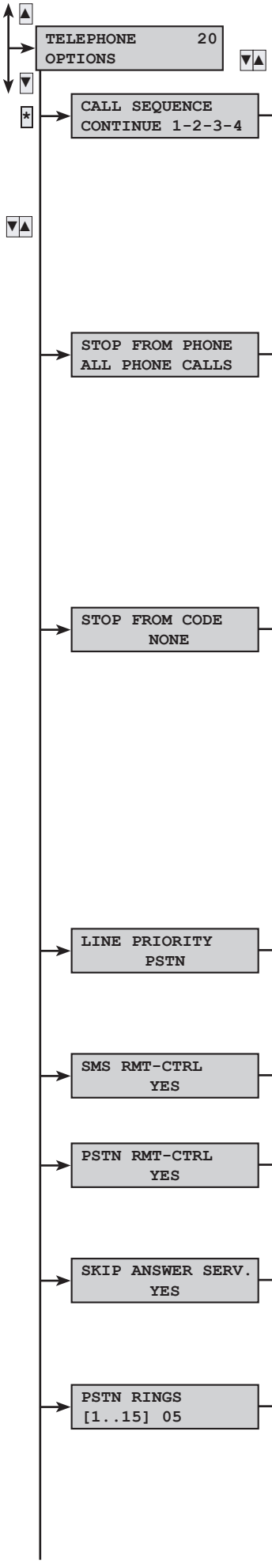
Activate/Deactivate Listen to Telephone Line

Tel. Description:

F S A

For editing the telephone description.

2.15 Telephone options



Call sequence: *(Default:* `1-2-3-4` *)* S A

For choosing if in the selection sequence of programmed telephone numbers, in case of communications that are NOT completed (e.g. the called telephone number is busy), another call should be immediately made to the same telephone number or if the communicator should continue selecting other numbers.

`CONTINUE 1-2-3-4` Call and move on to next number.

`RETRY 1-1-2-2` Call and try calling back for the number of times set up in the phone.

Stop telephone calls sequence: *(Default:* `ALL PHONE CALLS` *)* S A

`ALL PHONE CALLS` While listening to a voice call, Users can press key 5 on their telephones to automatically interrupt ALL of the subsequent telephone communications (SMSs, voice calls, CONTACT-IDs).

`OWN ONLY` While listening to a voice call, Users can press key 5 on their phones to automatically interrupt ONLY the repetitive call backs to their own phone numbers. ALL of the subsequent telephone communications are anyhow carried out (SMSs, voice messages, CONTACT-IDs).

Stop sequence of code / key insertion calls: S A

(Default: `NONE` *)*

`ALL PHONE CALLS` If an event (i.e. general, technical, sabotage alarm, etc.) sets off a cycle of telephone calls, it can be interrupted by entering either a code or key, on the keypad, associated to the areas of competence with area switching off properties.

`NONE` Events such as, general, technical or sabotage alarms and so on, trigger a cycle of phone calls, this CANNOT be interrupted once it has started by neither codes nor keys which are associated to areas of competence having area switch-off properties.

Priority telephone calls. *(Default:* `PSTN` *)* F S A

The priority allows to select the type of predefined network between the PSTN or GSM lines for voice calls. In case the combiner does not find the predefined network, all voice calls will be rerouted to the secondary network. SMS messages are always sent on the GSM line. Digital calls are carried out only on the PSTN line.

`PSTN` Voice calls via PSTN telephone line

`GSM` Voice calls via GSM.

Activate SMS telecontrol: *(Default:* `YES` *)* A

For activating SMS-based telecontrol.

Activate PSTN (voice guide) telecontrol: *(Default:* `YES` *)* A

For activating access to the voice-guide via PSTN line.

Skip answer service: *(Default:* `YES` *)* A

Activated if PSTN TELECONT is set to YES; for accessing the voice guide even when there is a programmed answering service to answer before the combiner.
If set to YES, you call the home number and hang up at the first ring; repeat the call in the next 60"

Rings from PSTN: *(Default:* `05` *)* A

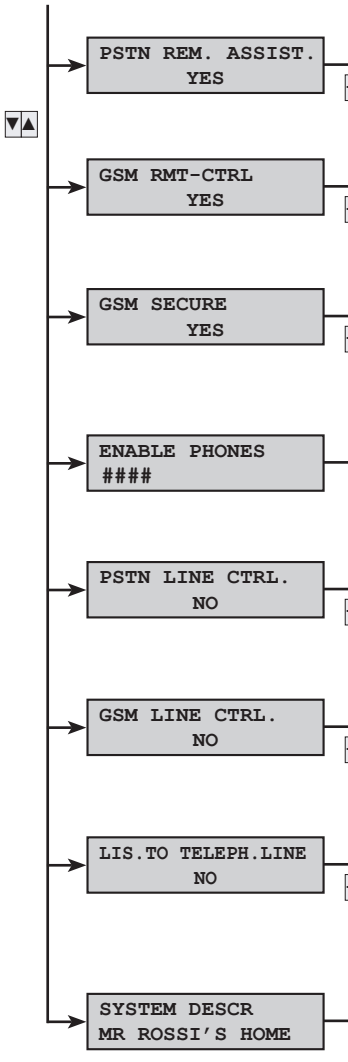
Activated if PSTN TELECONT is set to YES; for set the number of rings after which the combiner will respond.

***Example 1**: a house without answering machine and we want combiner answer after 6 rings.*

Telephone options: Telecontrol from PSTN `YES`*; Skip answer service* `NO`*; Rings from PSTN:* `06`*.*

***Example 2:** we have a home that has an answering machine that switches on after 5 rings.*

Telephone options: Telecontrol from PSTN `YES`**;** *Skip answer service* `YES`*.*



Activate PSTN telecontrol by the INSTALLER: A

(Default: YES *)*

For activating remote access to the programming via PC on the PSTN line.

Activate GSM telecontrol: *(Default:* YES *)* A

For activating access to the voice-guide via GSM line.

Secure GSM : *(Default:* YES *)*

By activating the GSM telecontrol you can create a filter which checks any incoming telephone numbers with those in your contacts list. Or you can activate access to all the telephones (the password will in any case be required, regardless of whether the secure GSM is cleared or not).

Telephones activated for secure GSM : *(Default:* #### *)*

By activating GSM and secure GSM telecontrol you can select the telephone numbers to which the combiner will respond.

Activate control of PSTN line: *(Default:* NO *)* A

If activated it checks control of the PSTN line, if the line is down a breakdown notifications issued.

Activate control of GSM line: *(Default:* NO *)* A

If activated it checks control of the GSM telephone line (field, SIM registration), and if incorrect, a breakdown notification is issued.

Listen to telephone line: *(Default:* NO *)* A

If activated before making a PSTN telephone call, it waits for the free dial tone. To be activated only when necessary.

System description: A

The system description is the text to send along with the SMS communications.

Example: *the following message appears if an alarm is triggered and an sms sent:*

MR ROSSI'S HOME SYSTEM ALARM …

When system is engaged, activating a delay-type input will initiate input time (max 45 sec as compliant to Standard EN50131). If an alarm is activated during input time, sirens will sound and telephone calls will be blocked, and will be sent after 30 sec or when input time has expired.

2.16 Special functions

SPECIAL 21 FUNCTIONS

KEYPADS DISPLAY AREAS STATUS

Display keypads: *(Default:* AREAS STATUS *)* F S A

The keypads are made up of two 16-character lines. The date appears in the first, and in the second you can choose to view among the following information:

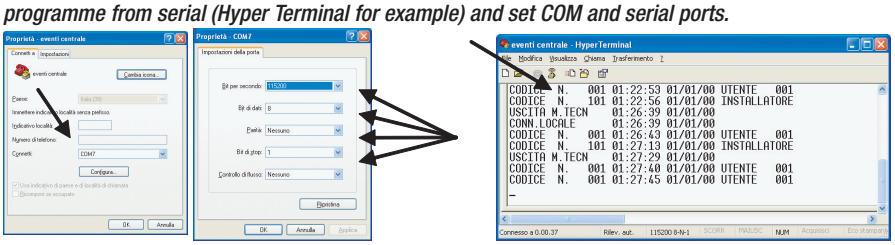
KEYPAD NAME	Keypad name.
AREAS STATUS	Switched on status of the single areas..
SYSTEM STATUS	System switched on status: OFF, COMPLETELY ON, PARTIALISED.
KEY IN CODE	ENTER CODE fixed message.

PRINTER OUTPUT ARMED

Printer output activated: *(Default:* ARMED *)* A

For activating the printer output for the continuous print outs of events on the RS-232.
The serial setting is: Bits per second 9600; Data bits 8; Parity N; Bit stop 1.

Example: *connecting the PC and control unit with a rs-232 cable (male-female). Open a reception programme from serial (Hyper Terminal for example) and set COM and serial ports.*



POWER ON CTR-U PREVIOUS STATUS

Control unit switched on status after powering up the system (restarting it): A

(Default: PREVIOUS ARMING *)*

TOTAL ARMING	All of the areas switch on.
TOTAL DISARMING	All of the areas switch off.
PREVIOUS STATUS	The switching on status of the areas returns to that before the power off was given.

QUICK TURN ON DISARMED

Quick switch on: *(Default:* DISARMED *)* A

If activated it lets you start scenarios from the keypads without having to enter a code.

Warning ! *When activated, prevents exclusion of open inputs during the start up phase.*

SEE AREAS STATUS [0..30] SEC 000

Screening the status of the control unit from keypads and inserters: A

(Default: 00 *)*

If switching on / off state of the areas is set to greater than 0, it is (hidden) after a preset amount of time.

KYPD BUZZ OUTPUT -----

Buzzer on keypad output: *(Default:* ---- *)* A

If you activate the inputs to have buzzer properties, you can select the keypads that have to sound during the buzzer time. ***Example:*** *shop entrance doorbell.*

PRE ENTER TEST DISARMED

Pre-insertion Test:*(Default:* DISARMED *)* F S A

PRE-INSERTION TEST ACTIVATED: the system can be forced activated when the system is activated and one of the following anomalies is present. The breakdown led blinks and the anomaly is stored in the event log. If this operation is performed by inserter, the same shall emit a beep and cancel the insertion.

Breakdown messages:

- BUS TAMPER: if one of the elements connected to the bus RS485 fails to communicate;
- BOX TAMPER: if a control unit or inserter tamper is in alarm mode;
-ANOMALY/BREAKDOWN: if one of the inputs defined as BREAKDOWN is open;
- INPUT TAMPER: if an input is in tamper mode;
- NO PSTN LINE: if line was activated but missing;
- NO GSM LINE: if line was activated but not registered;
- NO NETWORK: no network power available;
- BATTERY BREAKDOWN: if the control unit battery is down;
- FUSE BREAKDOWN: if fuses are out of order.

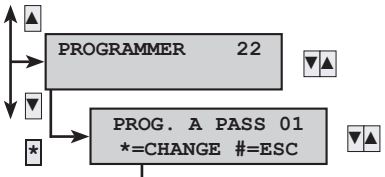
DESCRIPTION +-

Description of assistance and company: *(Default:* NO *)* F S A
Here you can enter the name of the installing firm that will appear on the user menu below the INFO item.

2.17 Programmer

The control unit features a simple weekly scheduler. Each programme features 20 steps. For each step it is possible to set the starting HOUR and ACTION to carry out. Each programmed step will be automatically carried out by the control unit ONLY WHEN IT COINCIDES WITH THE SET TIME (HOURS AND MINUTES). If for any reason a step programmed for a specific time is not carried out, this step will no longer be carried out within the same day.
There is no need to follow an increasing time sequence when setting the steps.

IMPORTANT: it is vital to pay careful attention in choosing the action to be automatically carried out by the steps because, if wrongly programmed, they can generate unwanted results in the control unit.



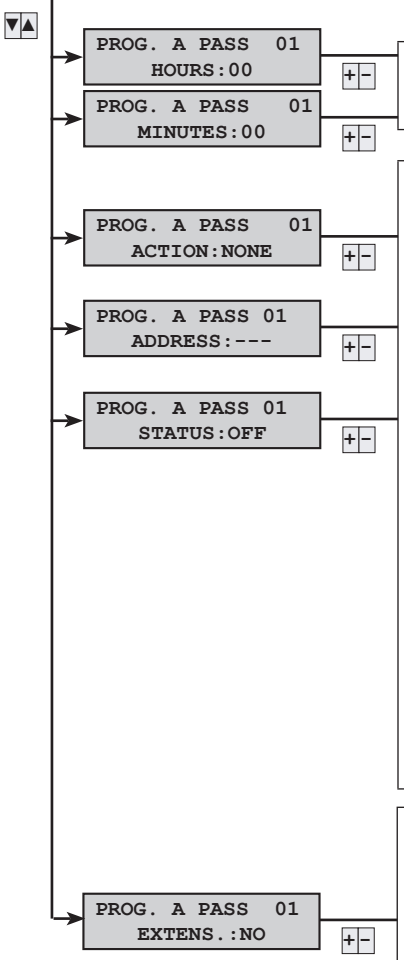
Programme step: *(Default:* DEACTIVATED *)* A
To activate/edit a programme step press * and set the action.
To disable a programme step press * and set the action to NONE.

HH:MM A,III,S,P

The programme step is activated with the following programming:
HH:mm: hour and minutes;
A: action;
III: address;
S: status;
P: extension;
To see the meaning of the values, see the table below.
Example: *if programme step activates output 3 at 08:30 the following is displayed:*

08:30 2,003,1,0

Hour: 08; Minutes: 30; Action: 2; Address: 3; Status: ON; Extension: NO.



Hour and minutes: *(Default:* 00:00 *)* A
For setting the hour and minute of the programme step action.

Action, address and status: *(Default:* NONE *)* A
Depending on how the action is set, the address and status change meaning:

ACTION	ADDRESS	STATUS
0 = NONE	--	--
1 = CONT. UNIT	--	0 = OFF =Turning off the system 1 = ON = full switch on
2 = OUTPUT	Output index	0 = OFF = output off 1 = ON = output on
3 = AREA	Area index	0 = OFF = Switching off 1 = ON = First start up
4= B.CODES	Code group	0 = OFF = unlock codes 1 = ON = lock codes

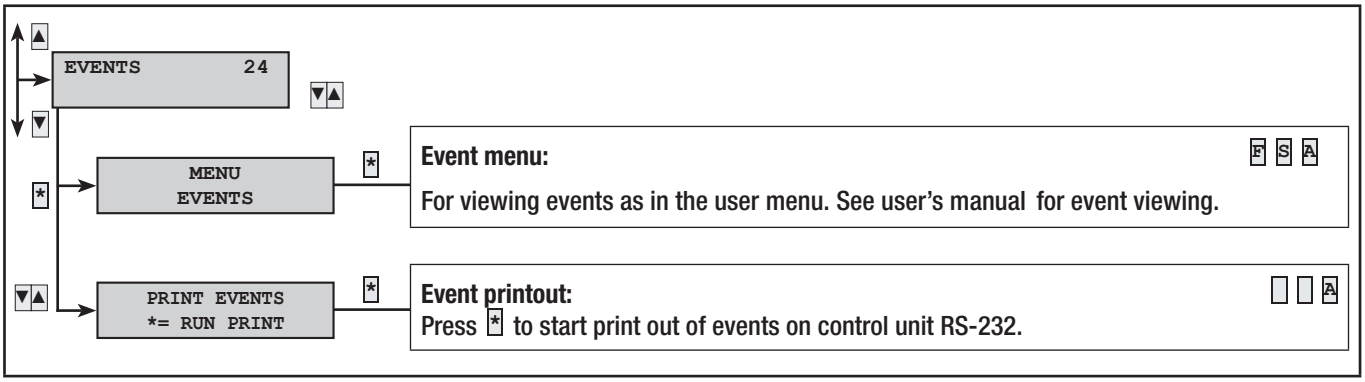
Example: *set the following to activate output 3 at 08:30:*
Action: 2; Address: 3; Status: ON; Extension: NO; Time: 08; Minutes: 30.

Extension: *(Default:* NO *)* A
By activating the extension of a programme step you can postpone the action from the user menu.

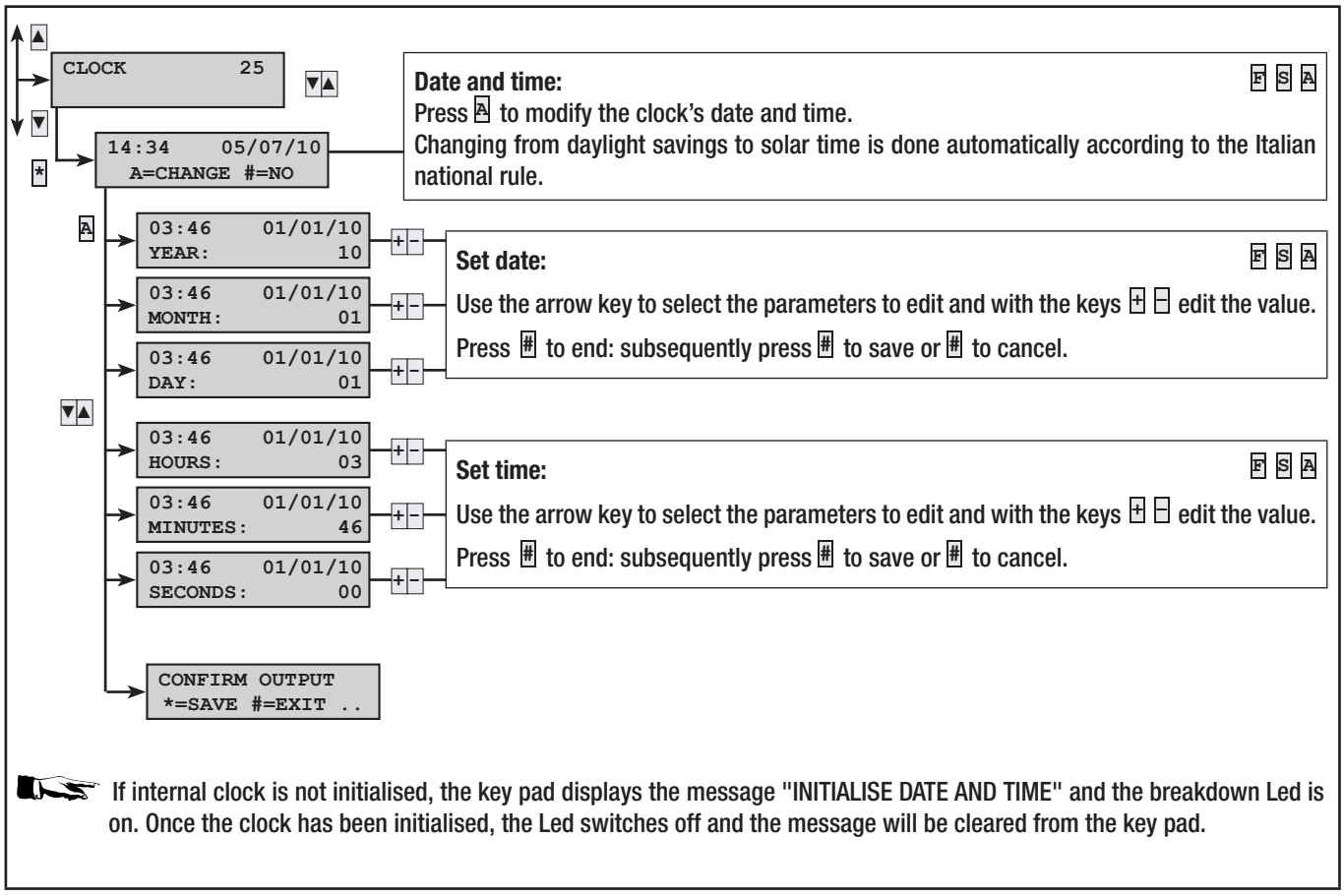
Example: *if you wish to delay system switch on until 19:30h set the following: Action: 1; Address: non influential; Status: 1; Extension: YES; Time: 19; Minutes: 30.*

Exit time will be activated if a scheduler inserts into the system. An alarm will be generated independent of the Force Area parameter if outputs are open at the end of the exit time.

2.18 Events

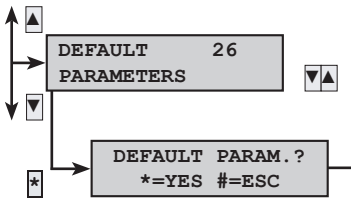


2.19 Clock



If internal clock is not initialised, the key pad displays the message "INITIALISE DATE AND TIME" and the breakdown Led is on. Once the clock has been initialised, the Led switches off and the message will be cleared from the key pad.

2.20 Default parameters

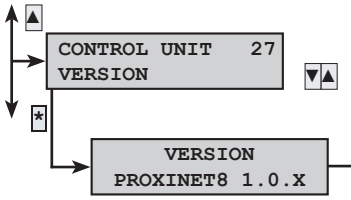


Default parameters: F S A

Press * to execute the default parameters.

The default parameters do not erase the codes and keys you purchased.

2.21 Control unit version



Control unit version: F S A

To know the model and version of the control unit in use

3 Events messaging

The events are composed by:

- TIME and DATE
- EVENT DESCRIPTION (activation / restoring)
- EVENT INDEX
- EVENT DESCRIPTION (part 2)

ACTIVATION	RESTORE	DESCRIPTION 2	CAUSE	Telephone notifications group									
				Alarm	Sabotage	Technical	Burglary	Switching on	Out of order	Code	Key	Input	Various
SWITCHING ON		TOTAL Areas switched-on:	We have a switching on event when there are only switching on actions (total or partial). If switching on all of the areas managed by the control unit, the second description will read TOTAL, whereas partial switching on will indicated the switched on areas (example ##--#).					X					
PARTIALIS.		Areas switched-on:	The partialisation even takes place when we have non-total area switching off actions (partial switching off). The second description will show the switched on or of status of the remaining areas (example ##--#).					X					
SWITCHING OFF			The switching off event takes place when the system is totally switched off.					X					
ALA. TAMPER xx	RES. TAMPER xx	CONT. UNIT PWR.DESCR.	Control unit or auxiliary power supply unit opening or ripping tampering detected Check tamper integrity.		X								
ALA.INP.TAMP. xxx	RES.INP.TAMP. xxx	INPUT DESCR.	Input xxx has been tampered with (either cut or short-circuited depending on its balancing), check continuity along the input's electrical line. If it has restored (by itself) anyhow check the input's electric line because there may some faulty connections.		X								
AREA ALARM xx	RES. AREA ALARM xx	AREA DESCR.	When an input is in alarm state the associated areas will be too.	X									
INP. ALARM.xxx	RESTORE INPUT xxx	INPUT DESCR.	Input xxx is in alarm (in unbalanced state).									X	
BATTERY TX xxx		INPUT DESCR.	Radio input xxx battery is run down. Replace asap.						X				

ERR.COM.KEYPAD xx		KEYPAD DESCR.	The xx keypad is no longer communicating with the control unit (read warning led on keypad is flashing). Check activation of keypad, bus cable and address.		X								
ERR.MOD.IN xx		MODULE DESCR.	The inputs expansion module on bus xx no longer communicates with the control unit (the red led communication light is not flashing). Check activation of module, bus cable and dip switch address.		X								
ERR.MOD.OUT xx		MODULE DESCR.	The outputs expansion module on bus xx no longer communicates with the control unit (the red led communication light is not flashing). Check activation of module, bus cable and dip switch address.		X								
ERR.MOD.RX xx		MODULE DESCR.	The radio receiver module on bus xx no longer communicates with the control unit (the red led communication light is not flashing). Check activation of module, bus cable and dip switch address.		X								
JAM.MOD.RX xx		MODULE DESCR.	The radio receiver module on bus xx has detected a radio transmission that could shut out any radio transmitters (JAMMING function activated in control unit).		X								
SUPERVIS.TX xxx		INPUT DESCR.	Radio input xxx has transmitted a person-detected communication.										
TAMP.MOD.IN xx		MODULE DESCR.	The tamper of the inputs expansion module on the bus xx has been tampered with. Check module tamper.		X								
TAMP.MOD.OUT xx		MODULE DESCR.	The tamper of the exits expansion module on the bus xx has been tampered with. Check module tamper.		X								
TAMP.MOD.RX xx		MODULE DESCR.	The tamper of the radio receiver of bus xx has been tampered with. Check module tamper.		X								
TAMP.TASTIERA xx		KEYPAD DESCR.	The xx keypad's opening tamper has been tampered with. Check keypad tamper.		X								
OUTPUT M.TECN			Exiting the technical menu is logged in the events log.										
BATT. BREAK. xx	RES.BATTERY xx	CONT. UNIT PWR.DESCR.	Main battery breakdown.						X				
LOCAL CONN.			The communication between control unit and PC (uploading - downloading programming and events) is logged in the events log.										
xx NETWORK BREAK.	NETWORK BACK xx	CONT. UNIT PWR.DESCR.	No 230 Vac power supply breakdown.						X				
AUTO TEST			The autotest is normally used to check whether the control unit is up and running via a telephone notification.										X
CODE N. xxx		CODE DESCR.	Entering a code (user or technician's) is logged in the events log.							X			
KEY N. xxx		KEY DESCR.	The action of approaching keys to inserters is logged in the events log.								X		
SYS.BREAKDOWN	R.SYS.BREAKDOWN		Generic system breakdown notification. The breakdown can be caused by the batteries, the 230 network, the power supply unit, or fuses).						X				
SYS.TEC.ALA.	RES.TEC.ALA.1		Generic technical alarm event. It is generated with an area technical alarm (if it is not associated to an area's technical input, the system technical alarm is not generated).			X							
GEN.SYS.ALA.	RES.GEN.ALA.1		The generic general alarm event is generated with either an area alarm or a system tamper alarm.	X	X								
PWR BRK.DN. xx		CONT. UNIT PWR.DESCR.	Control unit power supply – fuses breakdown notification.						X				
POWER-ON			The event is logged when the control unit is powered up for the first time or it is reset (the re-start button is pressed on the control unit's board).										

24H.SYS.ALA.	"RES.24H.SYS."		Generic notification of tamper alarm (sabotage).		X								
ALARM 24H xx	RES..24H.ALA.xx	AREA DESCR.	When an input is in tamper state also the associated areas go into sabotage alarm mode. All tamper-type events which are not associated to any inputs, automatically trigger a tamper alarm of area 1.		X								
REMOTE CONTROL xx		REMOTE CONTROL DESCR.	Each time you act on the system's remote control, this is logged in the events log.										
REMOTE N.xxx CODE		CODE DESCR.	Entering a code (e.g. user) from remote (either voice guide or sms) is logged in the events log.							X			
TEC.ALLARM xx	RES.TEC.ALA. xx	AREA DESCR.	When an input goes into alarm mode also the associated areas go into technical alarm mode.			X							
BURGLARY ALA. xx	RES.BURG.ALA.xx	AREA DESCR.	When an input goes into alarm mode also the associated areas go into burglary alarm mode.				X						
ACTIV.CODE xxx		CODE DESCR.	Code xxx has been activated from the user menu. The chronologically previous event CODE N. xxx shows who has edited it.										
DEACTIV.CODE xxx		CODE DESCR.	Code xxx has been activated from the user menu. The chronologically previous event CODE N. xxx shows who has edited it.										
WRONG CODE		KEYPAD DESCR.	21 wrong codes have been inserted from keypads. The description is the one of the last keypad to have an insertion attempt.		X								
INCORRECT KEY		INSERT. DESC.	21 invalid keys have approached inserters. The description is the one of the last inserter to have an insertion attempt.		X								
ERR.INS.COM.xxx			When an inserter fails to communicate with the control unit.		X								
INS.FORCE.COD.xxx			When the user forces switch on of the control unit during a system breakdown or anomaly.										
EXCL.INP.TIME.XXX	RES.EXCL.INP.XXX		When an input xxx is momentarily excluded.										
SET DATE/TIME			When the clock is initialised from key pad or PC										
TEL.CALL.OK XXX			When the User received a call from the control unit, press key 5 on the phone to receive notification of the message or KISS-OFF package received.										
OUTPUT ON XXX			Output activation										
OUTPUT OFF XXX			Output activation.										
PSTN BREAKDOWN	PSTN BREAKDOWN RES.		When the line has been activated from the "Telephone Options" menu and is in breakdown status.										
GSM BREAKDOWN	GSM BREAKDOWN RES.		When the GSM function has been activated from the "Telephone Options" menu and is in breakdown status.										
WRONG CODE			When an incorrect password has been inserted 5 times.										
WRONG KEY			When an incorrect key has been attempted 5 times.										

4 Reference laws

Below are the standards to bring the system up to code with standard EN 50131:
- The inserter buzzer notifications cannot be deactivated (EN50131-1 8.3.8.2);
- The "24H" and "Technological" inputs must not be used;
- The inputs configured as "Switch on" are compliant only if controlled from devices whose number of combinations exceeds 10000;
- If the system incorporates devices that report breakdowns, these must be connected to the breakdown input;
- The telephone combiner must be active;
- The system must contain an self-powered external siren to signal any intrusion alarms;
- The number of alarms for input auto-exclude must be set between 3 and 10;
- Power supply failure notification time must be set at one minute (1 min);
- Do not activate quick switching on;
- The "Stop Communication" option must not be activated when control unit is switched off;
- Input time 1 and 2 must be set to a maximum of 45 sec. (EN50131-1 8.3.8.2);
- The battery test time must be set above 5 minutes;
- Activate SEE SYSTEM STATUS setting at ≤ than xx seconds;
- Deactivate the function 'QUICK SWITCHING ON'.

5 Declaration

CE

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Declares under its own responsibility that the following products for security alarm units:

PROXINET8

… comply with essential requisites and dispositions, given by the following Directives and applicable Regulations listed below.

--- DIRECTIVES---

2006/95/CE	*Low Voltage Directive*
2004/108/CE	*Electromagnetic Compatibility Directive*
1999/05/EC	*Directive on radio equipment and Telecommunications Terminal Equipment and Mutual Acknowledgement of their Compliance to Standards.*
EN 50130-4 + A1 + A2	*Alarm systems.* *Part 4: Electromagnetic compatibility.*
EN 60950-1	*Information - Security technology equipment.* *Part 1: General requirements.*
EN 61000-6-3	*Electromagnetic compatibility (EMC).* *Part 6-3: General standards - Emission standard for residential, commercial and light industry zones.*
ETSI ES 203 021-1	*Terminal Equipment (Te); Attachment Requirements For Pan-European Approval For Connection To The Analogue Public Switched Telephone Networks (Pstns) Of Te (Excluding Te Supporting The Voice Telephony Service) In Which Network Addressing, If Provided, Is By Means Of Dual Tone Multi Frequency (Dtmf) Signalling.*
EN 300 220-3	*Electromagnetic Compatibility And Radio Spectrum Matters (Erm); Short Range Devices (Srd); Radio Equipment To Be Used In The 25 Mhz To 1 000 Mhz Frequency Range With Power Levels Ranging Up To 500 Mw;* *Part 3: Harmonized En Covering Essential Requirements Under Article 3.2 Of The R&Tte Directive.*
EN 301 489-3	*Electromagnetic Compatibility And Radio Spectrum Matters (Erm); Electromagnetic Compatibility (Emc) Standard For Radio Equipment And Services;* *Part 3: Specific Conditions For Short-Range Devices (Srd) Operating On Frequencies Between 9 Khz And 40 Ghz.*
EN 50130-5	*Alarm Systems* *Part 5: Environmental Test Methods.*
EN 50131-1	*Alarms systems - intrusion and burglary alarm systems.* *General Requirements.*
EN 50131-6	*Alarms systems - intrusion and burglary alarm systems.* *Part 6: Power suppliers.*
	Complies with the product standard CEI 79-2 Second Level.