

IDS 805

IDS 805^S

Installer Training

805 Stock Code: 860-1-B08-MN

805S Stock Code: 860-1-0808M

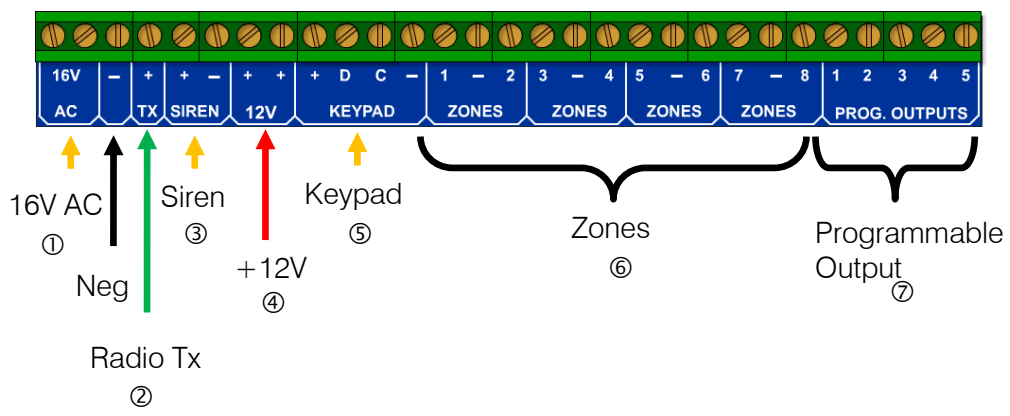
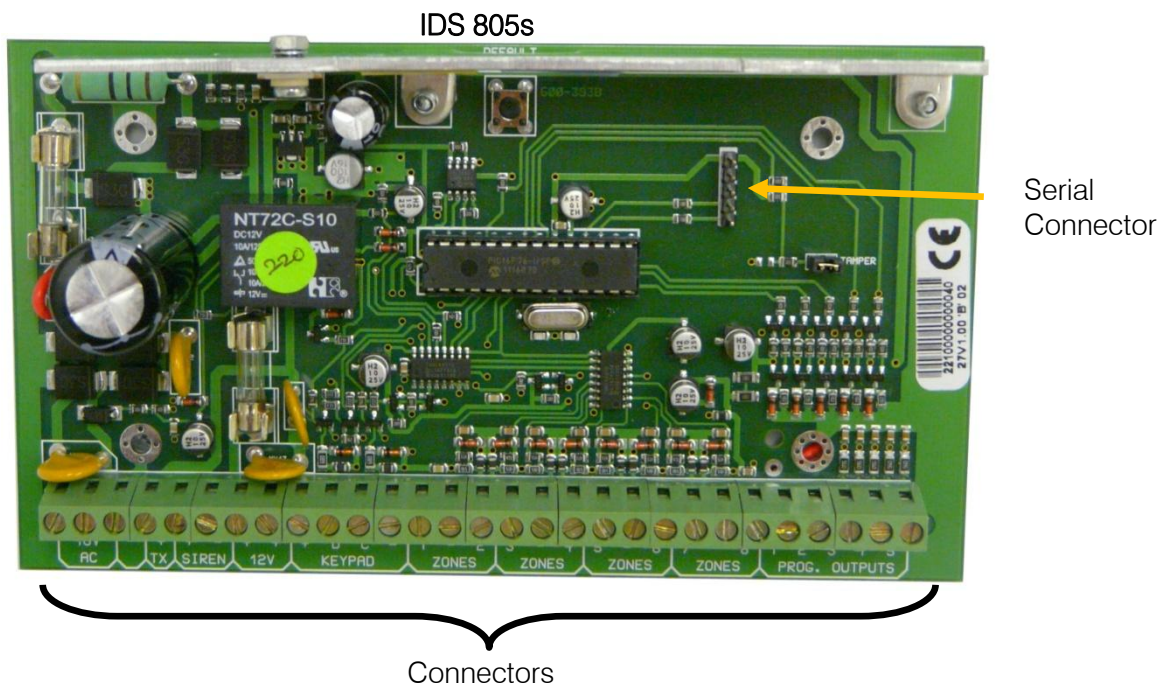
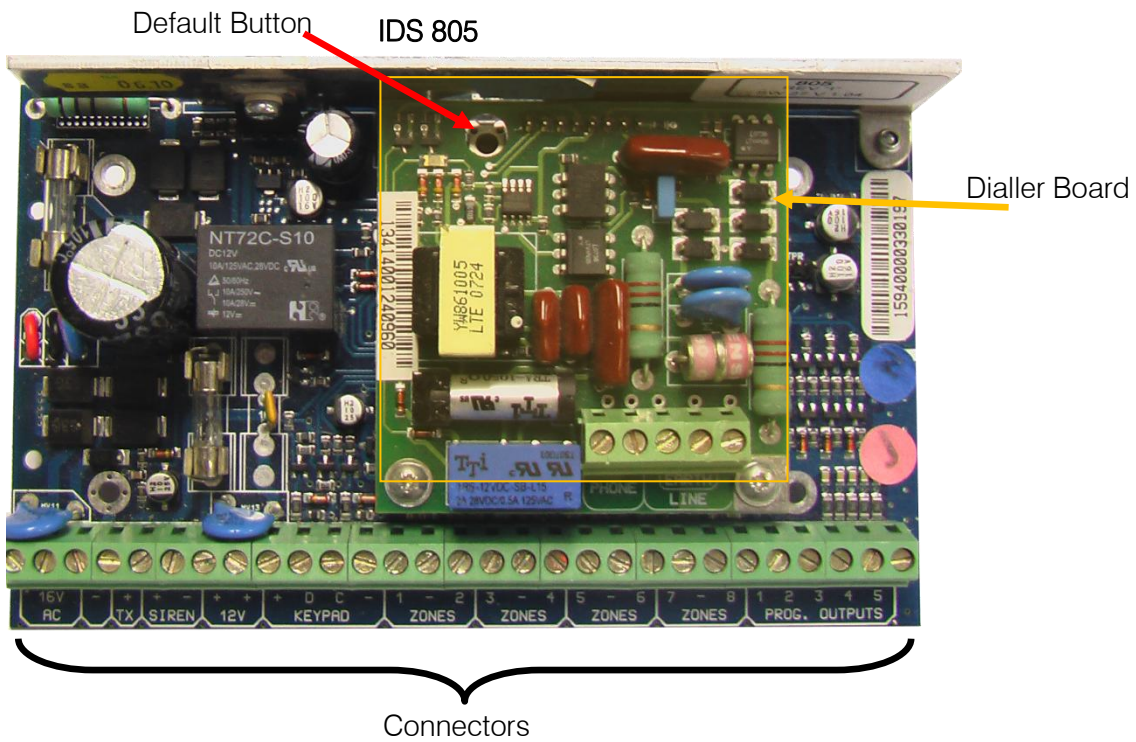
Contents

Features	3
Hardware	4
Serial Output (805S Only)	8
Dialler Progress Mode (805 Only)	9
Programming	10
Programming and locations	10
Installer Mode	10
Location	11
Trouble Conditions.	25
User Operation	26
Understanding the Keypad Indicators	26
Feedback Indicators	26
Keys	27
Away Arming	28
Stay Arming	28
Stay & Go	28
Bypassing Zones	28
Chime Zones	28
Stay Zones	29
Buzz Zones	29
Master User Functions	29
Adding General User Codes	29
Adding a Maid's Code	30
Adding a Duress Code	30
Glossary of terms	31
IDS Analogue Receiver Training	32
Features	32
Specifications	32
Connections	33
To default Receiver	34
Teach a Remote Transmitter to a user code	34
Delete a Remote Transmitter	35
Button Properties	35
Arm Protect	35
Relay Pulse or Toggle	36
Relay Pulse Time	36
Relay Retrigger Protection	37
Relay Safe and Secure Mode	37
Stand-alone Mode	37
Learning remotes	37
Deleting remotes	37
Learning a Panic Remote	38

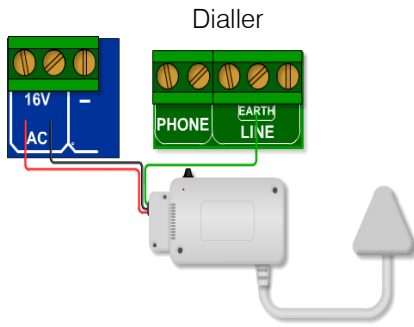
Features

- Four wire keypad operation - up to a maximum of 2 keypads.
- Eight, fully programmable, end-of-line (3K3) supervised zones, and 1 dedicated panic zone per keypad which is not end-of-line supervised.
- Telephone line (805 ONLY) and siren monitoring.
- Optional tamper and box tamper reporting per zone using double end-of-line resistors (12K and 4K7).
- Fully programmable digital telephone communicator which supports most industry standard formats. (805 ONLY)
- Five programmable trigger outputs.
- Non-volatile EEPROM memory retains all program and event log data in the event of a total power failure.
- Programmable loop response time for all zones (global).
- Up and downloadable using IDS windows based software.
- Excellent protection against lightning (provided by specialised zap tracking and transient suppressors).
- Auto-arm - panel can be programmed to arm daily at a predetermined time
- Event log (200 events) date and time stamped.
- Fax defeat allows download access to the panel with other devices connected to the phone line. (805 ONLY)
- Dual reporting provides for duplicated reporting to two independent central base stations. (805 ONLY)
- Programmable silent or audible panic.
- Serial output for communicating to reporting devices (805s ONLY)

Hardware

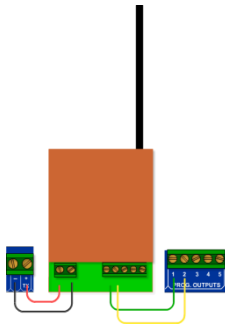


AC



A transformer of no less than 30VA should be used to supply 16V AC to the IDS805 alarm panel.

Radio Tx



Power supply to any radio transmitter

While it may seem unnecessary to some, in order to carry the full transmit current without any significant volt drop in the cable length between the battery and the radio, it is necessary to use mains cable that is rated no less than 5 amps.

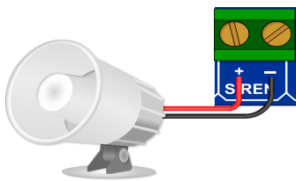
(While a few volts dropped from 220VAC may not be significant, a two volt drop from 12Vdc is a very significant percentage – this is why a thicker cable is needed.)

Measure the voltage at the radio (NOT across the supply), when the radio is transmitting, the supply voltage should not drop by more than a volt. A drop approaching two volts would indicate that either the cable is not satisfactory or the supply cannot deliver enough current.

NOTE:

If you are connecting your radio directly to the battery, the dynamic battery test may fail.

Siren

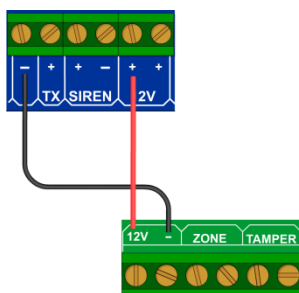


The siren connects directly to the siren output on the board with the positive of the siren to the + terminal, and the negative to the - terminal.

Auxiliary 12V

NOTE:

805



The IDS805 Alarm Panel can supply 750mA of power to all peripherals, including keypads and receivers. To check that the power consumption is not exceeded: add all the device's current consumptions, except the radio transmitter, that are connected together and then subtract the total from 750mA. The result is the amount of current available for peripheral devices, such as passive infrared devices, beams, etc.

Note: If 750mA is exceeded this will take current away from the battery charging circuit and the battery may never fully charge

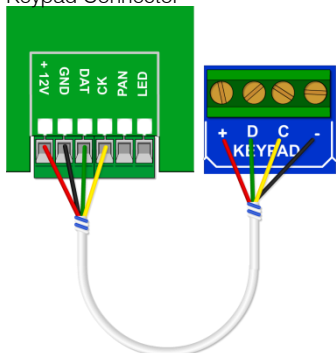
PIR

Device	Power Consumption
LED Keypad	90mA
Receiver	115mA

NOTE: On all installations a battery cut out board should be used. This will cut the battery at 10.5V protecting the battery and the system. When AC is restored the battery cut out will reset allowing the battery to be charged.

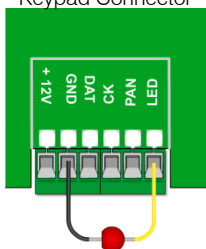
Keypad

Keypad Connector



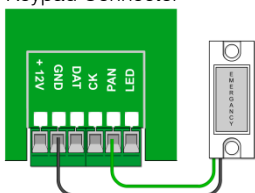
Make sure that when connecting the keypad bus that Data on the keypad is connected to D on the 805 and the same with CK, that it is connected to C.

Keypad Connector



The keypad has a 3V LED output which mimics the armed LED. I.e. when the system is armed the LED will come on. If a zone violates and an alarm condition is registered the LED will flash as the armed LED will do.

Keypad Connector



There is a panic connection for a panic button and no end of line resistor is necessary.

Note: Due to no EOL resistor please test frequently

Zones

Devices that are connected to zones are divided into two categories, normally open (NO) or normally closed (NC). Some devices have both and the installer can select either, depending on their preference.

Figure 1: Normally Open



Normally open as seen in the figure, is like a switch that by default is always off and no electricity can flow through it.

Figure 2: Normally Closed



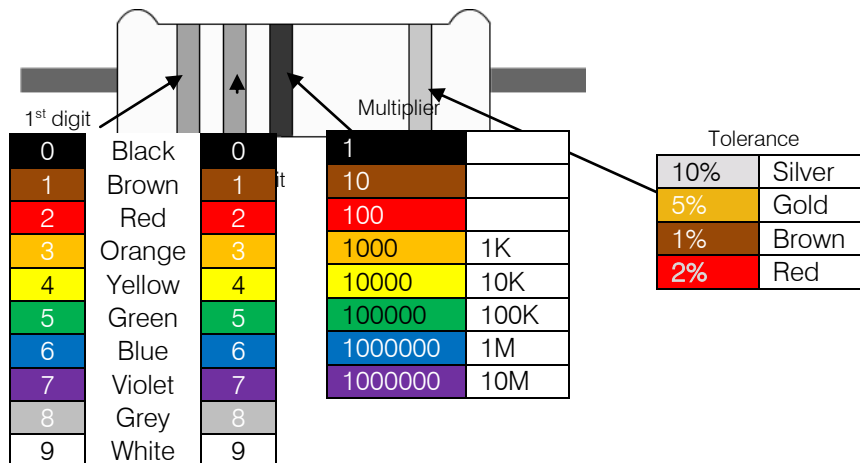
Normally closed, is like a switch that is by default always on and electricity will flow through it.

Depending if the device is normally open or normally closed, will depend on how the end-of-line resistor is connected. The end-of-line resistor is what the Alarm Panel looks for to determine if there has been a violation or not. Therefore, it is very important to connect it correctly!

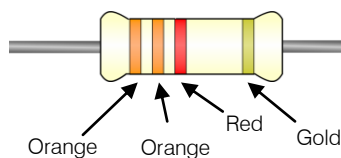
The end of line resistor must be 3K3 Σ (Σ = ohm).

Resistors are identified by the colour bands, each colour represents a different value and the position of the band represents a different digit or multiplier, as shown below.

Figure 3: Resistor Colours

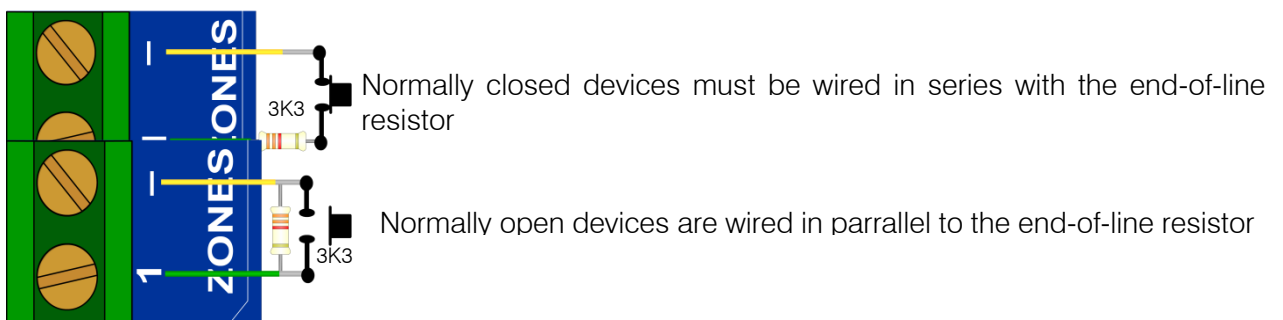


Calculating the value:

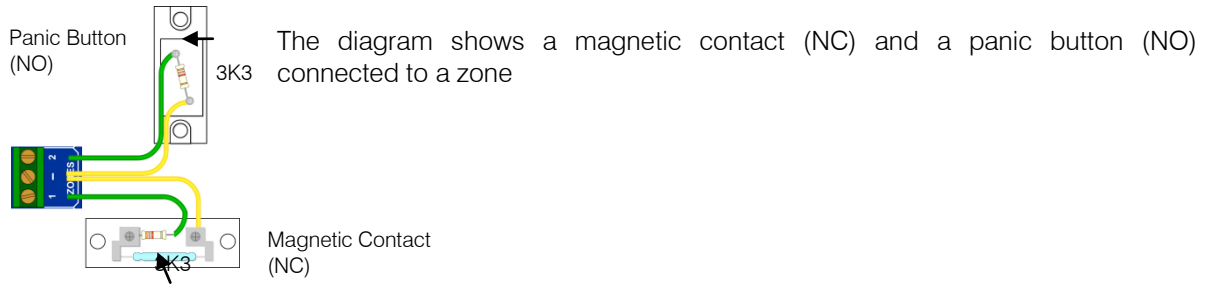


1. The first band is orange which is 3
2. The second band is also orange which equals 3
3. Put the first two bands together which will be 33
4. The third band is red, which is equal to 100
5. To get the value of the resistor multiply the first two digits, 33, with the third digits value, 100
6. The answer is 3300, which can also be 3.3K or 3K3 (K is placed in place of the dot)
7. The value of the above digram is 3K3 Σ with a tolerancam of 5%

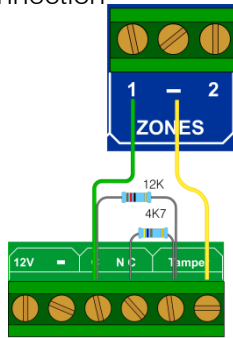
Connecting Resistors to a Zone



Connecting Magnetic Contacts and Panic Buttons to a Zone



Tamper connection

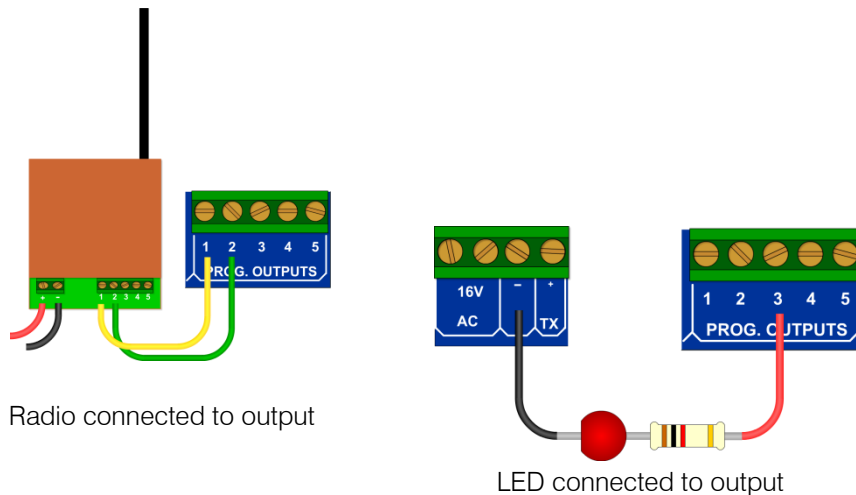


Programmable Outputs

Outputs are used to trigger other devices, with a positive 12V. The output can be either set to pulse or latch.

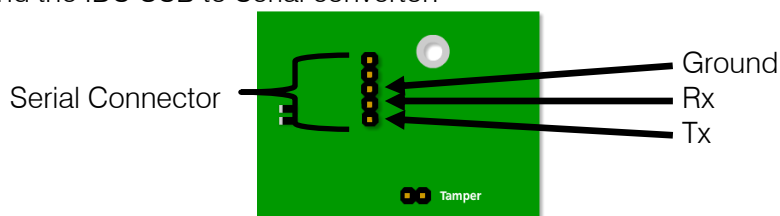
Definition:

1. Pulse is when the output will go from no voltage up to 12V and with no intervention goes back to no voltage. Like a spring if you compress it and then leave it alone it automatically uncompresses.
2. Latch is when the output will go from zero to 12V and stay there until something else tells it to go back to zero volts, like a light switch.



Serial Output (805S Only)

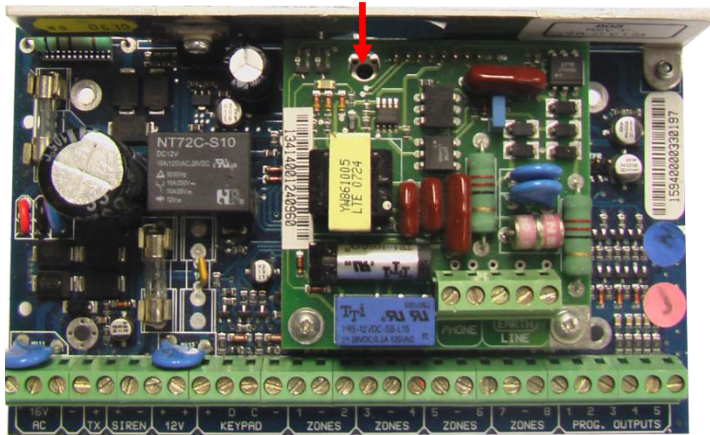
The serial connection outputs an IDS serial protocol that can communicate to any device which has the protocol implemented. The serial connector can also be used to upload and download settings via IDSwift2 and the IDS USB to Serial converter.



Defaulting

To hardware default the IDS805, remove all power from the system. Press and hold the default button and apply power, either 16V AC or 12V DC. Keep the button depressed for 3 seconds, after the 3 seconds release the button and the system is reset to factory default.

Default Button



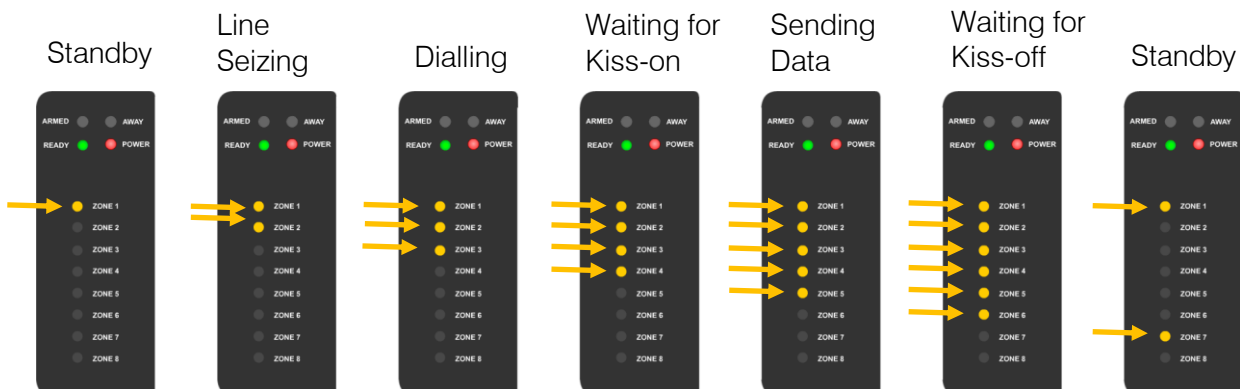
Dialler Progress Mode (805 Only)

When the panel sends data to a central station via telephone, the keypad zone LED's may be used to display the progress of such communication.

To view the communication status, proceed as follows:

1. Hold down the [0] key until the keypad buzzer sounds twice.
2. Press the [9] key. The ARMED, READY and AWAY LEDs will flash simultaneously indicating Dialler Progress Mode has been selected.
3. To exit [#]

Dialler Progress as shown by zone LED's



Exercise:

Remove power from the 805 alarm, press and hold the default button. While holding the button put connect the battery leads to the battery. Keep holding for 3 seconds and then release.

Programming

Programming and locations

Programming the IDS805 is putting values into a location. A location is an area of memory that stores a value to control the system when a task needs to be performed. Each location controls different tasks or a different aspect of a task. The value that is entered is what controls the way that the system performs the task. There are many locations controlling many functions within the system and understanding what each of these locations control and how they affect the working of the system is very important.

Installer Mode

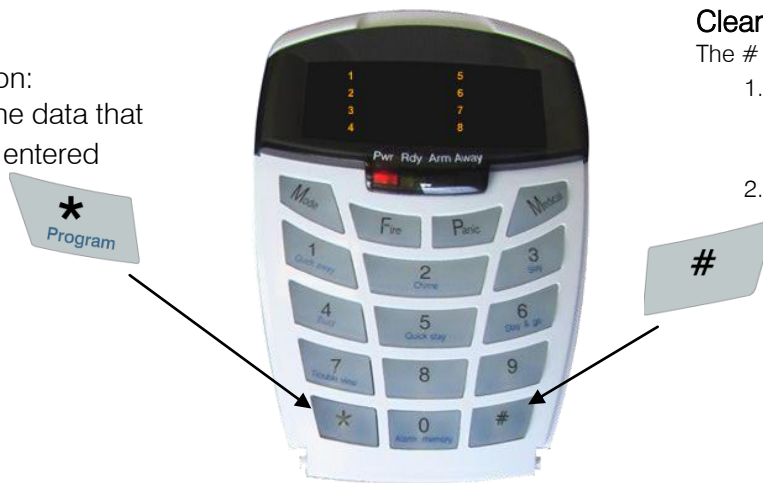
To change any values the installer must enter programming mode, also known as installer mode. To do this an installer code must be entered. This code can be a four or six digit code. (By default: 9999)

Below is a description of the keys to be used when entering data:

Enter Key

The * keys function:

1. To save the data that has been entered



Clear / Exit Key

The # key has two functions:

1. If data is entered incorrectly press the # key to clear what was entered.
2. If no data is to be entered and you want to exit the location or installer mode

Feedback while entering data

1. Single extended beep = correct entry
2. 3 beeps = incorrect entry

By default the installer code is "9999"

To enter installer mode press [#] to clear any previous key presses then [9] [9] [9] [9]

Exercise:

Instructions	Key presses
Enter installer mode	[#] [9] [9] [9] [9]

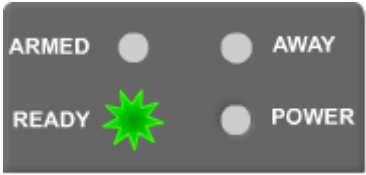
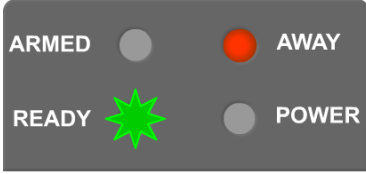
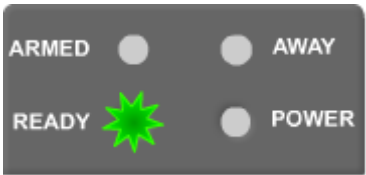
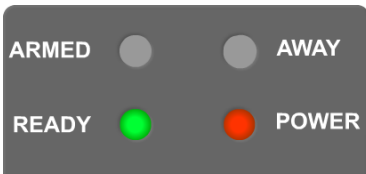
To exit from installer mode press [#]

Instructions	Key presses
Exit installer mode	[#]

Location

A location is a single tiered location holding a single value. The location is entered and the value is inserted confirmed by the star key. Once confirmed the location is exited automatically.

The following steps show how to program standard locations.

Keypress	Explanation	Visual Indicator
[9] [9] [9] [9]	Installer code to enter programming mode. Ready LED will flash to indicate programming mode has been entered	
[Location No.] [*]	Enter the location number that belongs to the option that is to be changed. Ready keeps flashing. Away will come on.	
[Value] [*]	Enter the value that will make the system do what is required or [#] to exit. A long beep will be heard if the value is acceptable. (3 beeps if there is an error). If correct the ready LED will flash showing that the location has been exited.	
[#]	Once all locations have been changed. Press [#] to exit programming mode	

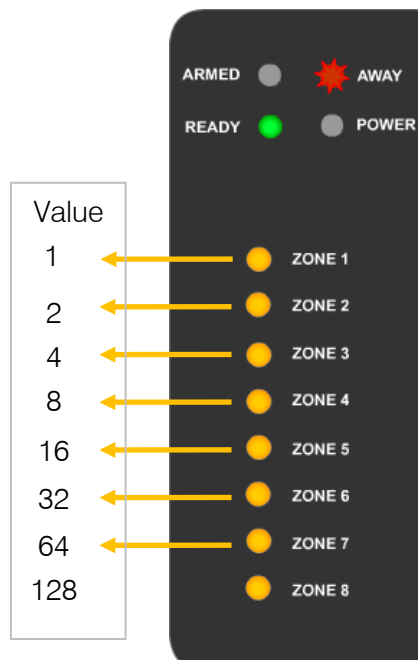
When programming a location, any attempt to enter invalid data will result in an error beep (3 short beeps).

The AWAY LED will remain on after the error beeps. Re-enter the correct data. There is no need to press the [#] key to exit the location.

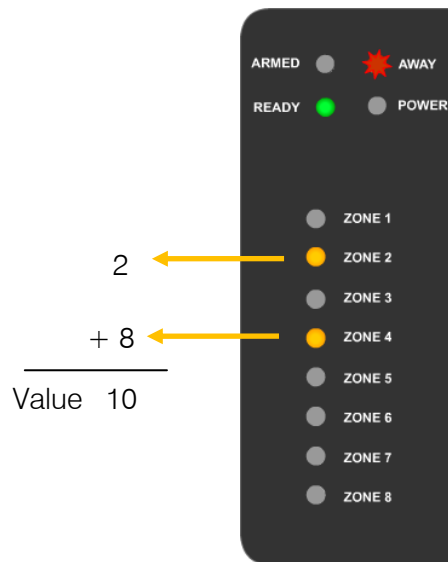
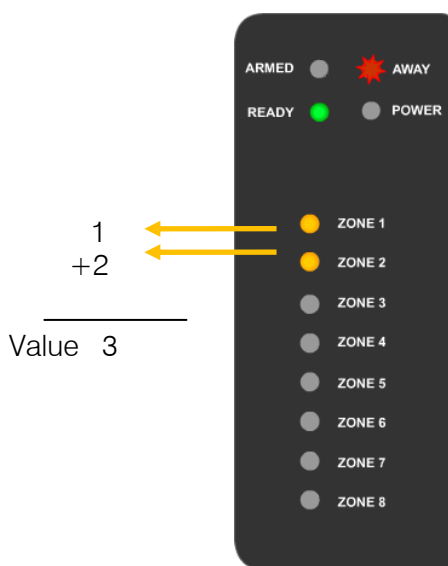
EXAMPLE:

[INSTALLER CODE] [*] [0] [*] [VALUE] [*]

To read the value that is in a location, each zone is given a value. The values are added up of each zone that is on. The diagram below shows the given value to each of the zone.



Examples: on how to read the data in a location.



Exercise:

1. Enter programming.
2. Enter Location 8. What is the value in this location? _____

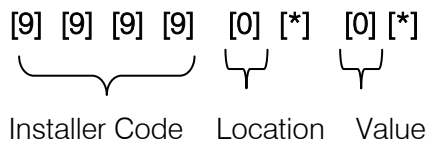
Location 0: Defaulting

There are two ways of resetting the system back to factory default, hardware button, described on page 8 or via programming. The programming way gives 3 options, as seen in the table below.

Value	Description
0	Resets all locations to the factory default values as shown in the DEFAULT column in the programming list. All user codes will also be defaulted and the master user code will become 1234. (Same as a hardware reset)
1	Will default the master user code to 1234 only. Nothing else will be defaulted.
2	Will reset all reporting codes to 0. If a communicator format other than Contact ID is used, the reporting codes need to be reprogrammed. It is advisable to default all reporting codes to 0 prior to reprogramming the codes.

Note: In all locations where a table is shown the value column is what must be entered.

Exercise:

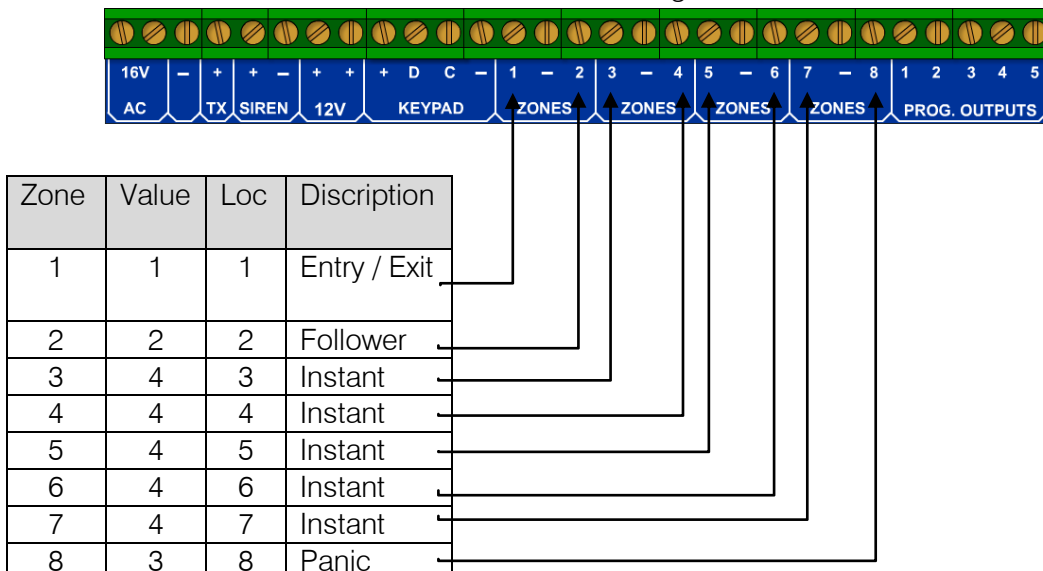


Location 1 to 8: Zone Types

A zone type is how a zone acts when the alarm is armed or disarmed. A value is associated with each zone type and when entered into the zones location it changes that zone to the type it represents.

Value	Type	Explanation
0	Disable	It is suggested that a 3k3 resistor is placed across the zone
1	Entry / Exit	An entry/exit zone is a zone that allows entry into the building when the alarm is armed and allows the exiting of the building during arming
2	Follower	A follower zone is disabled during arming until the system is armed, then once armed the zone is active and will violate as soon as a violation occurs. When the system is armed and an entry / exit zone is triggered a follower zone is disabled, until a valid user code is entered, if not then it will become active again.
3	Audible Priority	Regardless of whether the panel is armed or not, a violation of an Audible Priority zone will cause the control panel to register an alarm condition and sound the siren.
4	Audible Instant	If the panel is armed, the violation of an instant zone will cause the control panel to immediately register an alarm condition and sound the siren.
5	Arm / Disarm	A violation of an Arm/ Disarm zone will cause the panel to arm or disarm depending on its current state. The end-of-line resistor is required.
6	Silent Priority	Regardless of whether the panel is armed or not, violation of a Silent Priority zone will not cause the siren to sound but will report the appropriate code programmed into the relevant locations to the central station.
7	Silent Instant	If the panel is armed the violation of a Silent Instant zone will cause the control panel to immediately register an alarm condition but the siren will not sound
8	Secondary Entry / Exit	A secondary entry/exit zone is the zone that allows entry into the building when the alarm is armed and allows the exiting of the building during arming.
10	Fire Zone	Violation of a Fire zone will cause the siren to sound regardless of whether the panel is armed or not. The siren will sound intermittently (one second on, one second off)
12	Push to Arm	If the entry / exit is set to 21 minutes; once the exit delay has commenced, a violation of the push to arm zone will immediately arm the panel

Default values in locations 1 to 8. Each location is assigned to a zone.



Location 9: Entry / Exit Options

This location changes the way the alarm reacts when the alarm needs to be armed. If any of the options below are chosen and are not met, the alarm will not be ready to arm.

Value	Entry / Exit zones must be clear	Follower zones must be clear	Entry / Exit delay enabled	Explanation
0 - 7	Instant Arm and all zones must not be violated			
8	Off	Off	On	All entry exit and follower zones can be open and the entry / exit delay is operational.
9	On	Off	On	Entry exit zones must be closed, followers can be open and the entry / exit delay is operational.
10	Off	On	On	Entry / exits can be open, followers must be closed and the entry exit delay is operational
11	On	On	On	All zones must be closed and the entry / exit delay is operational
12	Off	Off	On	All entry exit and follower zones can be open and the entry / exit delay is operational.
13	On	Off	On	Entry exit zones must be closed, followers can be open and the entry / exit delay is operational.
14	Off	On	On	Entry / exits can be open, followers must be closed and the entry exit delay is operational
15	On	On	On	All zones must be closed and the entry / exit delay is operational

Location 10: Secondary Entry Delay

This is the time the alarm will allow between the secondary entry zone, being opened and a valid user code being entered, before the alarm is activated.

Value	Delay	Value	Delay
0	0.25	8	4
1	10	9	5
2	20	10	10
3	30	11	15
4	45	12	18
5	1	13	21
6	2	14	24
7	3	15	27

Location 11: Tamper per Zone

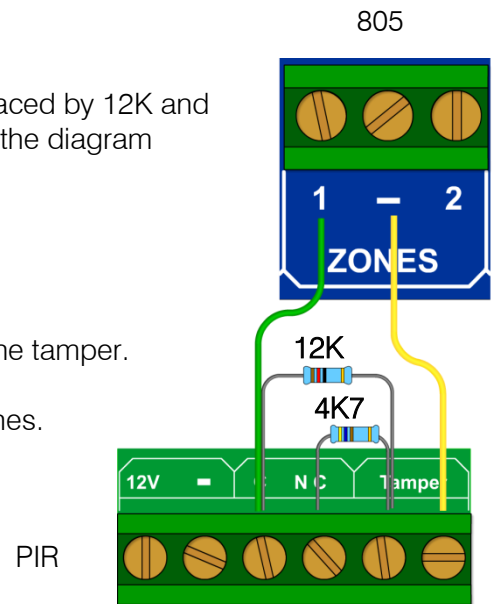
Tamper is a way of monitoring a device for any type of interference, without having to use extra cable. Tamper is always active even when the alarm is disarmed.

Value	Description
0	Disable
1	Enable

When enabling tamper per zone the 3k3 end of line resistor is replaced by 12K and 4K7 ohm resistors, which are placed in parallel, as can be seen in the diagram below.

The 4K7 ohm resistor represents the zone and the 12K represents the tamper.

Note: When tamper per zone is enabled it is enabled for all the zones.



Location 12: Arming Options

These options determine how the system will arm and if the system should arm depending on two conditions.

Quick Arm: The ability to arm the system by holding the [1] key down until the systems begins to arm.

Entry / Exit delay with arm zone: When a zone is an arm/disarm zone and a key switch or a remote receiver transmitter are being used to arm the system.

Forced Arming: This option is to be used with much caution! This will allow the system to arm even when there a zones violated. (Use with caution.)

Engineer Reset: If an alarm is triggered, this option will not allow the system to be armed again, until the installer code has been entered.

Value	Quick Arm	Entry/Exit delay with arm zone	Forced Arming	Engineer Reset
0	Off	Off	Off	Off
1	On	Off	Off	Off
2	Off	On	Off	Off
3	On	On	Off	Off
4	Off	Off	On	Off
5	On	Off	On	Off
6	Off	On	On	Off
7	On	On	On	Off
8	Off	Off	Off	On
9	On	Off	Off	On
10	Off	On	Off	On
11	On	On	Off	On
12	Off	Off	On	On
13	On	Off	On	On
14	Off	On	On	On
15	On	On	On	On

Location 13: Stay Arming Options

Stay arming is the ability to arm the system and at the same time have selected zones bypassed automatically. All active zones will be instant zones, including entry/exit zones.

To stay arm, press and hold [5] until armed light comes on.

Value	Action
0	The alarm will automatically arm in the stay mode if a user code is entered but no entry exit zone is triggered
1	The alarm will always arm in the away mode. The quick stay key [5] will be disabled
2	The alarm will always arm in the away mode. The quick stay key [5] will be enabled

Location 14: Silent Keypad Panic Options

If this option is enabled then when the panic key [P] is pressed a panic will be registered but the siren will not sound. If the system is communicating to a security company the signal will be sent.

Value	Action
0	Disable
1	Enable

Location 15: Silent Alarm

This option will register an alarm but the siren will not sound and if connected a signal will be sent to the security company.

Value	Action
0	Disable
1	Enable

Location 16: Siren Toot on Arm and Disarm

When the alarm is away armed the siren will sound once and when disarmed from the away armed state it will sound twice

Value	Siren toot on Arm	Siren toot on Disarm
0	Off	Off
1	On	Off
2	Off	On
3	On	On

Location 17: Siren Time-out Period

How long the siren will sound once an alarm has been triggered and a user code is not entered to cancel the alarm.

Value	Time-out
0	0.25 sec
1	10 sec
2	20 sec
3	30 sec
4	45 sec
5	1 min

Value	Time-out
6	2 min
7	3 min
8	4 min
9	5 min
10	10 min
11	15 min

Value	Time-out
12	18 min
13	21 min
14	21 min
15	21 min

Location 18: Exit Delay Period

This is the time a person has from entering their code or using the quick arm key, [1], to exiting the building through the entry exit zones, without setting the alarm off.

Value	Time-out
0	0.25 sec
1	10 sec
2	20 sec
3	30 sec
4	45 sec
5	1 min

Value	Time-out
6	2 min
7	3 min
8	4 min
9	5 min
10	10 min
11	15 min

Value	Time-out
12	18 min
13	21 min
14	21 min
15	21 min

Location 19: AC Fail and Restore Time

This is the time the alarm system waits for the AC to be off or back on, before it reports back to the alarm monitoring company. The trouble light will begin to flash immediately.

Value	Time-out
0	1 min
1	2 min
2	3 min
3	4 min
4	5 min
5	6 min
6	7 min
7	8 min

Value	Time-out
8	9 min
9	10 min
10	11 min
11	12 min
12	13 min
13	14 min
14	15 min
15	16 min

Location 20: Primary Entry Delay

The time period from opening a primary entry / exit zone to a person having to entering a valid user code, before the alarm is triggered.

Value	Time-out
0	0.25 sec
1	10 sec
2	20 sec
3	30 sec
4	45 sec
5	1 min
6	2 min
7	3 min

Value	Time-out
8	4 min
9	5 min
10	10 min
11	15 min
12	18 min
13	21 min
14	21 min
15	21 min

Location 21: Hardware Reset Switch Enable / Disable

If this option is enabled the alarm system cannot be defaulted via the hardware default button. The only way to default would be via the installer code and location 0.

Note: Please make sure the installer code is changed and correct before enabling this option.

Value	Action
10	Disable
15	Enable

Location 22 – 40: Programmable Output Options

Outputs are used to trigger many different devices, the most common being a radio transmitter which transmits signals back to the alarm monitoring company.

The IDS 805 has 5 positively triggered outputs. Each output triggers with, direct current (DC) 12V and can supply approximately 100mA of current. If more current is required please use a 12V positively triggered relay to supply current from a different power source.

Outputs can be set to pulse or latch.

Pulse: The output will rise from 0V to 12V remain at 12V for 3 seconds and return to 0V.

Latch: The output will rise from 0V to 12V and remain in this state until another trigger forces it to go back to 0V. A light switch is an example of latching as once switched on the light will only go off again when the switch is returned back to the off position.

Output	Value		
	Pulse	Latch High	Latch Low
1	1	6	11
2	2	7	12
3	3	8	13
4	4	9	14
5	5	10	15

Locations and their default values

Location	Event	Value	Action	Output	Explanation
22	Alarm	2	Pulse	2	Burglar alarm registered
23	Panic	1	Pulse	1	Panic triggered
24	Low Battery	0			Battery needs checking
25	Auto-test	0			Panel does a test to the monitoring company
26	Duress	1	Pulse	1	A duress code can be entered
27	AC Fail	0			Alarm loses the 16V AC
28	Close (Arm)	8	Latch on	3	Away armed
29	Open (Disarm)	13	Latch off	3	Alarm is disarmed
30	AC Restore	0			16V AC is restored
31	Cancel	0			The alarm has triggered and a valid user code has been entered
32	Fire	0			Triggered when the [F] key is pressed or a fire zone triggers
33	Medical	0			[M] key is pressed
34	Strobe	0			This output will latch when an alarm is registered and will only unlatch once a valid user code is entered
35	Tamper	0			If tamper per zone or a zone is made a tamper zone and the tamper condition is triggered will this output be triggered
36	Silent Panic	1	Pulse	1	The siren will not sound but this output will trigger once programmed to alert the monitoring company.
38	Chime	0			If a chime zone is triggered in the unarmed state, this output will trigger
39	Communication Fail	0			If the alarm cannot communicate via the phone line, this output can trigger another device to alert the monitoring company of a problem

40	Phone No. 2 dialled	0			If both numbers are entered and the second number is dialled, this output could be triggered
41	D/L Complete	0			Download via software is complete.

Location 42: Phone Number Options and Dialling Options (805 Only)

These options guide the alarm when it is required to communicate using the telephone line. Each telephone number has 16 locations, for 16 digits per number. If this is not enough digits the the two numbers can be joined together to create a 32 digit number if required.

Value	Join	Dial Mode	Reporting	Explanation
0	No	Pulse	Single	Telephone number locations will not be joined. Pulse telecommunication mode will be used. Only one report to be sent
1	No	Tone	Single	Telephone number locations will not be joined. Tone telecommunication mode will be used. Only one report to be sent
2	No	Pulse	Dual	Telephone number locations will not be joined. Pulse telecommunication mode will be used. Reports on both telephone numbers
3	No	Tone	Dual	Telephone number locations will not be joined. Tone telecommunication mode will be used. Reports on both telephone numbers
4	Yes	Pulse	Single	Both phone numbers are joined to create a single number using pulse dialling.
5	Yes	Tone	Single	Both phone numbers are joined to create a single number using tone dialling

Location 43 to 46: Primary Communicator Account Code

This is a four digit code that identifies the alarm to the monitoring company when using the telephone line to communicate. Any number shorter than four digits must have 0's entered before it.

Rules to follow when entering digits for account codes:

1. The account code must be 4 digits long.
2. Zeros [0] must be entered as tens [1][0]
3. Sescoa Superfast does not support account codes higher than 3374
4. The account code is not converted to hexadecimal value by the panel when Sescoa Superfast is used.

Below is a table showing hexadecimal numbers and how they relate to normal numbers.

Number Value	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Hexadecimal Value	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F

Example of entering an account code 0038

[4][3][*] [1][0][*] [4][4][*] [1][0][*] [4][5][*] [3][*] [4][6][*] [8][*]

Location 47: Primary Communicator Format

For 805:

This is the communication language that the alarm system must use to communicate with the device at the alarm monitoring company.

Value	Action	Description
0	Sescoa Superfast	1.8kHz Tx, 2.3kHz HS
1	Ademco Express	Dual Tone HS, DTMF
2	FBI 4 x 2 (No Parity)	1.8kHz Tx, 2.3kHz HS, 20PPS
3	FBI 4 x 2 (Parity)	1.8kHz Tx, 2.3kHz HS, 40PPS
4	Sescoa / Franklin Fast	1.8kHz Tx, 2.3kHz HS, 20PPS
6	Contact ID	Dual Tone HS, DTMF
7	Domestic Reporting	1.8kHz Tx, Blind, 20PPS
12	Silent Knight 4 x 2 Fast	1.9kHz Tx, 1.4kHz HS, 20PPS

Tx = Transmit HS = Handshake PPS = Pulse per Second

Note: Contact ID and Sescoa Superfast are the only formats that when chosen will enter all the reporting codes, into the locations.

For 805s:

The serial communication is Contact ID only and must be enabled when needed.

Value	Action
0	Off
6	On

Location 48 to 63: Primary Telephone Number (805 Only)

Rules when entering telephone numbers:

1. If the number contains any zeros, all zeros [0] must be entered as tens [1][0].
2. To dial a [*] enter a eleven [1][1]
3. To dial a [#] enter a twelve [1][2]
4. A 12 second pause, enter a fourteen [1][4]
5. A 4 second pause, enter a fifteen [1][5]
6. To end the number in the next location after the last digit of the number being dialled, enter a zero, [0].

Example of entering a phone number:

Number to be dialled: 0 to get a line, 4 second pause, 08607051373.

Location	48	49	50	51	52	53	54	55	56	57	58	59	60	61
Digits	10	15	10	8	6	10	7	10	5	1	3	7	7	0

NB: Location 61 has a zero to terminate the telephone number.

Location 64 to 79: Secondary Telephone Number/Serial Telephone Number

805: This is the second number that can be dialled as a backup for the primary number should there be a failure to communicate on that number. The same rules apply as the primary telephone number.

805s: This is the number that the serial device will dial to make the connection to a receiving unit, if the serial device is made to use a telephone number.

Location 80 to 133: Reporting Codes

These are the codes that the device at the monitoring company will turn into the corresponding action for the operator to read and know what the incident is and react accordingly.

Note: Not required for Contact-ID. To disable a Contact-ID reporting code, enter 00 into the location

Location	Description
82 – 83	Keypad Panic
84 – 85	Keypad Tamper
86 – 101	Zones (2 locations per zone)
102 – 103	AC Fail
104 – 105	AC Restore
106 – 107	Siren Tamper
108	Away Arm
109	Disarm
110	Stay Arm
111 - 112	Auto Test
113 - 114	Keypad Fire
115 - 116	Keypad Medical

Location	Description
117	Bypassed Zone
118	Zone Tamper
119	Zone Shutdown
120	Cancel
121	Zone Restoral
122 - 123	Download Complete
124 - 125	Telephone Line Monitoring Fail
126 - 127	Telephone Line Restoral
128 - 129	Low Battery
130 - 131	Low Battery Restoral
132 - 133	Box Tamper

Location 136 to 139: Installers Code

The default Installers code is 9999 and should always be changed once all programming is done.

Location	136	137	138	139
Value	9	9	9	9

Location 140: Swinger Shutdown Count

This is the number of times a zone must be violated while the system is armed, before it will be automatically bypassed.

The value that is entered will be doubled. The range that can be entered is 0 to 15.

0 disables swinger shutdown.

Example: If a 5 is entered then the zone must be violated 10 times before the zone is bypassed.

Location 141: Zone Loop Response

This is the time the zone must remain violated before an alarm is registered by the system.

Value	Response Time
0	100ms
1	12ms
2	24ms
3	36ms
4	48ms
5	60ms

Value	Response Time
6	72ms
7	84ms
8	96ms
9	108ms
10	120ms
11	132ms

Value	Response Time
12	144ms
13	156ms
14	168ms
15	180ms

Location 142: Zone Trip Count

This and location 143 are also known as “double knock” by some. What this means is that, if a follower zone trips this many times, while the system is armed, in the time entered into location 143.

Location 143: Zone Trip Count Time Delay

The zone must trigger the number of times set in location 142, within the time period set in this location.

Note: Value range is 0 to 15. The number entered will be multiplied by 10 to give the seconds.

Example: Location 142 has a 2 in it. Location 143 has a 3.

From the above example, time period that the violations must happen for the alarm to trigger is $3 \times 10 = 30$ seconds. Therefore the zone must trigger twice within 30 seconds before the system will register an alarm.

Location 144: Trouble Display

This location is a choice of displaying a trouble condition if a fault occurs for telephone line monitoring and a siren tamper. Both or either can be displayed.

Value	Telephone Line Monitoring Fail	Siren Tamper
0	No	No
1	Yes	No
2	No	Yes
3	Yes	Yes

The 805s will ignore the Telephone Line Monitoring trouble as there is no dialler.

Location 145: Trouble Display 2

Communication fail, Keypad tamper and engineer reset are the three choices.

Value	Communication Fail	Keypad Tamper	Eng. Reset
0	No	No	No
1	Yes	No	No
2	No	Yes	No
3	Yes	Yes	No
4	No	No	Yes
5	Yes	No	Yes
6	No	Yes	Yes
7	Yes	Yes	Yes

Location 146: Keypad Sleep Delay

Choose the value that represents the time for the keypad to wait before switching all LEDs off.

Value	Delay
0	Disable
1	16sec
2	32sec
3	48sec
4	64sec
5	80sec

Value	Delay
6	96sec
7	112sec
8	128sec
9	144sec
10	160sec
11	176sec

Value	Delay
12	192sec
13	208sec
14	224sec
15	240sec

Location 147: Auto-test Delay

Set the value required for how often a test report is required

Value	Delay
0	Reports every 24 hours
1	Reports every 48 hours
6	Reports every 7 days

Location 148: Number of rings before answer (805 Only)

This is the number of times the phone line must ring before the system will pickup and answer.

By default this is set to 15. This means the system will pick up the call on the 16th ring.

Location 149: Keypad Buzzer Options

There are two conditions which will cause the keypad to beep and give an alert of the condition.

Value	Action
0	No Beep
1	Beep on trouble
2	Beep on successful communication
3	Beep on trouble condition and successful communication

Location 150: Hardware tamper enable

This is to enable what tampering would be monitored.

Value	Telephone line	Siren Tamper	Box Tamper
0	No	No	No
1	Yes	No	No
2	No	Yes	No
3	Yes	Yes	No
4	No	No	Yes
5	Yes	No	Yes
6	No	Yes	Yes
7	Yes	Yes	Yes

Location 151: Dial Attempts (805 Only)

The number of times the system will try and dial if communication fails.

By default this is set to 4.

Location 152 to 155: Secondary Communicator Account Code (805 Only)

For dual reporting discussed earlier this is the second account code if needed.

Location 156: Secondary Communicator Format (805 Only)

The same list applies as in location 47.

Location 157: Communication Delay

The amount of time the system will wait before sending a signal to the monitoring company and if a valid code is entered, the signal will not be sent. This does not apply to the following:

- Duress
- Any Panics
- Keypad Medical
- Keypad Fire
- Zone Programmable Outputs

Location 158 to 165: Zone Programmable Outputs

If a zone is violated and an output has been associated with it, that output will trigger.

Note: If the zone is only active when the alarm is armed, i.e. an instant zone, then the output will only activate when the system is armed. If the zone is always active, i.e. panic zone, then the output will trigger when the zone is triggered.

By default all are disabled.

Location 166: Low Battery Restore Output

This location works in conjunction with location 24, Low Battery output. Normally when a low battery is detected an output will be triggered to latch high. Once the battery has been charged or replaced this location is set to restore the output set in location 24 back to 0V.

Location 167: Telephone Line Monitoring Fail Output

This will trigger an output if the telephone line goes missing

Location 168: Telephone Line Monitoring Restore Output

This triggers an output when the telephone line is restored to working order

Location 169: Siren Tamper Output

When the siren is restored the output set here will trigger

Location 170: Box Tamper Output

If a switch is connected to the box tamper pins on the board and box tamper monitoring is enabled, a violation of the switch would cause an output to trigger

Location 800: System Time

This will set the system clock. This is important when trying to read information from the event log.

Location 801: Auto-test Time

This is the time of day the system will send a test signal to the monitoring company to confirm that it can communicate with it.

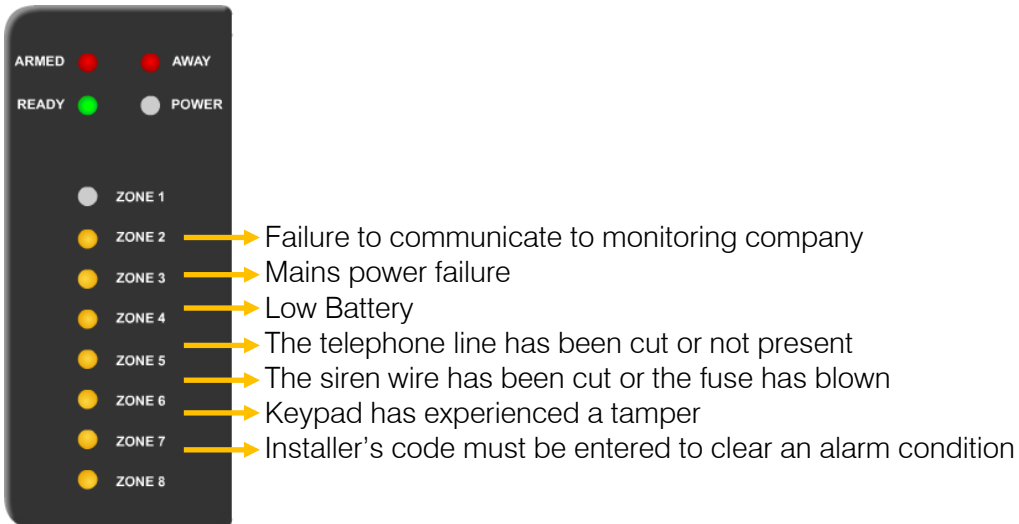
Location 802: Auto Arm Time

The time entered in this location will be the time the system will automatically arm itself, each day

Trouble Conditions.

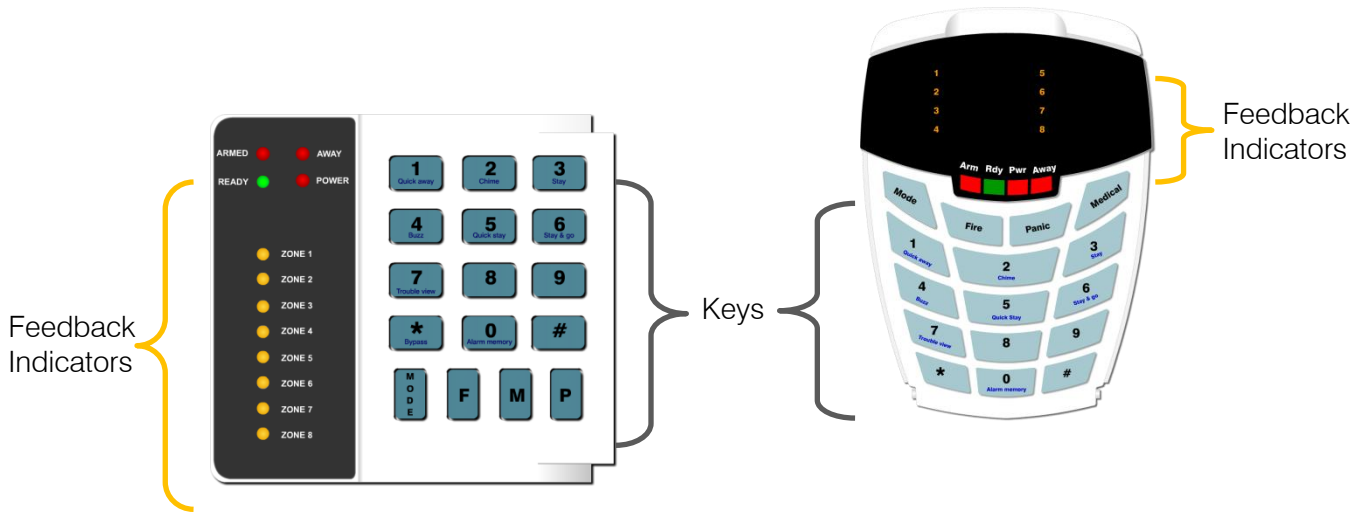
Hold down the [7] until the beep

If the POWER LED is flashing (or if so programmed, the keypad is beeping) hold down the [7] key for one second. The ARMED, AWAY, and READY indicators will start flashing to show that the keypad is in the TROUBLE viewing mode. Refer to the table below to find the significance of each lit zone LED. The system will automatically exit the TROUBLE mode after ten seconds. To clear the trouble condition press [#] within 5 seconds of viewing. To simply cancel the beeping without viewing the trouble conditions, press [#].

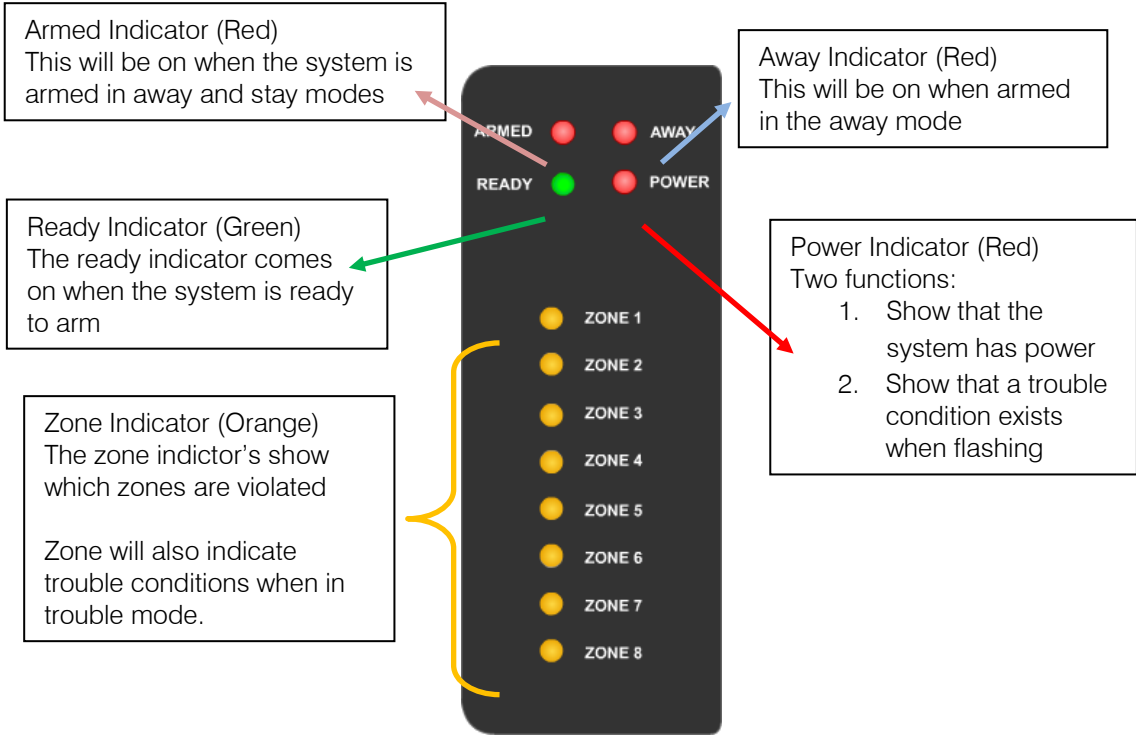


User Operation



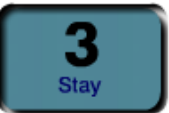








Understanding the Keypad Indicators



Feedback Indicators



Keys

	<p>By pressing this key until the exit beeps begin will away arm the system, without having to enter a user code</p>
	<p>This is to enter which zones are to beep the keypad if they are violated will the system is disarmed</p>
	<p>To enable the zones which are to be automatically bypassed when armed in the stay mode</p>
	<p>To enter the zones which are to buzz the keypad if violated, when the system is armed in the stay mode.</p>
	<p>This key will arm the system in stay mode and if any zones have been enabled they will be bypassed automatically</p>
	<p>This will arm in the stay mode but all entry / exit zones will work as if armed in the away mode.</p>
	<p>If the power indicator is flashing press this key for 3 seconds and the zone indicators will show what the trouble condition is</p>
	<p>If an activation of the system has taken place, to see which zone or zones triggered press and hold this key for 3 seconds</p>
	<p>A panic condition will be activated when this key is pressed for 1 second</p>
	<p>A medical condition will be activated when this key is pressed for 1 second</p>
	<p>A fire condition will be activated when this key is pressed for 1 second</p>

Away Arming

Away arming is when the system arms with all entry / exit zones actively monitoring any violations, to trigger the entry / exit cycle. The entry / exit cycle is the time programmed to allow the person to either exit or enter and insert a user code, without the system going into an alarm state.

There are two ways of arming the system:

1. Enter a user code and exit through the entry / exit zone during the arm cycle.
2. Press and hold the [1] key until the exit delay begins and then exit.

Stay Arming

Stay arming is for the protection of the people within the building. This mode allows the automatic bypassing of internal detectors, while arming external detectors allowing the people inside to freely move around but if someone tries to enter or exit the alarm is triggered.

There are two ways of arming in the away mode:

1. Press and hold the [5] key until armed. (The stay arm key can be disabled)
2. Enter a user code and do not exit the building through an entry / exit zone. (This option can be disabled).

Stay & Go

This function offers both away arm and stay arm functionality. The system will arm in the stay mode but all entry / exit zones will be active.

To arm in the Stay & go mode:

1. Press and hold the [6] key until the exit delay begins.

Bypassing Zones

Bypassing a zone is disabling the zone. Normally used if a zone is faulty and the system needs to be armed but will not due to the zone being violated.

To bypass a zone:

1. Press the [*] then [zone number] the zone light will stop flashing and remain on. (If more than one zone needs bypassing, press next [zone number]...until complete)
2. Once complete press [#] to exit. (All bypassed zone LEDs will be on steady)

To clear a bypassed zones follow the same steps.

Note: All bypassed zones will be cleared when the alarm is disarmed.

Chime Zones

Chime zones are zones that have been selected to beep the keypad if opened while the system is disarmed. This allows a person to be alerted if the violation takes place in an area that has nobody to monitor that area.

To enable chime zones:

1. Press and hold the [3] key for 3 seconds
2. Press the [zone number] select all zones required to be chime zones.
3. When complete press [#]

To remove a chime zone follow the same steps.

Stay Zones

These are the zones that will be automatically disabled when the system arms in the stay mode.

To create stay zones:

1. Press and hold the [3] key for 3 seconds
2. Press the [zone number] keep selecting all required zones
3. Once complete press [#]

Two stay profiles can be created

To enter into the second profile:

1. Press [Mode] then [9] then [profile number] [*]
2. Create the stay zones as above.

Note:

When in this mode and zones are flashing, this indicates buzz zones.

When arming in the stay mode, the profile that is selected, via the previous procedure will be used.

To remove chime zones follow the same steps

Buzz Zones

A buzz zone is only active when the alarm armed in the stay mode. A buzz zone when opened will buzz the keypad for 30 seconds, allowing a user code to be entered to disarm the system, before going into an alarm condition.

To activate buzz zones:

1. Press and hold the [4] key
2. Press the [zone number] and continue until all have been selected.
3. Press [#] to exit.

Note: If a zone is flashing, this indicates a zone that is selected as a stay zone, when entering this option. You will not be able to select these zones as buzz zones.

To remove buzz zones follow the same steps

Master User Functions

The IDS805 Alarm Panel has 15 programmable user codes.

- Code 1: Master User Code (Default 1234)
- Code 2 – 13: General User Codes
- Code 14: Maid's Code
- Code 15: Duress Code

By default only one code is factory programmed and that is the "master code". By default it is programmed as "1234".

To programme any other codes into the system the master user code must be used.

Adding General User Codes

A general user code can only arm and disarm the alarm.

[*] [master code] [*] [user number] [*] [user code] [*]

1. Press and hold [*] key for 3 seconds
2. Enter master code. [1] [2] [3] [4] [*]
3. User number. [5] [*]
4. User code. [3] [4] [5] [6] [*]

Adding a Maid's Code

A maid's code is a code that can only disarm the alarm if it has been used to arm the alarm. If a general user code has been used to arm, the maids code will not be able to disarm.

[*] [master code] [*] [1] [4] [*] [code] [*]

1. Press and hold [*] key for 3 seconds
2. Enter master code. [1] [2] [3] [4] [*]
3. User number. [1] [4] [*]
4. User code. [4] [4] [3] [2] [*]

Adding a Duress Code

A duress code is a code that will disarm the alarm and activate a panic condition when used. If system is connected to an armed response centre a duress code will be sent indicating that someone is being forced to disarm the system.

[*] [master code] [*] [1] [5] [*] [code] [*]

1. Press and hold [*] key for 3 seconds
2. Enter master code. [1] [2] [3] [4] [*]
3. User number. [1] [5] [*]
4. User code. [2] [5] [8] [0] [*]

Alarm Memory

This is the history of the most recent violations that occurred the last time the system was armed. Alarm memory is always cleared when the system is armed.

Arm

In this mode, violating a zone will activate an alarm condition. If the system is programmed accordingly, it will cause a reporting code to be sent to the monitoring company.

Bypass

To deactivate a zone. When the panel is ARMED, violation of a bypassed zone will be ignored.

Disarm

To change the system from an armed state to an unarmed state. Fire, medical and panic functions remain active while the system is disarmed.

Entry/Exit Zone

A zone with a programmable time delay, which allows the user to exit the premises after arming the system and time to get to the keypad after entering the armed premises. This zone is generally the last exit point of the building and the first entry point i.e. the front door of a home.

Follower Zone

A zone that may be temporarily violated during the exit delay period or after violation of an Entry/Exit zone. This allows the user access to disarm the system. A Follower zone will behave as per an Instant zone if violated prior to the violation of an Entry/Exit zone.

Instant Zone

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

Stay Arm

Arming that allows for certain preprogrammed, STAY zones to be violated while the system is armed.

Stay Arm and Go

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

Stay Zone

Zones which are bypassed automatically when the system is STAY ARMED.

Zone

A specific area of your premises guarded by sensors which detect violations of that area.

IDS Analogue Receiver Training

Features

Can operate in stand-alone mode or connected to an IDS805

200 users in stand-alone mode

16 users when connected to the IDS805

3 LEDs for status information

Programmed via an 8 way dip switch

All arm or disarm actions logged by user

Specifications

Supply Voltage: 10 to 15V DC

Current Consumption: 30mA

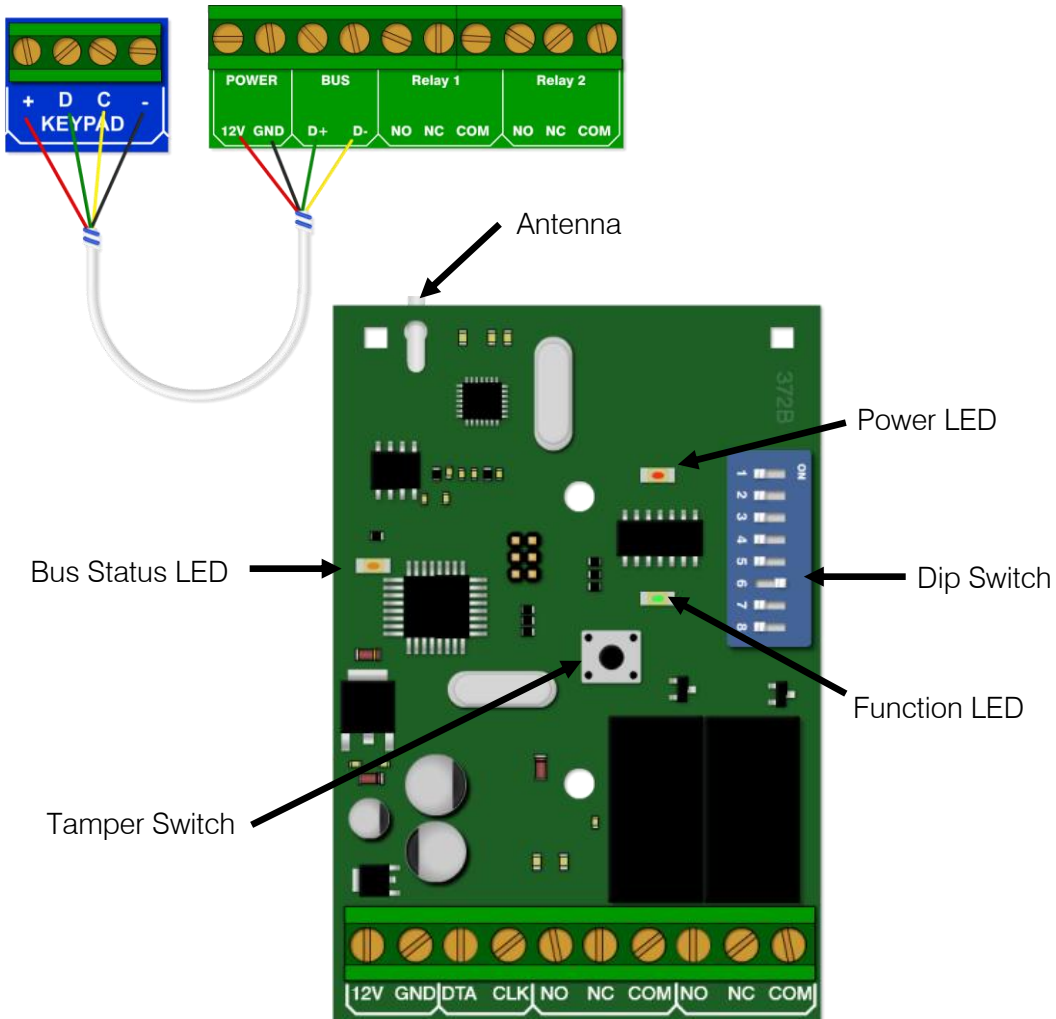
Minimum Receiver Sensitivity: $\leq -100\text{dBm}$

Receiver Frequency: 433.92MHz

Connections

IDS 805

IDS Analogue Rx Mk II



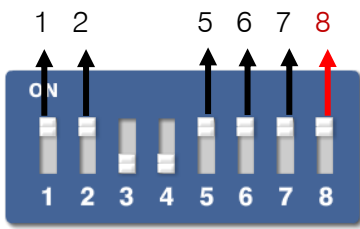
Bus Status LED: On - Indicates if the receiver is connected to the keypad bus
Flashing – Not connected to the bus

Function LED: Comes on for a second if a known remote transmitter signal is received
Remains off if an unknown remote transmitter signal is received

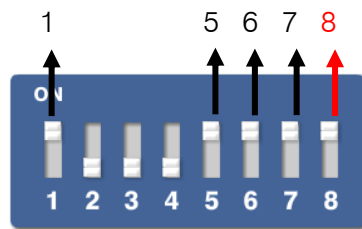
Power LED: Comes on for a second if an unknown remote transmitter signal is received
Remains off for known remote transmitter signals are received

To default Receiver

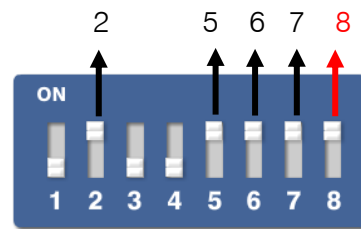
When defaulting the receiver put the dip switches on as shown below for the default that you want to carry out. Dip switch 8 is the last dip switch as this tells the system to execute the default.



Complete Default



Settings Default



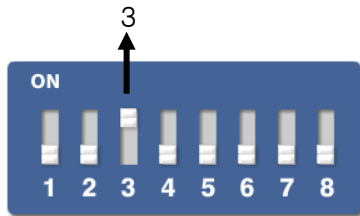
Remote Transmitter Default



Dip Switch 8 must be switched on last for all programming

Teach a Remote Transmitter to a user code

Step: 1 Put dip switch 3 on



Step 2 Programming at the keypad

To program a remote transmitter to a user code

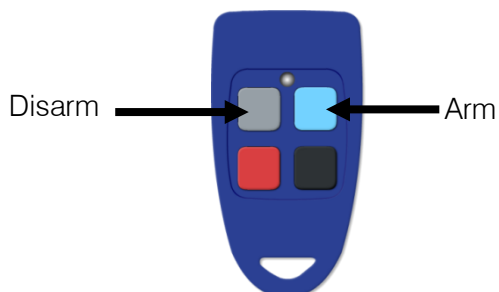
1. Press and hold the [*] key for 3 seconds
2. Enter the master code
3. Enter the user number followed by [*]
4. Enter the 4 digit user code followed by [*]
5. Hold a button on the remote transmitter down until the keypad gives the confirmation beep

[*] [1][2][3][4] [2][*] [4][4][3][2][*]

Master Code User Number User Code

Press the button on the remote transmitter until the keypad gives a confirmation beep

Default button assignment for the remote transmitter

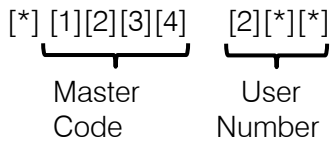


IDS Remote Transmitter

Delete a Remote Transmitter

To delete a remote transmitter:

1. Press and hold the [*] key for 3 seconds
2. Enter the master code
3. Enter the user number followed by [*][*]



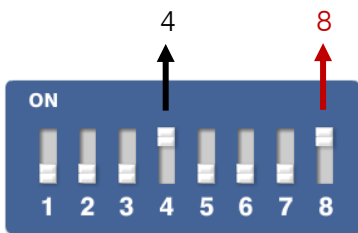
Button Properties

Changing button properties for a remote transmitter will change the properties for all remote transmitters.

Panic Button

To allocate a panic button

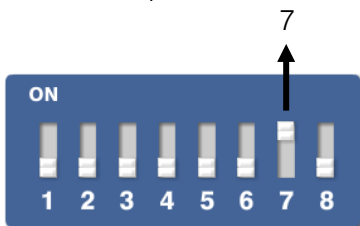
1. Switch dip switch 4 on then 8 on
2. Press the button on the remote transmitter that you want as the panic button
3. Switch dip switch 8 off
4. Switch dip switch 4 off



Dip switch 8 goes on last but first off after pressing the button

Disable the 3 second Panic

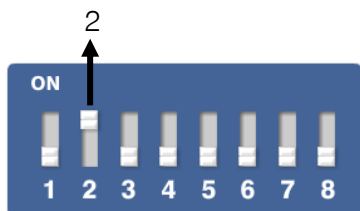
By default if you hold any button down for 3 seconds the system will trigger a panic condition. To disable the 3 second panic feature, leave dip switch 7 on



Arm Protect

This will stop the system from responding to arm, stay arm and disarm signals for 20 seconds from the last signal

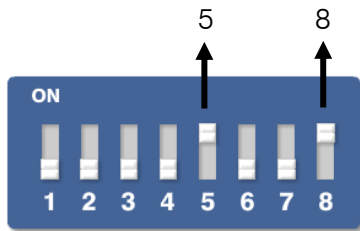
To enable Arm Protect, leave dip switch 2 on



Assign a Relay to a Button

To assign a button to trigger a relay:

1. Switch dip switch 5 on
2. Switch dip switch 8 on



3. Switch dip switch 1 on for relay 1 or dip switch 2 on for relay 2
1 for relay 1



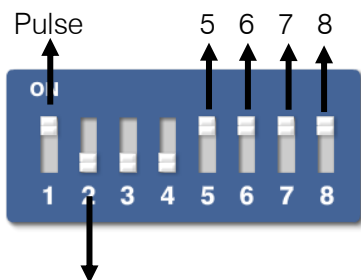
4. Press the button on the remote that must trigger the relay selected
5. Switch dip switch 8 off
6. Switch dip switches 5 & 1 off

Relay Pulse or Toggle

By default each relay is set to pulse, they will trigger for 3 seconds and then return to their default state or they can be set to toggle from one state to the next when a button is pressed.

To set a relay to either pulse or toggle:

1. Switch dip switches 5, 6, 7 on
2. Switch dip switch 8 on
3. Dip switch 1 on for relay 1 to pulse, 1 off to toggle relay 1 and dip switch 2 on for relay 2 to pulse, 2 off to toggle relay 2



In this example:

Relay 1 will pulse
Relay 2 will toggle

4. Put dip switch 8 off
5. Put dip switches 7, 6, 5, 2, 1 off

Relay Pulse Time

By default relays are set to a pulse length of 3 seconds.

To change the pulse length:

1. Switch dip switch 7 on
2. Switch dip switch 8 on
3. Switch dip switch, 1 for relay 1 or 2 for relay 2, on for the length of time you want the relay to pulse and then off.
4. Switch dip switch 8 off
5. Switch dip switch 7 off

Relay Retrigger Protection

Retrigger protection will not allow the relay to trigger again for 20 seconds

To setup retrigger protection:

1. Switch dip switches 5 and 7 on
2. Switch dip switch 8 on
3. Select which relay by switching either dip switch 1 or 2 or both on
4. Switch dip switch 8 off
5. Switch the rest of the dip switches off

Relay Safe and Secure Mode

Safe and secure mode is a setting to cause the relays to either switch state or not when power is lost to the receiver.

Secure Mode: The relays will not switch state

Safe Mode: The relays will switch state (E.g. If the relay is resting on normally open and power is lost it will switch to normally closed).

To setup safe and secure mode:

1. Switch dip switch 6 on
2. Switch dip switch 8 on
3. Select which relay by switching either dip switch 1 or 2 or both on
4. Switch dip switch 8 off
5. Switch the rest of the dip switches off

Stand-alone Mode

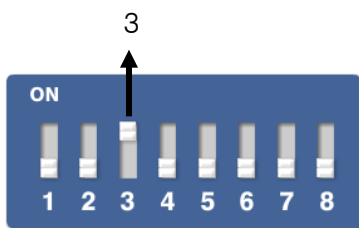
Stand-alone mode is when the receiver is not connected to the IDS805 bus.

To change any of the receiver settings follow the procedure as described in the previous section.

Learning remotes

To learn remote transmitters to a stand-alone receiver:

1. Switch dip switch 3 on

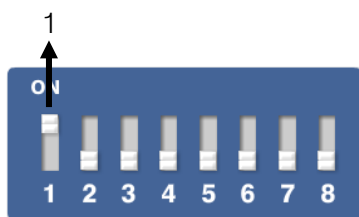


2. Press a button from each remote transmitter
3. Switch dip switch 3 off
- 4.

Deleting remotes

To delete a remote transmitter from a stand-alone receiver:

1. Switch dip switch 1 on

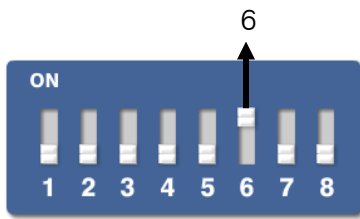


2. Press a button from the remote transmitter to be deleted
3. Switch dip switch 1 off

Learning a Panic Remote

To teach a remote as a panic remote:

1. Switch dip switch 6 on



2. Press a button on the remote transmitter
3. Switch dip switch 6 off