



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

# 806

# OWNER'S MANUAL

<b>For Service</b>
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**Central Station Information:**

Account #:		Telephone	
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**Installer Information**

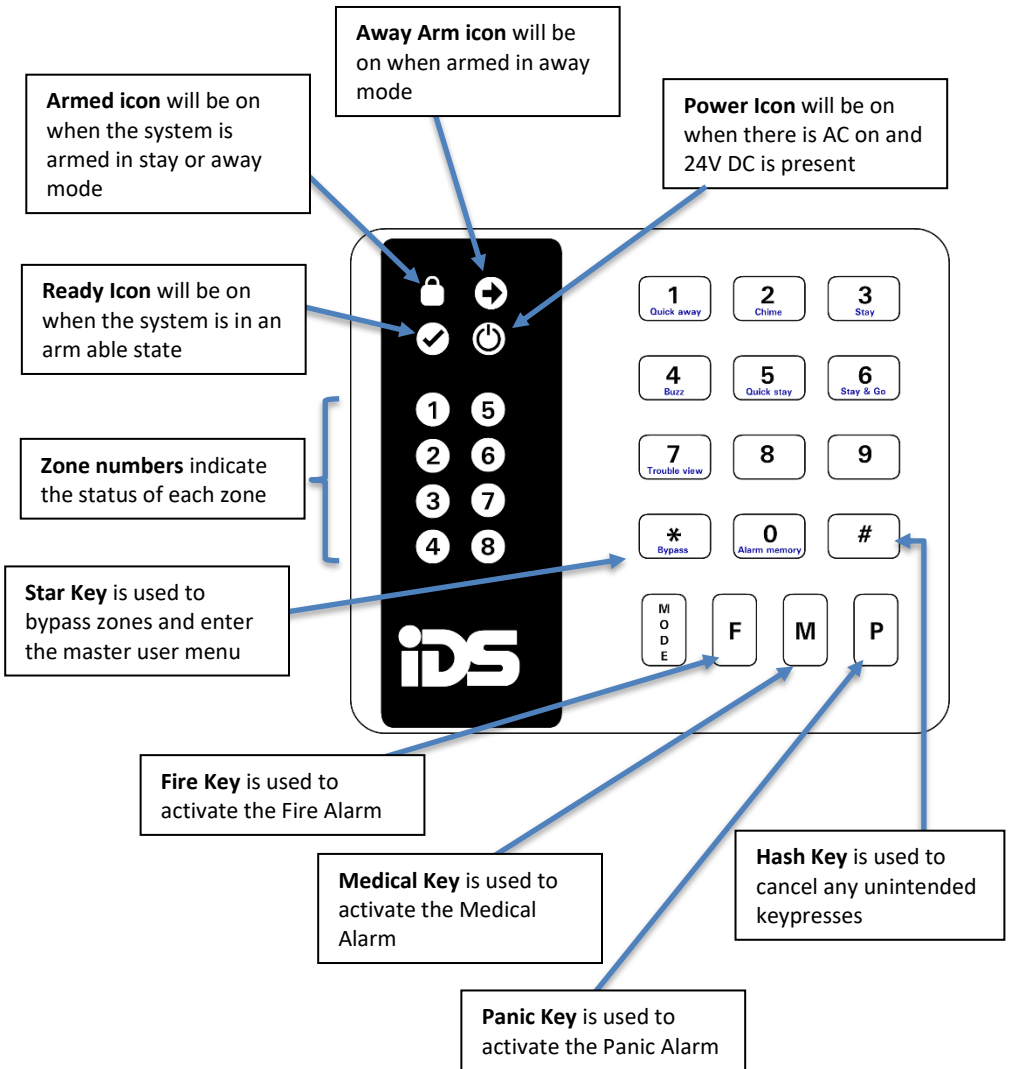
Account #:		Telephone	
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This alarm is to be installed and maintained by an IDS trained installer.

## Contents

For Service.....	2
Contents.....	3
Glossary.....	5
Introduction to the 806.....	6
System Information .....	9
Arming the System.....	10
Disarming the System .....	14
Emergency Situations.....	15
System Memory.....	16
System Configuration.....	17
Remote Transmitter.....	21
Date and Time.....	23
Troubleshooting.....	24
Problems when Arming the System.....	25
Problems when Disarming the System .....	25
Quick Reference User Guide.....	26
Index .....	27

Figure 1: 806 Keypad



## Glossary

### **Alarm Memory**

0

Alarm memory

This is the history of the most recent violations that occurred the last time the system was armed. (See pg. 16)

### **Arm**

1

Quick away

To set the system into the ARMED mode. 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. (See pg. 10)

### **Bypass**

\*

Bypass

To deactivate a zone. When the panel is ARMED, violation of a bypassed zone will be ignored. (See pg. 14)

### **Disarm**

1

Quick away

2

Chime

3

Stay

4

Buzz

To deactivate the system. Fire, medical and panic functions remain active while the system is disarmed. (See pg. 14)

### **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**

5

Quick stay

Arming that allows for certain preprogrammed, STAY zones to be violated while the system is armed. (See pg. 11)

### **Stay Arm and Go**

6

Stay & Go

Arming that allows the user to STAY ARM and leave the premises. (See pg. 12)

### **Stay Zone**

3

Stay

Zones which are bypassed automatically when the system is STAY ARMED. (See pg. 11)

### **Zone**

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

## Introduction to the 806

The 806 Control Panel is manufactured to the highest specification and will provide many years of service if correctly installed and maintained. The unit is designed for simple operation yet provides the maximum protection for you, your family, or business. For trouble free operation, please follow the instructions contained in this User Manual. Your security system consists of a control panel, one or more keypads and various sensors and detectors. An enclosure will contain the control panel which includes the system electronics and standby battery. There is normally no reason for anyone other than the installer or service professional to have access to the control panel.















### Notes

1. This alarm is to be installed and maintained by an IDS trained installer.
2. Read the entire manual carefully and keep it in an accessible place.
3. Your security system should be installed and serviced by a qualified security professional who should instruct you regarding the level of protection provided and the operation of the system.
4. Should you have any questions regarding the operation of the system, contact your security company representative.
5. Your system should be tested on a regular basis. Before testing the system, please notify your security company of your intention to do so.
6. NEVER disconnect the mains power, as the back-up battery will eventually discharge thereby causing the control panel to shut down.
7. A security system cannot prevent emergencies. It is only intended to alert you and - if included - your security company of an emergency.
8. Smoke and heat detectors may not detect all fire situations.

## Understanding the Keypad Indicators

Refer to the labelled pictures of the keypads.

Table 1: Icon Display Information

Icons	Description
 	System Disarmed
 	System Away Armed
 	Alarm Condition (Check Alarm Memory zone details <b>BEFORE</b> re-arming)
	System Stay Armed
	Stay Alarm Condition
	Mains Power is Present
	Trouble Condition
	System Ready to be armed
	Zone Bypassed
	Zone Clear
	Zone Violated or Tampered

### Icon representation explanation



= On



= Off



= Flashing

## Operation of the Keypad

To ensure correct operation of your security system it is essential to familiarize yourself with the use of the keypad.

- The keypad has a buzzer, command entry keys, zone and system status LED's.
- The keypad is used to send commands to the system and to display the current system status.
- The keypad(s) should be mounted in a convenient location within the protected premises generally close to the Entry/Exit zones.
- After a preprogrammed period of inactivity, the keypad will automatically enter a power-save mode by turning off all the indicators. The keypad "wakes up" or comes on when any key is pressed or any zones are violated. The power save feature is programmable and may be disabled.
- A sensor which has registered an alarm condition will be indicated on the keypad by the corresponding zone light flashing.
- The keypad buzzer will sound under the following conditions.
  - When any key is pressed during the entry of codes.
  - Three times if one or more of the zones are violated when attempting to arm the system.
  - To indicate a trouble condition if enabled in programming.
  - During the entry/exit delay.
  - Will sound 5 times when a chime zone is violated.



## System Information

### Programmed Functions

Check with your installer which of the following functions have been enabled.

- Quick Away Arm
- Quick Stay Arm
- Arm with Entry/Exit or Follower Zones Violated
- Stay Arm
- Stay Arm and Go
- Forced Arming
- Siren Sound on Arm/Disarm (single toot - arm/ double2 toot - disarm)
- Panic Alarm
- Fire Alarm
- Chime Zones
- Buzz Zones
- Zone Tamper Monitoring
- Arm with Key-switch or Remote Control
- Exit Delay with Key-switch or Remote Control

### User Codes

User No.	User Name	Remote Serial Number
01 (Master)		
02		
03		
04		
05		
06		
07		
08		
09		
10		
11		
12		
13		
14 (Maid's)		
15 (Duress)		

## Zone Information

Zone	Zone Type e.g. Entry/Exit	Zone Name e.g. Kitchen Door
1		
2		
3		
4		
5		
6		
7		
8		

The Primary Entry Delay is		Seconds
The Secondary Entry Delay is		Seconds
The Exit Delay Is		Seconds









## Arming the System

There are various options for arming the system

### Away Arming


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

(Leave via Entry/Exit Zone)

1. Ensure that the Ready icon  is on; if not, check that all protected doors and windows are closed, and that motion has ceased in areas with motion detectors.
2. If necessary, close the front door.
3. Press the  key to cancel any unintended key entries.
4. Enter a valid 4 digit [USER CODE]    . If you make a mistake, press the  key and re-enter the code.
5. The ARMED icon  will come on and the keypad will beep for the duration of the exit delay. A steadily lit zone indicator will show any bypassed zones.
6. The arming process has begun. Leave only via the Follower and Entry/Exit zones.
7. The panel will arm at the end of the exit delay.

### Quick Away Arming

Hold down the  key until the beep

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

## Stay Arming

This allows the user to arm the perimeter zones while disabling the interior zones so that it is possible to remain on the premises. If zones are likely to be violated accidentally, they should be programmed as BUZZ zones (refer to page 19). The panel can be programmed with two different **STAY PROFILES** to be used as required.

Example of where this may be used:

Assume a property has perimeter sensors to secure a garden fence and a few internal sensors within each room of the house.

The first STAY PROFILE would function as follows: At night while you are within the house going about your normal evening activities it may be desirable to activate the alarm such that any violation of the perimeter sensors will cause an alarm.

Therefore, this profile would have all internal sensors programmed as STAY zones (bypassed) and perimeter sensors would be normal alarm zones.

A second STAY PROFILE would then be utilised once the family retires to their bedrooms. All bedrooms would therefore be STAY zones (bypassed) while unused zones i.e. a lounge and TV room, together with perimeter zones would be normal alarm zones.

### NOTE:

Once a stay profile is selected, the system will use the selected profile each time the system is armed into the STAY MODE. If the alternate profile is required, it is necessary to select the alternate profile before the system is armed.

STAY and BUZZ zones can be programmed for each profile once the profile has been entered.

## To Select a Stay Profile

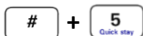
There are two stay profiles that can be configured, depending on your requirements. There are two ways to change stay profiles.

When the system is disarmed follow these steps:



1. Press the [#] key to clear any previous entries.
2. Press [MODE].
3. Press [9] then press [1] or [2] for the required profile.
4. Press [\*] to enter. A long beep should be heard.
5. Program STAY and BUZZ zones for the profile or ARM the profile (See sections 12 and 13).

When armed in the stay mode follow this method:





1. Press [#] key to clear any previous entries.
2. Press [5] for 3 seconds and the stay profile will switch to the next stay profile.

## To Stay Arm

# + [USER CODE]

(Do not leave premises)

1. Select the required STAY PROFILE. (To Select a Stay profile page 10.)
2. Ensure that the READY icon  is on; if not, check that all protected doors and windows are closed, and that motion has ceased in the areas covered by motion detectors.
3. If necessary, close the front door.
4. Press the [#] key to cancel any unintended entries.
5. Enter a valid [USER CODE].
6. The ARMED icon  will come on and the keypad buzzer will beep for the duration of the exit delay.
7. DO NOT open the front door. If the front door is opened, the system will arm in AWAY mode.
8. Any STAY zones (shown by a steadily lit indicator) will be automatically bypassed.
9. Ensure that you enter only those zones that are bypassed.

## Quick Stay Arming

Hold down the  key until the beep

It is possible to STAY arm by holding down the [5] key until the keypad beeps. There is no exit delay.

## Stay Arm and Go

Hold down the  key until the beep

This is a quick function that allows the user to STAY arm and leave the premises.


1. Hold down the [6] key until the keypad buzzer sounds. The keypad buzzer will now beep for the duration of the exit delay
2. At the end of the exit delay, the ARMED indicator will come on and the AWAY indicator will remain off. Any stay zones will be bypassed.
3. Be sure to leave only via the Follower and Entry/Exit zones.

## Arming from a Key-switch or Remote Control

There are several options related to this function. Verify with your installer which of the following have been installed:

1. Key-switch or Remote Control installed?	
2. Exit Delay with Key-switch or Remote Control?	
3. Toot on Arm/Disarm or Arm LED indicator?	

### Arming with a key-switch or remote control:

1. Ensure that the READY icon  on the keypad is on before leaving.
2. Leave and close the door (remembering to lock!).
3. Twist and release the key-switch or press the remote button.
4. The alarm will arm immediately, and the LED ARM indicator will come on if installed or the siren will give a single beep if programmed.  
OR
5. If an exit delay has been enabled, the exit delay will begin and arm after the delay with either an Arm LED or siren toot to indicate arm status.

### **NOTE:**

If a remote control is used, it is advisable to have the siren sound on arm and disarm or a LED indicator to verify function enabled.

## Auto Arming

Your system can be programmed to automatically arm itself daily at a preprogrammed time. Ask your installer to program this function if required. Should the premises be occupied at the auto arming time, a valid [USER CODE] entered during the 2-minute arming cycle will cancel the process.

### **NOTE:**

For accurate timing please connect to the HYPY platform via the HYPY GSM module or HYPY IP module.

## Arming with Entry/Exit or Follower Zones Violated

The system can be programmed to arm even if the Entry/Exit or Follower zones are violated. Check with your installer. Follow the normal arming procedures i.e. Enter a valid [USER CODE], but it is not necessary to close the front door.

## Forced Arming

If so programmed, the panel can be armed even if there are violated zones. This means that a monitored window can be left open or other zones can be violated and the panel will still arm. If the violated zone is then cleared, the panel will resume monitoring the zone, hence causing an alarm condition or initiation of entry delay, as appropriate, if violated.

## Zone Bypassing

- The term BYPASS is used to describe a zone that has been deactivated for the armed cycle; i.e. violation of a bypassed zone will not cause an alarm.
- Is used when access is needed to a protected area while the system is armed.
- Zones cannot be bypassed once the system is armed.
- Bypassed zones are automatically cancelled each time the system is disarmed and must be re-bypassed before the next arming.

## To Bypass a Zone

 + [ZONE NUMBER]

1. Press the [\*] key (while bypassing zones, violated zones will be flashing).
2. Press the number corresponding to the zone you need to bypass e.g. the [2] key if you wish to bypass zone 2.
3. The relevant zone indicator will come on to indicate that the zone is now bypassed.
4. Repeat steps 1 and 2 to bypass any other zones.

### NOTE:

Panic/priority zones cannot be bypassed

## To Un-bypass a Zone

 + [ZONE NUMBER]

1. Press the [\*] key.
2. Press the number corresponding to the currently bypassed zone
3. The zone indicator will turn off - the zone is now active.

## Disarming the System

## Disarming with a User Code

 + [USER CODE]

To disarm the system, enter a valid [USER CODE] before the expiry of the entry delay. Although not essential, it is recommended that the [#] key be pressed before entering a user code as this clears any unintended key entries.

- Enter the premises through a designated Entry/Exit door or an alarm will occur.
- As soon as the Entry/Exit zone is violated i.e. the door has been opened, the entry delay begins, and follower zones become in-active.
- The keypad buzzer will sound until a valid user code is entered or entry time runs down. If the entry period is too short, have your installer change the entry time.
- If the ARMED indicator remains lit, an error was made while entering the user code, press the [#] key, and re-enter the code.
- Once the system disarms, the ARMED indicator and the entry sound will turn off.
- If no valid user code has been entered by the end of the entry delay period, an alarm condition will be registered.

- If four incorrect user codes are entered consecutively while either arming or disarming the system, the keypad will be non-responsive for 30 seconds. Your monitoring company will also be notified on a keypad tamper.

**NOTE:**

1. If the ARMED indicator is flashing upon entry, there has been a violation. The intruder may still be inside! Call for assistance.
2. If a strobe (or flashing light) has been installed and an alarm condition is registered, the light will continue flashing until a valid **[USER CODE]** is entered.

### To Disarm with a Remote Control

1. Press the arm/disarm remote button.
3. The system will disarm and the arm/disarm indicator (if installed) will turn off.
4. If programmed to do so, the siren will sound briefly - verify with your installer.

## Emergency Situations

### Fire Alarm

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

- If the **[F]** key is pressed until the keypad beeps (approximately 1 second) a FIRE ALARM condition will be activated.
- The FIRE ALARM CONDITION can also be triggered by a smoke detector connected to an appropriately programmed zone.
- The siren will sound (1 second on, 1 second off) and the FIRE REPORTING CODE will be transmitted to the monitoring company.
- To silence the siren, enter a 4 digit **[USER CODE]**. The siren will stop sounding after 10 minutes if no user code is entered.

### Panic Alarm

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

- If the **[P]** key is pressed until the keypad beeps (approximately 1 second) a PANIC ALARM condition will be activated.
- Any FIXED PANIC or REMOTE PANIC buttons which may have been installed can also activate a PANIC ALARM.
- If audible panic option has been selected, the siren will sound. A PANIC REPORTING CODE will be transmitted to the monitoring company.
- To silence the siren, enter a valid 4 digit **[USER CODE]**. If the siren is not cancelled, it will stop automatically after the programmed SIREN TIME OUT period.
- Ensure that your installer has enabled this function if it is required.
- Press this key only in an emergency that requires response by emergency personnel.

## Medical Alarm

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

- If the **[M]** key is pressed until the keypad beeps (approximately 1 second) a MEDICAL ALARM condition will be activated.
- The keypad's buzzer will sound rapidly for 5 seconds to indicate that a medical alarm has been initiated.

## Duress Code

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

- This special 4-digit user code should only be used in the unique situation where an intruder forces one to disarm the system "under duress".
- When the **[DURESS CODE]** is entered, the control panel disarms normally - however a DURESS REPORTING CODE is transmitted to the monitoring company to inform them that you have been forced to disarm by an intruder.
- It is advisable to choose a code that can be easily remembered by all family (or staff) members.

## System Memory

### Alarm Memory

The Alarm Memory displays any zones which were violated the last time the system was armed. If the ARMED indicator is flashing before you disarm the system, a violation has occurred. To view which zone was violated.

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

1. Disarm the panel with a valid **[User Code]**, if the system is armed.
2. Hold down **[0]** until the keypad buzzer sounds.
  5. The READY indicator will turn off and the keypad buzzer will sound briefly.
  6. Flashing zones indicate which zones were violated during the last armed period.
  7. The memory status will be displayed for five seconds, or until the **[#]** is pressed.
  8. The alarm memory will be erased the next time the system is armed.

### Zone Bypassed Memory

The Zone Bypassed Memory displays any zones which were bypassed during the most recent arming cycle.

**[0]** then **[1]**

1. Hold down **[0]** until the keypad buzzer sounds.
2. The READY indicator will turn off and the keypad buzzer will sound briefly.
3. Flashing zones indicate which zones were violated during the last armed cycle.
4. To view any bypassed zones, press the **[1]** key once and bypassed zones will flash.
5. The memory status will be displayed for five seconds.



## Zone Tamper Memory

The Zone Tamper Memory displays any zones where a tamper condition has occurred.

 then 

1. Hold down **[0]** until the keypad buzzer sounds.
2. The READY indicator will turn off and the keypad buzzer will sound briefly.
3. Flashing zones indicate which zones were violated during the last armed period.
4. To view any tampered zones, press the **[2]** key once flashing zones where tampered.
5. The memory status will be displayed for five seconds.

## System Configuration

### User Codes

The IDS806 Alarm Panel has 15 programmable user codes.

- |              |                    |
|--------------|--------------------|
| Code 1:      | Master User Code   |
| Code 2 – 13: | General User Codes |
| Code 14:     | Maid's Code        |
| Code 15:     | Duress Code        |

### Entering New and Changing Existing User Codes

 + **[MASTER USER CODE]** +  + **[CODE NUMBER]** +  + **[NEW CODE]** + 

1. Hold down the **[\*]** key until the keypad buzzer sounds.
2. The ARMED and READY indicators will flash alternately, indicating that the system is in the mode which allows programming of user codes.
3. Enter the **[MASTER USER CODE]** (the default is 1234) followed by the **[\*]** key.
4. The ARMED and READY indicators will begin to flash simultaneously indicating that the correct master code was entered. If an invalid code was entered, the keypad buzzer will beep three times, and exit the programming mode.
5. Enter the **[USER CODE NUMBER]** you wish to change (1-15) followed by the **[\*]** key.
6. Enter the new 4 digit **[USER CODE]** and press the **[\*]** key.
7. Repeat steps 5-6 to enter or change other user codes.
8. Once all the codes are programmed, press the **[#]** key to exit.

## Deleting User Codes

Follow steps 1-5 of the previous procedure but in step 6 only press the [\*] key. That code will be deleted.

## Maid's Code

The maid's code (user 14) may be used to limit access to the premises. The maid's code will only disarm the system if the same code was used for arming. If armed with a code other than a maid's code, the system will view an attempt to disarm with the maid's code as an invalid entry. Any valid user code will disarm the system if it has been armed with the maid's code.

### EXAMPLE:

If a maid is expected on a Monday, arming the system on a Monday morning using the maid's code will allow the maid to disarm the system. On days that any other user code (i.e. not a maid's code) has been used to arm the system entering the maid's code will not disarm the system.

## Stay Zones

Stay zones are those zones which are bypassed automatically when the system is STAY ARMED. To avoid triggering the alarm, zones such as bedrooms, or other areas which require access, must be bypassed. Stay zones need only be programmed once. Each time the system is armed in the stay mode the preselected stay zones will be bypassed automatically. This also depends on which stay profile is active.

### NOTE:

Zones, such as panic zones, Arm/Disarm zones cannot be selected.

## To Program Stay Zones

 + [ZONE NUMBER] + 

1. Hold down the [3] key until the keypad buzzer sounds. The AWAY indicator will flash to show that the panel is in the Stay Zone programming mode.
2. Press the [NUMBER] corresponding to the zone you wish to be a STAY zone.
3. The relevant zone indicator will come on. (Buzz zones will be shown by flashing indicators. See Pg. 19. A Buzz zone cannot be selected as a Stay zone; the Buzz status must be cleared first.)
4. Repeat step 2 until all stay zones are selected.
5. Press the [#] key to exit the Stay zone programming mode.

## To Cancel the Stay Zones

**3** + [ZONE NUMBER] + **#**

If an area programmed as a STAY zone will no longer be entered during STAY arm, then the zone should be removed from the stay profile. This will allow the system to protect that area during a stay arm cycle.

1. Hold down the **[3]** key until the keypad buzzer sounds. The AWAY indicator will flash to show that the panel is in the Stay zone programming mode.
2. Press the **[NUMBER]** corresponding to the STAY zone you wish to cancel.
3. The relevant zone indicator will turn off.
4. Repeat step 2 until all stay zones are selected.
5. Press the **[#]** key to exit the Stay zone programming mode.

### NOTE:

The system will automatically exit this mode after 60 seconds.  
The 806 has two stay profiles that could be used if required

## Buzz Zones

Buzz zones are used when Stay arming. When triggered, buzz zones will cause the keypad buzzer to sound for a period of 30 seconds during which time a valid user code must be entered. If a valid user code is not entered during this period, the system will register an alarm condition. It is advisable to program Buzz zones if you are likely to accidentally trigger these zones or if you have pets.

This feature helps prevent unnecessary false alarms.

### NOTE:

Instant zones, such as panic zones, cannot be selected.

## To Program Buzz Zones

**4** + [ZONE NUMBER] + **#**

1. Hold down the **[4]** key until the keypad buzzer sounds. The AWAY indicator will flash to show that the panel is armed in the Buzz zone programming mode.
9. Press the **[NUMBER]** corresponding to the zone you wish to be a Buzz zone.
10. The lit zone indicator will show the relevant Buzz zone. (Stay zones will be shown by flashing indicators. See Pg. 18. A Stay zone cannot be selected as a Buzz zone; the Stay status must be cleared first).
11. Repeat steps 2 until all the required Buzz zones are programmed.
12. Press the **[#]** key to exit the buzz programming mode.

## To Cancel Buzz Zones

**4** + [ZONE NUMBER] + **#**

1. Hold down the **[4]** key until the keypad buzzer sounds. The AWAY indicator will flash to show that the panel is armed in the Buzz zone programming mode.
2. Press the **[NUMBER]** corresponding to the BUZZ zone you wish to cancel.
3. The relevant zone indicator will turn off.
4. Repeat step 2 until all buzz zones are cancelled.
5. Press the **[#]** key to exit the buzz zone programming mode.

### NOTE:

The system will automatically exit this mode after 60 seconds.

## Chime Zones

The chime mode allows the user to monitor nominated zones while the system is disarmed. The keypad buzzer will sound 5 times when the nominated zone is violated - the siren will NOT sound, and no alarm condition will be reported.

### EXAMPLE:

You wish to know when someone enters or exits the front door; the keypad will beep each time the door is opened if that zone is programmed as a chime zone.

## To Program the Chime Zones

**2** + [ZONE NUMBER] + **#**

1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The AWAY indicator will flash to show that the panel is in the chime zone programming mode.
3. To program a zone as a chime zone, press the key corresponding to that zone. The zone indicator will come on.
4. Program any other zones you wish to select as chime zones as per step 3.
5. Press the **[#]** key to exit the chime programming mode.

## To Cancel the Chime Zones

**2** + [ZONE NUMBER] + **#**

1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The AWAY indicator will flash to show that the panel is in chime programming mode.
3. To cancel any chime zones, press the key corresponding to that zone. The zone indicator will turn off.
4. Repeat step 3 until all the chime zones are cancelled.
5. Press the **[#]** key to exit the chime programming mode.

### NOTE:

The system will automatically exit this mode after 60 seconds.

## Remote Transmitter

The 806 Alarm has the capability to learn remote transmitter to any of the 15 user codes that have been added to the system via an Xwave wireless receiver. The Xwave receiver and Xwave/Keeloq transmitter remotes are purchased separately.

There are three formats of remote transmitters, 1 button, 2 button and 4 button.

The remote transmitter can transmit either a standard IDS Keeloq signal compatible with older remote receivers or the new Xwave transmitter protocol.

### Change button transmission Protocol

By default buttons 1 & 3 are preprogrammed to transmit IDS Xwave protocol and buttons 2 & 4 IDS keeloq protocol, see Figure 2: Remote Transmitter Button Defaults.

Each button can be changed individually.

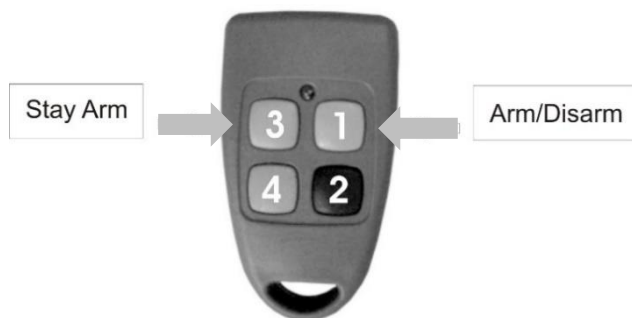
To change a button from one protocol to another hold the button down until the LEDs flash changes, about 10 seconds.

Fast Flash	Xwave Protocol
Single Long Flash	Keeloq Protocol

### Remote Default Button Functions

The remote default buttons are shown in the figure below:

*Figure 2: Remote Transmitter Button Defaults*



As the figure above shows button 1 by default is the arm or disarm button depending if the system is armed, stay armed or disarmed.

#### **Example:**

Button 1 will disarm the system if the alarm is armed in any mode and away arm if the system is disarmed and in the ready state. (See arm/disarm via user code for explanation armed modes.)

## Learning a Remote Transmitter to a User Code

There are 2 ways of adding remote transmitters to a user code, if the user's slot number is known or if the user's code for arming & disarming is known.

### If the user's slot number is known:

 + [MASTER CODE] +  + [SLOT NO.] +  + [USER CODE] +  +  
**PRESS any REMOTE BUTTON until a beep is heard**

1. Press and hold the [\*] for 3 seconds and the keypad will confirm with a beep.
2. Enter the [Master Code] followed by [\*].
3. Enter the [User code slot number] followed by [\*].
4. Enter the [user's 4 digit code] followed by [\*].
5. Press **any button** on the remote transmitter and keep pressing until a beep confirms the remote is learnt.

### If the user's arm/disarm code is known:

 + [MASTER CODE] +  + [20] +  + [USER CODE] +  + **PRESS REMOTE BUTTON**

1. Press and hold the [\*] for 3 seconds and the keypad will confirm with a beep.
2. Enter the [Master Code] followed by [\*].
3. Enter the [20] followed by [\*].
4. Enter the [user's arm/disarm code] followed by [\*].
5. Press **any button** on the remote transmitter and keep pressing until a beep confirms the remote is learnt.

## Deleting a Remote Transmitter

Deleting a remote transmitter from the 806 alarm.

 + [MASTER CODE] +  + [SLOT NO.] +  + 

1. Press and hold the [\*] for 3 seconds and the keypad will confirm with a beep.
2. Enter the [Master Code] followed by [\*]
3. Enter the [Slot number] to be deleted followed by [\*].
4. Followed by a second [\*].

### **NOTE:**

This will also delete the user code stored in the slot.






If a remote is lost a new remote can be taught into the slot without deleting.

## Allocating Functions to Remote Buttons

Button functions can be changed from the factory default discussed before.

### NOTE:

This will change all remotes learnt and any learnt after the change.

 + [MASTER CODE] +  + [23] +  + [Button Number] +  + [Option] + 

1. Press and hold the [\*] for 3 seconds and the keypad will confirm with a beep.
2. Enter the [Master Code] followed by [\*]
3. Enter the menu number [23] followed by [\*].
4. Enter the button number that is to be changed, see Figure 2: Remote Transmitter Button Defaults, E.g. [2], followed by [\*].
5. Enter [option] from the table below followed by a second [\*].

Table 2: Remote Button Options





Option	Action
0	No Action
1	Arm
2	Stay Arm
3	Stay & Go
4	Panic
5	PGM 1 on for 2 seconds
6	PGM 2 on for 2 seconds
7	PGM 3 on for 2 seconds

Option	Action
8	PGM 4 on for 2 seconds
9	PGM 5 on for 2 seconds
10	PGM1 Toggle
11	PGM2 Toggle
12	PGM3 Toggle
13	PGM4 Toggle
14	PGM5 Toggle

## Date and Time

### Changing the Time





Time is entered in the 24-hour format for example, 13:07.

 + [MASTER CODE] +  + [40] +  + [HHmm] + 

1. Press and hold the [\*] for 3 seconds and the keypad will confirm with a beep.
2. Enter the [Master Code] followed by [\*].
3. Enter the [Menu Number] followed by [\*].
4. Enter the time [1309] followed by a [\*].

### Changing the Date

Time is entered in **DDMMYY** format for example, 150120.

 + [MASTER CODE] +  + [41] +  + [DDMMYY] + 

1. Press and hold the [\*] for 3 seconds and the keypad will confirm with a beep.
2. Enter the [Master Code] followed by [\*].
3. Enter the [Menu Number] followed by [\*].
4. Enter the date [150120] followed by a [\*].

# Troubleshooting

## Trouble Conditions

In the event of a trouble condition the power indicator will flash. Trouble Condition refers to Low Battery power and/or AC Mains Failure. Check that the plug is in place and switched on. If the power indicator is still flashing once these checks have been done, contact your installer who will then check the battery power.

## Viewing 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 [#] after viewing the trouble. To simply cancel the beeping without viewing the trouble conditions, press [#].

Please see *Table 3: Trouble Condition Indicators* below for all trouble conditions:

### NOTE:

Trouble condition 1: Wireless Trouble is the **only trouble condition** that can be drilled into for more information.

**Table 3: Trouble Condition Indicators**

Indicator	Trouble Condition	
1	Wireless Zone Trouble (To see more information enter [1][*] Zone LEDs will show which wireless zones are in trouble, enter [Zone] followed by [*] to see trouble indicator) <b>** No zones indicate a signal jamming condition **</b>	
	<b>Zone</b>	<b>Trouble Description</b>
	1	Wireless detector battery low
	2	Supervision fail
	3	Tamper occurred
2	Failure to communicate	
3	Mains power failure	
4	Low battery or disconnected	
5	DTMF Line Fault	
6	The siren wire has been cut	
7	Keypad housing has been opened tampered with	
8	Installers code required to clear alarm	



## Problems when Arming the System

### **Keypad beeps 3 times when entering a user code?**

If you enter the wrong user code, the keypad will beep three times and the system will not arm.

### **Is the READY Indicator on?**

If this indicator is not on, one or more zones are violated. A flashing zone indicator shows a violation. Ensure that all monitored doors and windows are closed. Bypassing a violated zone will also create a READY condition.

### **Does the siren sound before you exit?**

The exit delay may be too short - ask your installer to adjust the exit delay.

### **OR**

You have not left via a Follower and Entry/Exit zone or have strayed into an Instant zone. Either avoid these zones or ask your installer to change the zone type.

## Problems when Disarming the System

### **Does the siren sound immediately upon entry?**

You have not entered via the Entry/Exit zone or have strayed into an Instant zone.

### **Does the siren sound before you get to the keypad?**

You have strayed into a non-follower zone.

### **OR**

You have taken too long to get to the keypad.

### **The panel will not disarm.**

You may have entered an incorrect code.

Press the [#] key first, then re-enter your user code.

## Quick Reference User Guide

Arm/Disarm	# [USER CODE]
Quick Away Arm	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">1</span> <small>Quick away</small> for 1 second
Quick Stay Arm	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">5</span> <small>Quick stay</small> for 1 second
Quick Stay Arm & Go	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">6</span> <small>Stay &amp; Go</small> for 1 second
Panic	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">P</span> for 1 second
Fire	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">F</span> for 1 second
Medical Emergency	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">M</span> for 1 second
Alarm Memory	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">0</span> <small>Alarm memory</small> for 1 second
Change Stay Profile	<span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">M O D E</span> + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">9</span> + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">1</span> <small>Quick away</small> Stay Profile or <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">2</span> <small>Change</small> Stay Profile + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">*</span> <small>Bypass</small>
Bypass a zone	<span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">*</span> <small>Bypass</small> + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">1</span> <small>Quick away</small> Zone to <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">8</span> Zone
Program chime zone	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">2</span> <small>Chime</small> for 1 second + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">1</span> <small>Quick away</small> Zone to <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">8</span> Zone + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">*</span> <small>Bypass</small>
Program stay zone	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">3</span> <small>Stay</small> for 1 second + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">1</span> <small>Quick away</small> Zone to <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">8</span> Zone + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">*</span> <small>Bypass</small>
Program buzz zone	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">4</span> <small>Buzz</small> for 1 second + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">1</span> <small>Quick away</small> Zone to <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">8</span> Zone + <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">*</span> <small>Bypass</small>
View Trouble Status	Hold down <span style="border: 1px solid black; border-radius: 5px; padding: 2px 5px;">7</span> <small>Trouble view</small> for 1 second
Duress	# [DURESS CODE]

## Index

Alarm Memory .....	16
Arming from a Key-switch or Remote Control .....	13
Arming the System .....	10
Arming with Entry/Exit or Follower Zones Violated .....	13
Auto Arming .....	13
Away Arming .....	10
Buzz Zones .....	19
Chime Zones .....	20
Contents .....	3
Date & Time .....	23
Deleting a Remote Transmitter .....	22
Deleting User Codes .....	18
Disarming the System .....	14
Disarming with a User Code .....	14
Duress Code .....	16
Emergency Situations .....	15
Entering New and Changing Existing User Codes .....	17
Fire Alarm .....	15
For Service .....	2
Forced Arming .....	13
Glossary .....	5
Introduction to the 806 .....	6
Learning a Remote Transmitter to a User Code .....	22
Maid's Code .....	18
Medical Alarm .....	16
Notes .....	6
Panic Alarm .....	15
Problems when Arming the System .....	25
Problems when Disarming the System .....	25
Programmed Functions .....	9
Quick Away Arming .....	10
Quick Stay Arming .....	12
Remote Default Button Functions .....	21
Remote Transmitter .....	21
Stay Arm and Go .....	12
Stay Arming .....	11
Stay Zones .....	18
System Information .....	9
System Memory .....	16
To Bypass a Zone .....	14
To Cancel Buzz Zones .....	20
To Cancel the Chime Zones .....	20
To Cancel the Stay Zones .....	19
To Disarm with a Key-switch or Remote Control .....	15

To Enter a Stay Profile.....	11
To Program Buzz Zones.....	19
To Program Stay Zones .....	18
To Program the Chime Zones.....	20
To Stay Arm.....	12
To Un-bypass a Zone.....	14
Trouble Conditions.....	24
Troubleshooting.....	24
Understanding the Keypad Indicators.....	7
User Codes .....	9, 17
Viewing Trouble Conditions .....	24
Zone Bypassed Memory.....	16
Zone Bypassing .....	14
Zone Information .....	10
Zone Tamper Memory .....	17









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

**NOTE:** Wherever possible, return only the PCB to Inhep Electronics Holdings as it is not necessary to return the enclosure for electronic swap outs.

The 806 product is a product of IDS (Inhep Digital Security) and is manufactured by Inhep Electronics Holdings (Pty) Ltd.

### **WARNING**

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

This is a professional product, and due to the nature of the product, should only be installed by an accredited professional alarm installer.

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