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

XSeries Serial

Owner's Manual

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Glossary

Alarm Memory

This is the history of the most recent events that occurred the last time the system was armed.

Arm

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

Bypass

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

Disarm

Disarming the system sets the system into the DISARMED mode. Fire, medical and panic functions remain active while the system is disarmed.

Entry/Exit Zones

These are zones that you pass through during the entry/exit delay period without triggering an alarm. Their purpose is to provide a means by which you can exit after arming the system – and a means of getting to the keypad to disarm after gaining access to the premises.

Follower Zone

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

Instant Zone

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

Partition

A partition is a group of zones that may be armed and disarmed independently without affecting zones or users assigned to other partitions. The Alarm Panel may have been programmed by your installer to have up to 8 partitions. Typically, a guest cottage appended to a main house may be partition 2, and the main house partition 1.

Stay Arm

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

Stay Arm and Go

Arming that allows the user to Stay arm and leave the premises.

Stay Zone

A zone that is bypassed automatically when the system is Stay armed.

Violate

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

Zone

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

1. Introduction to the IDS XSeries Alarm Panel

Congratulations on your purchase of an IDS Alarm Panel to protect your most valued possessions.
The IDS XSeries is a versatile and expandable range of alarm panels with 8 partitions and can be expanded to monitor up to 64 zones depending on the model. Most features are optional and may be programmed directly through the keypad. There is a dedicated panic zone, monitored siren output, auxiliary power outputs and 5 (expandable to 57) programmable outputs that may be programmed to perform various trigger/switching functions. These can all be programmed by your installer.
For correct operation, these Alarm Panels must be used in conjunction with the specified transformer/battery combination and appropriate peripheral sensors and signalling devices.

Before Operating Your Alarm System

- Read the entire manual carefully and keep it in an accessible place.
- Note that this is not a DIY product, and your security system should be installed and serviced by a qualified security professional who should instruct you regarding the level of protection provided and the operation of the system.
- Should you have any questions regarding the operation of the system, contact your installer.
- Note that your system should be tested on a regular basis. Before testing the system, please notify your security company of your intention to do so.
- NEVER disconnect the mains power, as the back-up battery will eventually discharge thereby causing the control panel to shut down.
- Note that a security system cannot prevent emergencies. It is only intended to alert you and (if applicable) your central monitoring station, of an emergency.
- Note that smoke and heat detectors may not detect all fire situations.
- This manual is not a fully detailed installation manual – the installation manual is only available to accredited installers.
- Note that the performance of your alarm system will to a large extent be determined by the quality and installation of the detectors attached to your panel.

Understanding the Keypad

Figure 1: Classic LED Keypad

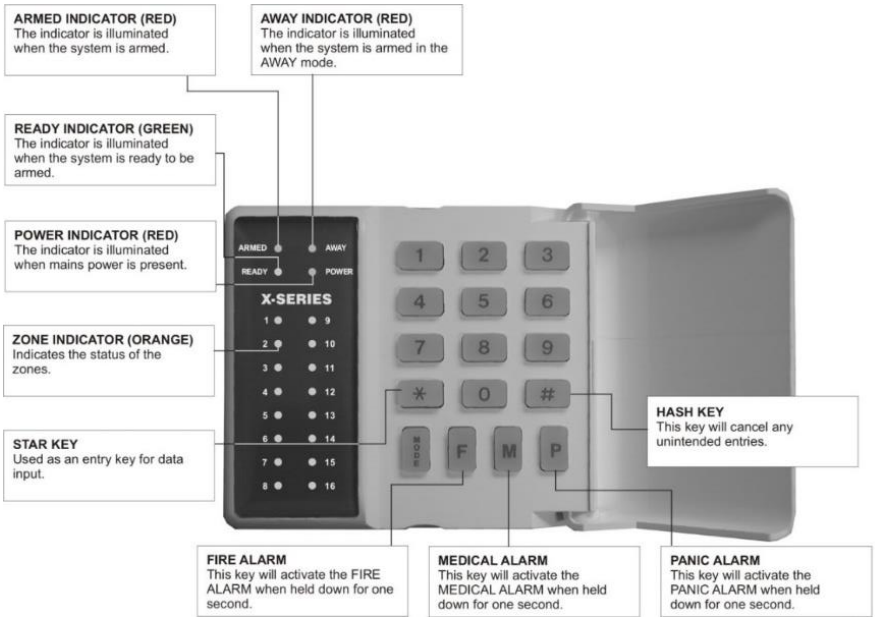
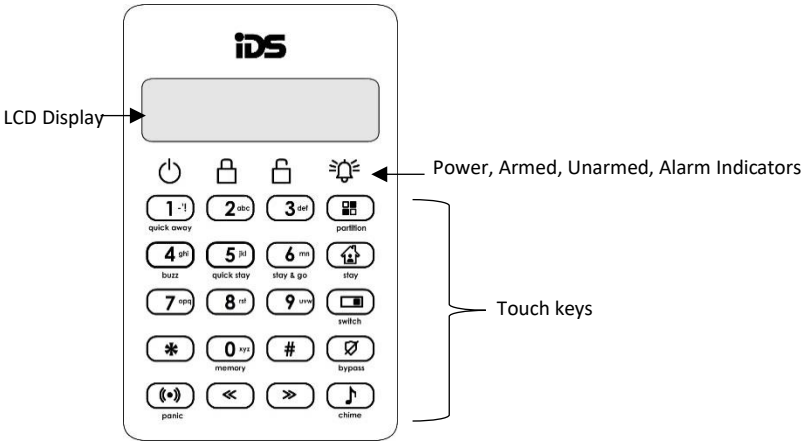


Figure 2: Curve LED Keypad

Figure 3: Curve LCD Keypad

Figure 4: Touch Keypad



1.1 Keypad Indicator Icons

Power indicator icon has two functions:

1. When the icon is on, this indicates the keypad is powered up.
2. Flashing indicates an issue has occurred and needs your attention.

Armed icon indicates the system is armed either in 'away' or 'stay' mode. The LCD will display the armed mode.

Unarmed icon will be illuminated when the system is not armed.

Alarm icon will flash when an alarm condition has occurred.

1.2 Button Details

partition

Partition Button is to select a partition that you would like to interact with via the keypad.
NOTE: Only available if the keypad is configured as a global keypad!

stay

Stay Button allows you to select which stay profile to stay arm the system with.
NOTE: Only available if more than one stay profile has been programmed. (See pg:36)

switch

Switch Button allows access to outputs that could be used to switch devices, lights on/off or open/close gates, etc.

bypass

Bypass button allows you to disable zones so that they cannot violate the alarm.

chime

Chime button selects which zones, will cause the keypad to chime when violated while the system is disarmed.

Navigation buttons allows you to scroll through menus, and when editing zone names, etc. Press and hold left arrow buttons to change the keypad sounds.

panic

Panic button when held down for 3 seconds will sound the siren and send a panic signal to the security company if the alarm is configured to do so.

1.3 Viewing Data on an LED Keypad

Table 1 shows the LED status indicators and the meaning of their various states.

Table 1: LED Indicators

ARM LED (red)	READY LED (green)	POWER LED (red)	AWAY LED (red)	ZONE LED (amber)	DESCRIPTION
○	●	○	○	●	System Armed in Away Mode
○	●	○	●	●	System Armed in Stay Mode
●	○	○	●	●	System is Ready to be Armed
●	●	○	●	●	System Not Ready for Arming
✸	●	○	●		Alarm Condition (Check Alarm Memory zone details **BEFORE** re-arming)
		○			Mains Power is Present
		✸			Mains Power has Failed
		✸			Trouble Condition
				○	Zone Bypassed
				●	Zone Clear
				✸	Zone Violated or Tampered

○ = on ● = off ✸ = flashing

1.4 Reading Binary Values

Values within a data program location will be displayed by the zone LEDs in binary coded decimal format i.e. zone LEDs 1-4 indicate units (ones), and zone LEDs 5-8 indicate tens (tens), and so on. To read a binary value on the keypad, add up the values represented by each lit LED as shown in Table 2.

Table 2: Values Represented by each Zone LED

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

Zone LED	Value	Digit
Zone 9	1	Hundreds
Zone 10	2	
Zone 11	4	
Zone 12	8	
Zone 13	1	Thousands
Zone 14	2	
Zone 15	4	
Zone 16	8	

EXAMPLE:
Imagine the following zone LEDs are on: Zone 1, Zone 3, and Zone 5.
Units are represented by the sum of Zone 1 and Zone 3 (i.e. 1 + 4).
Tens of units are represented by the value of Zone 5 (i.e. 1 x ten).
Therefore, the displayed value is (1+4) + (10) = 15.
Values within a time program location are displayed in a similar format as per Table 3.

Table 3: Binary Coded Decimal Four Digit Display

Zone LED	Calculation	Unit	Zone LED	Calculation	Unit
1	(x 1 = 1)	m	9	(x 1 = 1)	s
2	(x 2 = 0)		10	(x 2 = 2)	
3	(x 4 = 4)		11	(x 4 = 4)	
4	(x 8 = 0)		12	(x 8 = 0)	
5	(x 1 = 1)	M	13	(x 1 = 1)	S
6	(x 2 = 0)		14	(x 2 = 0)	
7	(x 4 = 4)		15	(x 4 = 1)	
8	(x 8 = 0)		16	(x 8 = 0)	

Mm:Ss
= 54:43

m = LEDs 4 through 1
M = LEDs 5 through 8
s = LEDs 12 through 9
S = LEDs 16 through 13

Using an LCD keypad means that data and time information can be read directly without a need to convert.

1.5 Entering Data on an LED Keypad

Data is easily entered on a keypad. Below is a list of keys and their functions.

[*] – This key is used as an enter key, to confirm the data that you have inputted. It is also used to scroll to the next sub-location.

[#] – This key is used to clear data that is incorrect. It can also be used to exit a programming option.

[F] – This key is used if there is a fire emergency. If programmed to do so, the fire reporting code will be sent to your monitoring company.

[M] – This key is used if there is a medical emergency. If programmed to do so, the medical reporting code will be sent to your monitoring company.

[P] – This key is used if there is an emergency that requires emergency personnel to respond. A panic alarm will be transmitted to your monitoring company.

[0] to [9] – Keys marked 1 through 9, and including 0, are used to input data into the programming options.

2. The Keypad Buzzer

Classic and Curve Keypads

[#] WITH any key from [0] to [6] for 1 second

The keypad includes a buzzer that is used for audible signalling and verification of certain keypad functions. There are 7 possible volume settings: loud being the default setting.

Table 4: Keypad Buzzer Settings

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

Key Entry	Keypad Buzzer Tone
[#] [6]	2kHz (High)
[#] [5]	1kHz (Medium)
[#] [4]	440Hz (Low)

To change the volume (for this example to the "soft" setting) press the **[#]** and **[1]** keys simultaneously for 1 second (long press). After a 1-second time lapse, the keypad will respond with a beep at the new volume setting. This is a keypad specific setting and applies to the keypad that this operation is performed on.
All zones programmed as Chime or Buzz zones, will sound with a loud buzz regardless of the keypad volume set above.

Touch Keypad

The touch keypad only has two options. By pressing and holding the << >> keys the buzzer will change.

3. Arming the Alarm

3.1 Away Arm

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

1. Ensure that the READY LED is on or that the LCD display reads 'Ready to Arm' alongside the partition number being armed. If not, check that all protected doors and windows are closed, and that all movement has ceased in areas covered by motion detectors. If necessary, bypass any required zones and close the front door.
2. Press the **[#]** key.
3. Enter a valid **[USER CODE]**. If an incorrect code is entered, the keypad buzzer will beep three times. In the event of an error, press the **[#]** key and re-enter the code.
4. The ARM LED will come on and the keypad buzzer will sound for the duration of the exit delay. The LCD display will read 'Exit Delay' alongside the partition number that is being armed. Any bypassed zones will be displayed. Any violated zones will be displayed. To scroll through zones which have been bypassed or violated on the LCD use the **[PANIC]** and **[MED]** keys.
5. Leave only via a designated exit route. The panel will away arm at the end of the exit delay, if any enter/exit zone is violated, e.g. the front door.
6. Once the panel has armed, the LCD display will read 'Armed' alongside the partition that has been armed.

Quick Away Arm

Hold down the [1] key until the beep

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

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

3.2 Stay Arm

Stay arming allows the user to monitor selected perimeter zones and bypass interior zones. The user can remain on the premises with access to designated areas during the STAY ARM cycle. Any zone that may be violated accidentally should be programmed as a BUZZ ZONE. When violated, a BUZZ ZONE will cause the keypad buzzer to sound for 30 seconds before triggering the alarm and sounding the siren. Entering a valid USER CODE before the siren sounds will silence the keypad buzzer and prevent the siren from sounding. To provide greater flexibility, the panel caters for the programming of 4 different STAY PROFILES. Each STAY PROFILE can contain a unique combination of STAY, BUZZ and ALARM zones that caters for a particular STAY ARM requirement.

EXAMPLE:

PROFILE 1 might be used when the family goes to bed in the evening. In this profile, some interior zones may be programmed as alarm zones or buzz zones, whereas PROFILE 2 is used while watching television when all interior zones would be bypassed. (See How to Select a Stay Profile, under section 19 page 24)

Quick Stay Arm

Hold down the [5] key until the beep

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

NOTE: Holding the button down again will cause the panel to toggle between stay profiles that have zones selected to be bypassed when stay armed. This STAY profile then becomes the active profile and the panel will STAY arm using this profile - until you elect to switch profiles again.

Stay Profile Menu

If the option to show the stay profile menu is enabled when pressing the **[5]** or **[6]** key to stay arm will display the stay profiles available, allowing you to choose the profile before stay arming. (Please check with your installer)

(See How to Select a Stay Profile, under section 19 page 24)

How to Stay Arm and Go

LED Keypad

Hold down the [6] key until the beep

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

1. Hold down the **[6]** key until the keypad buzzer sounds. The keypad buzzer will sound for the duration of the exit delay. Only leave via a designated exit route.
2. The READY LED will turn off and the ARM LED will come on.
   All stay zones will be bypassed.

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

LCD Keypad

(Hold down the **[6]** key for two seconds until the keypad buzzer sounds)

This is a single key arm function, which allows the user to STAY arm and leave the premises.

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

1. Make sure all zones are clear. Hold down the **[6]** key until the keypad buzzer sounds. The LCD display reads 'Exit Delay' alongside the partition number being armed. Any zones that have been bypassed will be displayed on the LCD display as solid text. Any zones that are violated will be displayed on the LCD display as flashing text. Use the **[PANIC]** and **[MED]** keys to scroll through zones that have been bypassed or violated. The keypad buzzer will sound for the duration of the exit delay. Only leave via a designated exit route.
2. At the end of the exit delay, the ARM LED will come on and the display will read 'Stay Armed'. All stay zones will be bypassed.

Stay Profile Menu

If the option to show the stay profile menu is enabled when pressing the **[5]** or **[6]** key to stay arm will display the stay profiles available, allowing you to choose the profile before stay arming. (Please check with installer).

3.3 Key-switch or Remote Arming (If Fitted)

LED Keypad

1. Ensure that the READY LED is on before leaving.
2. Leave the premises and lock the door.
3. Activate the remote or the key-switch. The panel will arm in the away mode.

LCD Keypad

1. Ensure that the LCD display reads 'Ready to Arm' before leaving.
2. Leave the premises and lock the door.
3. Activate the remote or the key-switch. A remote can be used to Stay Arm or Away Arm.
4. The alarm will arm in the away mode.

NOTE: If a remote control is used it is advisable to either have the siren toot on arm function enabled, or to use a LED Unit at the entry/exit point (P/N: 862-84-10). This provides verification that the system has armed.

3.4 Auto Arm

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

NOTE: This can be enabled via the maintenance code, see page 32.

4. Disarming the Control Panel

4.1 How to Disarm with a User Code

[#] [USER CODE]

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

NOTE: If a strobe (or flashing light) has been installed and an alarm condition is registered, the strobe will continue flashing after the siren has stopped sounding. Entering a valid user code will cancel the strobe.

4.2 How to Disarm Using a Key-switch or Remote

1. Activate the remote or key-switch. (The blue button on the IDS remote, unless otherwise programmed).
2. The system will disarm, and the armed LED indicator (if installed) will turn off. If the siren toot on disarm option is enabled, the siren will provide a double toot when the panel is disarmed.

5. Bypassing Zones

- The term BYPASS is used to describe a zone that has been deactivated, i.e. violation of a bypassed zone, whilst the system is armed, is ignored, and will not cause an alarm condition.
- Once the system is armed, it is not possible to bypass zones.
- All bypassed zones will be automatically cancelled each time the panel is disarmed and must be re-bypassed before the next arming.
- To permanently bypass ones, create a stay profile and the zone. Refer to section 19 Stay Zones page 24.

LED Keypad

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

1. Ensure that the panel is not armed (ARM LED OFF).
2. To enter bypass mode, hold down the **[9]** key for until the keypad buzzer sounds. The AWAY LED will flash.
3. Enter **[USER CODE]** followed by the **[*]** key. The bypassed zone LEDs will be on.
4. The READY LED will come on.
5. Entering a zone number **[ZONE NUMBER]** followed by the **[*]** key will toggle the corresponding LED. For example, **[2] [*]** will turn LED 2 on (if it was off) and off (if it was on). The READY LED will come on.
6. Turn on the LEDs corresponding to the zones you need to bypass. The zone LEDs should now indicate only the zones that require bypassing.
7. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
8. After each star press you can repeat steps 4-5.
9. Once satisfied with your selection, press the **[#]** key to exit the bypass mode.

LCD Keypad

Hold down [9] until the beep, then enter [USER CODE] [*] [ZONE NUMBER] [*] [*] [#]

1. Ensure the panel is not armed.
2. To enter bypass mode, hold down **[9]** until the beep.
3. The LCD display reads 'User Code + *'.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The LCD display reads 'Zone Number + *'.
6. Enter the **[ZONE NUMBER]** followed by the **[*]** key. Alternatively, you can use the **[PANIC]** or **[MED]** keys to scroll through the zones. (Y next to the zone number indicates that it has been bypassed and N not bypassed)
7. Press the **[*]** key to toggle between zones being on and off.
8. Repeat steps 6-8 to bypass/un-bypass other zones.
9. Press the **[#]** key to exit the bypass mode.

NOTE: Panic zone can only be bypassed if enabled by the installer and to bypass select zone 65.

5.1 Fire Alarms

Hold down the [F] key until the beep

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

5.2 Panic

Hold down the [P] key until the beep

- If the **[P]** key is pressed until the keypad beeps (1 second) a PANIC ALARM condition will be activated.
- The POWER LED stays on and the ARM LED flashes.
- A PANIC ALARM may also be activated using any FIXED PANIC button or a REMOTE PANIC button (if installed).
- If the audible panic option has been selected, the siren will sound. A PANIC ALARM will be transmitted to the monitoring company.
- To silence the siren, enter a valid **[USER CODE]**.
- Press the **[P]** key only in an emergency that requires response by emergency personnel.

5.3 Medical Alarms

Hold down the [M] key until the beep

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

5.4 Duress Alarms

[#] [DURESS CODE]

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

6. Alarm Memory

Hold down the [0] key until the beep

The Alarm Memory displays any zones that were violated, tampered with, or bypassed during the last arm cycle. A flashing ARM LED will notify you of an alarm. To view the alarm memory, disarm the panel and continue as follows:

1. Hold down the **[0]** key until the keypad buzzer sounds.
2. The POWER LED will turn off and the keypad buzzer will sound briefly.
3. Zone LEDs that are on show which zones were violated during the last armed period.
4. Press the **[1]** key followed by the **[*]** key to return to violated zones.
5. Press the **[2]** key followed by the **[*]** key to display zones that were bypassed.
6. Press the **[3]** key followed by the **[*]** key to display which zones were tampered with.
7. Press the **[6]** key followed by the **[*]** key to view the event log. (Only on the LCD keypad).
8. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
9. After each star press you can repeat steps 4-7 to view the status of the zones.

Note that the alarm memory is erased at the beginning of each arm cycle.

7. Event Log

Events can be viewed on an LCD keypad only, displayed as follows:

HH:MM DD/MM/YYYY eeeeeeeeee p ddd

(**HH:MM** = event time **MM-DD- YYYY** = event date)
(**eeeeeeeeee** = event description **p** = partition event occurred in (if applicable)
ddd = event data (if applicable)

NOTE:

- The system time and date need to be setup correctly for the event log to pull the correct information. These can be setup in options 40 and 41.
- Pressing **[6]** followed by **[*]** after the event log viewing is already active will reset the menu to the most recent event.

Each event description will be followed by two numbered fields if further data is applicable to that event. The first number is the partition number within which the event occurred. The second number will either be the zone or user number associated with the event type.

8. Master User Program Options

The IDS XSeries Alarm Panels have 128 programmable user codes. By default, user code 1 is the Master User Code that contains a pre-programmed 4-digit code of 1234 and belongs to all partitions.
NOTE: User codes may be 4 (default) or 6 digits long (with a default code of 123456). This is a programmable feature. Check with your installer to verify which option has been programmed.

8.1 Accessing the Master User Program Options

The IDS XSeries Panels have a friendly programmable interface that allows you to add, modify or delete user codes. See Table 5 for a summary of programmable options. The programmable interface is accessed by entering the **USER PROGRAMMING MODE** where it is possible to change user options.

Table 5: User Programming Options

Options	Summary of Programmable Options
Option 0 - 13	Allows for the addition and editing of user codes and their properties
Option 14 - 19	Xwave2 bi-directional wireless and remote transmitter options
Option 20 - 29	Allows for adding of remotes
Option 30	Zone Naming. Please consult the XSeries LCD Keypad Manual
Option 31	Language selection (Keypad version 2.02 and above)
Option 40	Allows for the editing of the time
Option 41	Allows for the editing of the date

9. User Program Mode

LED Keypad

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

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

EXAMPLE:

To add a new user code, enter the User Program Mode by completing steps 1 - 4 as listed above.
To access Option 0, enter a value of **[0]** (See Table 5) followed by the **[*]** key.
Enter a **[NEW USER CODE]** followed by the **[*]** key. Once the user code is programmed, enter the next code followed by the **[*]** key. To exit user program mode, press the **[#]** key.

LCD Keypad

1. Ensure that the panel is not armed.
2. Hold down the **[*]** key until the keypad buzzer sounds.
3. The LCD display reads 'Master Code + *'. The factory default is **[1234]**. Should the MASTER USER CODE be set to six digits it will be **[123456]** by default.
4. Enter the **[MASTER USER CODE]**, followed by the **[*]** key. A valid entry will be confirmed by a long beep. If an invalid MASTER USER CODE was entered, the keypad buzzer will give an error beep (3 short beeps).
5. The first menu option – 'Option Menu', 'Add User Code' is displayed by default.
6. Select a programmable option from User Program Options. One may use the **[PANIC]** or **[MED]** keys to scroll through the menu options.
7. Confirm the entry by pressing the **[*]** key. A valid entry is confirmed by a long beep. An invalid entry will be signalled by means of an error beep (3 short beeps). If an error beep occurs, press the **[#]** key to clear all previous entries, and repeat steps 2 – 6.

EXAMPLE:

To add a new user code, enter User Program Mode by completing steps 2 - 4 as listed above. Menu Option 0 will be displayed on the LCD screen by default. Press the **[*]** key to confirm your entry. Once prompted to 'Enter a User Code', input a **[NEW USER CODE]** followed by the **[*]** key. Once the user code is programmed, enter the next code followed by **[*]**. To exit the program mode, press the **[#]** key.

9.1 Add a New User Code – Option 0

LED Keypad

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

1. Enter the User Program Mode as per steps 1 to 4 in section 0.
2. Press the **[0]** key followed by the **[*]** key to select the programmable option 0 (zero).
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[NEW USER CODE]** followed by the **[*]** key.
5. The READY and ARM LEDs flash simultaneously.
6. Further codes may be added by repeating step 4.
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

1. Enter the User Program Mode as per steps 1 - 4 of section.
2. The LCD display reads 'Option Menu', 'Add User Code'. Press the **[*]** key.
3. The LCD display reads 'New Code + *'.
4. Enter **[NEW USER CODE]** followed by the **[*]** key.
5. A valid entry is confirmed by a long beep. An invalid entry will be signalled by means of an error beep (3 short beeps). If an error beep occurs, press the **[#]** key to clear all previous entries and repeat steps 1-4.
6. Further codes can be added by repeating step 4 above. When a user code is added, it is stored in the first available user slot.
7. Press the **[#]** key to exit the User Program Mode.

NOTE: The new user code will be added to the first available slot. A slot is just a place holder number for a user code. I.e. User code 1 is in slot 1; all the way to user code 128 in slot 128.

9.2 Edit a Selected User Code – Option 1

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [1] [*] [OLD CODE] [*] [NEW CODE] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section 0.
2. Press the **[1]** key followed by the **[*]** key to select programmable option 1.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[OLD CODE]** which is to be edited followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. Enter the **[NEW CODE]** followed by the **[*]** key.
7. The READY and ARM LEDs flash simultaneously.
8. To edit other codes, repeat steps 4 - 7.
9. Press the **[#]** key to exit the current option.
10. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

[*] [MASTER CODE] [*] [1] [*] [OLD CODE] [*] [NEW CODE] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 1 – 'Edit User Code', press the **[1]** key or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach the option you want.
4. Press the **[*]** key.
5. The LCD display reads 'Old Code + *'.
6. Enter the **[USER CODE]** you wish to edit followed by the **[*]** key.
7. The LCD display reads 'New Code + *'.
8. Enter the **[NEW CODE]** followed by the **[*]** key. To move the cursor within the NEW CODE, use the **[PANIC]** or **[MED]** keys.
9. To edit other codes, repeat steps 5 - 7.
10. Press the **[#]** key to exit the User Program Mode.

9.3 Delete a User Code – Option 2 (Code Known)

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [2] [*] [USER CODE] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section 0.
2. Press the **[2]** key followed by the **[*]** key to select programmable option 2.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** to be deleted followed by the **[*]** key. "Deleting" the code in slot one will reprogram it to 1234.
5. The READY and ARM LEDs flash simultaneously.
6. Further codes may be deleted by repeating step 4.
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

[*] [MASTER CODE] [*] [2] [*] [USER CODE] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 2 – 'Delete User Code', press the **[2]** key or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach Menu Option 2. Press the **[*]** key.
4. The LCD display reads 'User Code + *'.
5. Enter the **[USER CODE]** to be deleted followed by the **[*]** key. 'Deleting' the code in slot one will reprogram it to 1234.
6. Further codes may be deleted by repeating step 5.
7. Press the **[#]** key to exit User Program Mode

9.4 Add/Edit Slot – Option 3

LED Keypad

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

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[3]** key followed by the **[*]** key to select Menu option 3.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[SLOT NUMBER]** to be added/edited followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.
6. Enter the **[USER CODE]** followed by the **[*]** key.
7. The READY and ARM LEDs flash simultaneously.
8. Further slots may be added/edited by repeating steps 4 - 7.
9. Press the **[#]** key to exit the current option.
10. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

[*] [MASTER CODE] [*] [3] [*] [SLOT NUMBER] [*] [USER CODE] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 3 – 'Add/Edit Slot', press the **[3]** key or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach the option you want.
4. Press the **[*]** key.
5. The LCD display reads 'Slot + *'.
6. Enter the **[SLOT NUMBER]** to be added/edited followed by the **[*]** key.
7. The LCD display reads 'New Code + *', 'Slot number'.
8. Enter the **[USER CODE]** followed by the **[*]** key.
9. Further slots may be added/edited by repeating steps 6 - 8.
10. Press the **[#]** key to exit User Program Mode.

NOTE: A slot is just a place holder for a user code. I.e. User code 1 is in slot 1 all the way to user code 128 is in slot 128.

9.5 Delete a User Code – Option 4 (Slot Known)

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [4] [*] [SLOT NUMBER] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section 0.
2. Press the **[4]** key followed by the **[*]** key to select Menu option 4.
3. The ARM and READY LEDs flash simultaneously.
4. Enter the **[SLOT NUMBER]** for the user code you wish to delete followed by the **[*]** key. You can determine the slot number of a particular code by using programmable option 5.
5. The READY and ARM LEDs flash simultaneously.
6. Further user codes may be deleted by repeating step 4.
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key to exit programming.

LCD Keypad

[*] [MASTER CODE] [*] [4] [*] [SLOT NUMBER] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 4 – 'Delete Slot', press the **[4]** key, or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach the option you want.
4. Press the **[*]** key.
5. The LCD display reads 'Slot + *'.
6. Enter the **[SLOT NUMBER]** for the User Code you wish to delete followed by the **[*]** key.
7. Further User Codes may be deleted by repeating step 5.
8. Press the **[#]** key to exit User Program Mode.

9.6 View a User Code Slot Number – Option 5

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [5] [*] [USER CODE] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[5]** key followed by the **[*]** key to select programmable option 5.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and ARM LEDs flash simultaneously.
6. The User Code slot number will be displayed by the Zone LEDs. (Refer to Table 2.)
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

[*] [MASTER CODE] [*] [5] [*] [USER CODE] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 5, 'View Slot', press the **[5]** key or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach Option 5. Press the **[*]** key.
4. The LCD display reads 'User Code + *'.
5. Enter the [USER CODE] followed by the **[*]** key, the slot number is displayed on the keypad.
6. Further slot numbers may be viewed by repeating step 5.
7. Press the **[#]** key to exit the User Program Mode.

9.7 User Code Properties – Option 10

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [1] [0] [*] [USER CODE/SLOT] [*] [BITMAP] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[1] [0]** keys followed by the **[*]** key to select programmable option 10.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the [USER CODE] or [Slot number] followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. The properties assigned to the user code are displayed by the Zone LEDs. LED(s) that are on indicate that certain properties have been assigned to the user code. Refer to Table 6 for a list of user code properties.
7. To select a user code property, press the key which corresponds to that property followed by the **[*]** key. The appropriate zone LED will come on. To deselect a property, press the corresponding key followed by the **[*]** key and the LED will be turned off. (LCD keypad press **[*]** again to turn N to Y or Y to N).

EXAMPLE: To enable a user code to function as a duress code press the **[2]** key followed by the **[*]** key. Zone 2 LED confirms the selection.

8. Repeat step 7 until the desired properties have been programmed.
9. Press the **[#]** key to exit the current option.
10. Press **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

Table 6: User Code Properties

Zone LED	Property
1	Master User Code
2	Duress Code
3	Arm to Disarm Code [Maid's Code]
4	Arm Only Code

Zone LED	Property
5	Disarm Only Code
6	Global Arm/Disarm Code
7	Programmable Output Code
8	Enable Zone Bypass

LCD Keypad

[*] [MASTER CODE] [*] [1] [0] [*] [USER CODE/SLOT] [*] [PROPERTY NUMBER] [*] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section Error! Reference source not found.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 10 – 'Code Properties', press the **[1] [0]** keys or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach the option you want.
4. Press the **[*]** key.
5. The LCD display reads 'User Code/Slot + *'.
6. Enter the **[USER CODE] or [Slot Number]** followed by the **[*]** key.
7. Enter the [PROPERTY NUMBER] followed by the **[*]** key or use the **[PANIC]** or **[MED]** keys to scroll through the User Options that can be assigned to a user.
8. Pressing the **[*]** key toggles between [Y] and [N] for the selected user option.
9. Press the **[#]** key twice to exit User Program Mode.

EXAMPLE:

To enable a User Code to function as a duress code, when prompted for the option press **[2] [*]**.

Master User

When assigned to a user, this property allows the user to act as a Master User. Master User Code has full access to programming all the user options.

Duress Code

This is a special 4 (default) or 6-digit user code (check the code length with your installer) and 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 the alarm by an intruder.
It is advisable to choose a code that can easily be remembered by all family (or staff) members.

Arm to Disarm Code [Maid's Code]

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

Arm Only Code

This code will arm the partition that it is assigned. If the partition is disarmed, entering an arm code will arm the assigned partition

Disarm Only Code

This code will disarm the partition it is assigned. If the partition is armed, entering the code will disarm the assigned partition.

Global Arm/ Disarm Code

When there is more than one partition, and all are disarmed, entering a global code will arm all partitions that are ready to arm. If all partitions are armed, then entering a global code will disarm all partitions. Where some partitions are armed, and other partitions are disarmed then entering a global code at the keypad of an armed partition will disarm all partitions. Similarly, entering a global code at the keypad of a disarmed partition will arm all partitions if they are ready to arm. A remote transmitter programmed with a global code will arm all disarmed partitions when the arm/disarm button is pressed if they are ready to arm.
NOTE: A partition that is not ready to arm, for instance one with a zone violation, will NOT arm with the global arm/disarm code.

Programmable Output Code

This user property enables the use of various programmable outputs to perform home automation actions, such as turning on lights, switches, motors, etc. Any event which can trigger a programmable output can be assigned to an output number from 1 to 57. Assigning an event to outputs 1 to 5 will use the panel's onboard outputs 1 to 5. Assigning an event to outputs 6 to17 will use an output on a zone expander, 18-33 will use an output on an output expander, 34-41 will use an output on a keypad, and 42-57 will use the Xwave² I/O Modules. Refer to section 15.10 for details on using programmable outputs.

9.8 Assign a User Code to Partitions – Option 11 (Advanced)

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [1] [1] [*] [USER CODE] [*] [PARTITION No] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[1] [1]** keys followed by the **[*]** key to select programmable option 11.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. The partitions to which the user code is assigned are displayed by the zone LEDs. If zone LED 1 is on, the user code can arm or disarm partition 1. If zone LED 2 is on, the user code can arm or disarm partition 2. It is possible to program codes to arm/disarm more than one partition.
7. To select which partitions the user code may arm or disarm, toggle zone LEDs by entering the [PARTITION No] followed by the **[*]** key. (LCD keypad press **[*]** again to turn N to Y or Y to N).
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.

NOTE: To allocate a user to all partitions press the **[0]** key followed by the **[*]** key, when inputting the data for the partition number.

9. Repeat step 7 until the user code has been assigned to the correct partition(s).
10. Press the **[#]** key to exit the current option.
11. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

[*] [MASTER CODE] [*] [1] [1] [*] [USER CODE] [*] [PARTITION NUMBER] [*] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 11 – 'User ->Partitions', press the **[1] [1]** keys or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach the option you want.
4. Press the **[*]** key.
5. The LCD display reads 'User Code + *'.
6. Enter the **[USER CODE]** followed by the **[*]** key.
7. The partitions to which the **[USER CODE]** is assigned are indicated by options 1 - 8. If the user is assigned to partition 1, there will be a YES next to option 1 and the user can thus arm and disarm partition 1. If the user is assigned to partition 4, there will be a YES next to option 4. It is possible to program codes to arm/disarm any combination of the available partitions.
8. Enter the **[PARTITION NUMBER]** followed by the **[*]** key. One may also use the **[PANIC]** and **[MED]** keys to scroll through the partitions.
9. Press the **[*]** key to toggle between YES and NO.
10. Repeat steps 8 - 9 until the User Code has been assigned to the correct partition(s).
11. Press the **[#]** key twice to exit the User Program Mode.

NOTE: When a new user is added, they are assigned to partition 1 by default. To change this, or to add them to other partitions, requires that you program this option. If you do not add a user to a partition, they will not be able to arm/disarm it.

9.9 Allow the Installer Code to Access the User Menu - Option 12

LED Keypad

Hold down the [*] key until the beep, enter [MASTER CODE] [*] [1] [2] [*] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[1] [2]** keys followed by the **[*]** key to select programmable option 12.
3. The READY and ARM LEDs flash simultaneously.
4. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
5. The option to allow the installer code to access the user menu will be shown.
6. Press **[*]** key to toggle the option on or off.

LCD Keypad

[*] [MASTER CODE] [*] [1] [2] [*] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 12 – 'Installer Access properties', press the **[1] [2]** keys or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach 'Global Options'
4. Press the **[*]** key.
5. The LCD display reads 'I code access OFF'.
6. Press **[*]** key to toggle the options value. OFF = Installer has access, ON = Installer has no access.
7. Press the **[#]** key twice to exit User Program Mode.

9.10 User Outputs – Option 13 (Advanced)

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [1] [3] [*] [USER CODE] [*] [OUTPUT No] [*]
[OUTPUT ACTION] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[1] [3]** keys followed by the **[*]** key to select programmable option 13.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. Enter the **[OUTPUT No]** followed by the **[*]** key. (Refer to Table 8).
7. The POWER and READY LEDs flash simultaneously, and the ARM and AWAY LEDs are on.
8. Enter the [OUTPUT ACTION] followed by the **[*]** key. (Refer to Table 7).
9. The READY and ARM LEDs flash simultaneously.
10. Repeat steps 4 - 9 until all the user outputs you want have been entered.
11. Press the **[#]** key to exit the current option.
12. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

[*] [MASTER CODE] [*] [1] [3] [*] [USER CODE] [*] [OUTPUT No] [*] [OUTPUT ACTION] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 13 –'User Outputs', press the **[1] [3]** keys or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach the option.
4. Press the **[*]** key.
5. The LCD display reads 'User Code + *'.
6. Enter the **[USER CODE]** followed by the **[*]** key.
7. The LCD display reads 'Output No. + *'.
8. Enter the **[OUTPUT No]** followed by the **[*]** key.
9. The LCD display reads 'Action + *'.
10. Enter the [OUTPUT ACTION] followed by the **[*]** key.
11. Repeat steps 6 - 10 until all the user outputs have been entered.
12. Press the **[#]** key to exit the User Program Mode.

NOTE: (Please see page 24)

NOTE:

- If output action 0 is chosen, then LEDs 1 and 2 will be off.
- If output action 1 is chosen, then LED 1 will be on.
- If output action 2 is chosen, then LED 2 will be on.
- If output action 3 is chosen, then LEDs 1 and 2 will be on.
- The Programmable Output Code in User Code Properties – Option 10, must be enabled for the user outputs to work.

Table 7: Output Actions Data

Value	Output Action
00	Set Output High (Set)
01	Set Output Low (Reset)

Value	Output Action
02	Pulse Output High
03	Pulse Output Low

Table 8: Output Address Physical Mapping Data

Address	Physical Outputs
00	Disabled
01 - 05	Onboard output 1 - 5
06 - 07	Zone expander 1 output 1 & 2
08 - 09	Zone expander 2 output 1 & 2
10 - 11	Zone expander 3 output 1 & 2
12 - 13	Zone expander 4 output 1 & 2

Address	Physical Outputs
14 - 15	Zone expander 5 output 1 & 2
16 – 17	Zone expander 6 output 1 & 2
18 - 25	Output Expander 1 Outputs 1 - 8
26 - 33	Output Expander 2 Outputs 1 - 8
34 - 41	Keypad 1 output - Keypad 8 output
42 - 57	Xwave² I/O Modules 1 - 16

10. Xwave² Bi-directional Wireless

10.1 Wireless Bi-Directional Remote Identification

This menu option allows for the identification of the bi-directional remote.

1. Enter the Master User Menu: Hold down **[*]** for 3 seconds.
2. Enter the Master code: **[1][2][3][4] [*].**
3. Scroll using the **[Panic >>]** key to "Identify BD Rmt" menu or enter **[1][4][*].**
4. Press a button on the bi-directional remote.
5. The LCD will indicate the hub and slot number for that remote. Slot number is the user code learnt to the remote.

10.2 Wireless Bi-directional Device Battery Check

Each Xwave² detectors battery voltage can be checked via the keypad to determine if the batteries will require changing soon giving you peace of mind when going away on holiday.
The system will begin to notify you of a low battery when the battery voltage reaches 2.5V.
To check battery voltage of a device:

1. Enter the Master User Menu: Hold down **[*]** for 3 seconds.
2. Enter the Master code: **[1][2][3][4] [*].**
3. Scroll using the **[Panic >>]** key to "View Bidir Batt" menu or enter **[1][5][*].**
4. Enter the hub number whose devices you want to check: **[1][*].**
5. Scroll using the **[Panic >>]** or [Medical <<] keys to the zone.

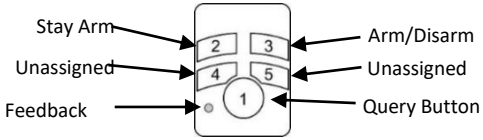
NOTE: The battery voltage of the device allocated to the zone must be changed when they have reached 2.5V or before.

Bi-Directional Remote Transmitter

Each remote transmitter is learnt to a user code and will inherit those codes properties, i.e. arm/disarm, arm only, etc.

Each remote transmitter has five buttons to control the alarm panel or can query alarm status. The default button assignments are indicated in Figure 4: Remote transmitter default button assignment below.

Figure 5: Remote transmitter default button assignment



10.3 Adding the Remote Transmitter to a User code – Option 16

To add a bi-directional Xwave2 remote transmitter to a user code.

1. Enter the Master User Menu: Hold down **[*]** for 3 seconds.
2. Enter the Master code: **[1][2][3][4] [*].**
3. Scroll using the **[Panic >>]** key to menu 16 or enter **[1][6][*].**
4. Enter the Hub that you are teaching the remote too: **[1][*].**
5. Enter the user code that will be paired with the remote: **[1][2][3][4] [*].**
6. Hold down any remote button until the remote's ID is displayed.
7. Press **[*]** to confirm.
8. Enter the next user code if more than one remote is to be learnt or **[#]** to exit.

10.4 Allocating Remote Transmitter Button Functions - Option 17

To change the button functions:

1. Enter the Master User Menu: Hold down **[*]** for 3 seconds.
2. Enter the Master code: **[1][2][3][4] [*].**
3. Scroll using the **[Panic >>]** key to menu 17 or enter **[1][7][*].**
4. Enter the Hub that the remote belongs too: **[1][*].**
5. Enter the user code that was paired with the remote: **[1][2][3][4] [*].**
6. Scroll through the buttons using the **[Panic >>]** key until the button to be changed.
7. Press **[*]**.
8. Scroll through the buttons using the **[Panic >>]** key until the function required press **[*]** to confirm.
9. Enter the parameter followed by **[*]** to confirm (See table 11 below).
10. Press **[#]** to exit.

Table 9: Button Assignable Functions

Function	Parameter	Description
Unassigned	--	No function allocated
Arm	Partition No	Will only arm the partition allocated to button and user code
Disarm	Partition No	Will only disarm the partition allocated to button and user code
Arm/Disarm	Partition No	Will only arm or disarm the partition allocated to the user code
Global Arm		Will only arm the partitions allocated to the user code
Global Disarm		Will only disarm the partitions allocated to the user code
Global Arm/Disarm		Will only arm or disarm the partitions allocated to the user code
Stay Arm	Partition No	Will arm the allocated partition in the current/last used stay profile
Stay Arm Prof1	Partition No	Will arm the allocated partition in stay profile 1
Stay Arm Prof2	Partition No	Will arm the allocated partition in stay profile 2
Stay Arm Prof3	Partition No	Will arm the allocated partition in stay profile 3
Stay Arm Prof4	Partition No	Will arm the allocated partition in stay profile 4
Stay & Go	Partition No	Will arm the allocated partition in the current/last used stay profile
Stay & Go Prof1	Partition No	Will arm the allocated partition in stay & go in stay profile 1
Stay & Go Prof2	Partition No	Will arm the allocated partition in stay & go in stay profile 2
Stay & Go Prof3	Partition No	Will arm the allocated partition in stay & go in stay profile 3
Stay & Go Prof4	Partition No	Will arm the allocated partition in stay & go in stay profile 4

Function	Parameter	Description
Duress Disarm	Partition No	Will disarm the allocated partition and cause a duress condition in the alarm system and if configured the alarm will transmit the duress signal to the security company
Panic	Partition No	Will cause the alarm to go into a panic condition and if configured the alarm will transmit the panic signal to the security company
Medical	Partition No	Will cause the alarm to send a medical alert signal to the security company if configured
Fire	Partition No	Will cause the alarm to send a fire alert signal to the security company if configured
PGM Low	PGM No	Will trigger the specified programmable output depending on the type of output, to switch from 12V to 0V or from a closed state to an open state
PGM High	PGM No	Will trigger the specified programmable output depending on the type of output, to switch from 0V to 12V or from an open state to a closed state
PGM PulseL	PGM N0	Will trigger the specified programmable output depending on the type of output, to switch from 12V to 0V and back to 12V or from a closed state to an open state and back to a closed state. (Pulse length setup under the output properties)
PGM PulseH	PGM No	Will trigger the specified programmable output depending on the type of output, to switch from 0V to 12V and back to 0V or from an open state to a closed state and back to an open state. (Pulse length setup under the output properties)

10.5 Deleting Bi-Directional Remote Transmitters – Option 18

If a remote transmitter is lost or no longer used follow the following steps to delete the remote transmitter from the system.

1. Enter the Master User Menu: Hold down **[*]** for 3 seconds.
2. Enter the Master code: **[1][2][3][4] [*].**
3. Scroll using the **[Panic >>]** key to menu 18 or enter **[1][8][*].**
4. Enter the Hub that the remote belongs too: **[1][*].**
5. Enter the user code that was paired with the remote: **[1][2][3][4] [*].**
6. Enter the next user code if more than one remote transmitter is to be deleted or
7. Press **[#]** to exit.

10.6 Bi-Directional Remote Transmitter LED

The remote transmitter has bi-directional communication with the XSeries alarm panel and can display different information by changing the colour of the LED and flashing a certain number of times.

Table 10: Remote Transmitter LED Colour Meaning

Colour	Description	Flash	Description
White	Transmitting signal to the Xwave² Hub		
Blue	Ready to arm		
Yellow	Not ready to arm		
Red	Armed	Long	Away armed
		1 short	Stay Armed in profile 1
		2 short	Stay Armed in profile 2
		3 short	Stay Armed in profile 3
		4 short	Stay Armed in profile 4
		15 flashes	Alarm has been triggered

10.7 Querying the XSeries via the Bi-Directional Remote Transmitter

The remote transmitter can query the alarm and feedback different information, e.g. Armed or disarmed, current stay profile, Alarm was activated, see Table 10: Remote Transmitter LED Colour Meaning

To query status:

1. Press the function button. (Button 1)
2. Then press the button that is allocated to the function that is being queried.
3. The LED will indicate the status. (See Table 10: Remote Transmitter LED Colour Meaning)

Example to query the arm status of the alarm using the default button assignments:

Press button 1 (Function button) then button 3 (Arm/Disarm button). The LED will flash white indicating transmitting message then blue if the alarm is ready to arm, red if armed or flash red if armed but a violation has occurred.

10.8 Bi-Directional PIR Devices Walk test mode – Option 19

Walk test mode will put certain capable devices into walk test mode from the XSeries keypad. Once in walk test mode the device will trigger continuously when an object has been detected and the LED will come on to indicate the detection.

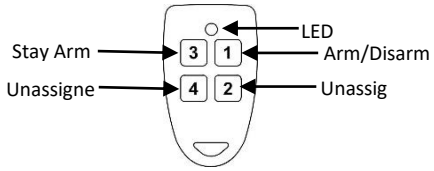
To enter an Xwave2 Integrated Devices into walk test mode:

1. Enter the Master User Menu: Hold down **[*]** for 3 seconds.
2. Enter the Master code: **[1][2][3][4] [*].**
3. Scroll using the **[Panic >>]** key to Walk Test menu or enter **[1][9][*].**
4. Enter the partition whose devices you want to walk test: **[1][*].**
5. Enter the number of minutes the walk test must stay active, 1 to 15 minutes. The system will automatically exit walk test mode once the time entered expires.

11. Remote Receiver – Options 20 – 29 (Advanced)

The standard single direction remote transmitter can do basic functionality and a change on one will result in a change on all remote transmitters.

Figure 6: Default Remote Transmitter Button Assignments



11.1 Add Remote to Panel – Option 20

Use the following steps to add Remote Transmitters to the Remote Receiver connected to an IDS Alarm Panel via the keypad bus.

[*] [Master Code] [*] [2] [0] [*] [Receiver Number] [*] [User Code] [*] [*] [Press RT Button] [#]

LCD Keypad

1. Defaulting of the Remote Receiver is only for new installations of the Remote Receiver.
2. On the Alarm Panel, ADD the user codes that will be assigned to the Remote Receivers (one for each). Do this only if the codes have not already been entered before.
3. Hold the **[*]** key until the beep (3-4 seconds).
4. The keypad displays “Master Code + *”.
5. Enter **[MASTER CODE]** followed by the **[*]** key.
6. The keypad displays “Option Menu”, “Add User Code”.
7. Enter **[2] [0]** followed by the **[*]** key.
8. The keypad displays “Receiver Num + *”.
9. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
10. The keypad displays “Remote Receivr N”, “Add Code 0000”.
11. Enter **[USER CODE]** followed by the **[*]** key.
12. The keypad displays “Remote Receivr N”, “C UUUU”.
13. Press the **[*]** key to proceed, or the **[#]** key to abort.
14. The keypad displays “Press and Hold”, “Remote Button”.
15. Press and hold the remote button.
16. The keypad displays “…Confirming…”
17. Release the remote button.
18. The keypad displays “Success”, “Rt User R M 0”.
19. Press the **[*]** key to return to steps 11-18 if you wish to add more remotes.
20. Once you have finished, press the **[#]** key to exit programming.

NOTE: If you were unsuccessful, the keypad will briefly display “fail”. If the procedure did fail, the menu will retain the setup information and will retry training upon pressing the **[*]** key.

LED Keypad

1. Defaulting of the Remote Receiver is only for new installations of the Remote Receiver.
2. On the Alarm Panel, ADD the user codes that will be assigned to the Remote Receivers (one for each). Do this only if the codes have not already been entered before.
3. Hold the **[*]** key until the beep (3-4 seconds).
4. The READY and ARM LEDs flash alternately.
5. Enter **[MASTER CODE]** followed by the **[*]** key.
6. The READY LED flashes.
7. Enter **[2] [0]** followed by the **[*]** key.
8. The READY and ARM LEDs flash simultaneously.
9. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
10. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.

NOTE: Remote Receiver 1 is indicated by zone LED 1 coming on, Remote Receiver 2 is indicated by zone LED 2 coming on, Remote Receiver 3 in indicated by zone LEDs 1 +2 coming on, Remote Receiver 4 is indicated by zone LED 3 coming on.

11. Enter **[USER CODE]** followed by the **[*]** key.
12. The READY and POWER LEDs flash simultaneously, and the ARM and AWAY LEDs are on.
13. Press the **[*]** key to proceed, or the **[#]** key to abort.
14. Press and hold the remote button.
15. The ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.
16. Release the remote button.
17. The ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.
18. Press the **[*]** key to return to steps 11-18 if you wish to add more remotes.
19. Once you have finished, press the **[#]** key to exit programming.

NOTE:

- If you were unsuccessful, the READY and ARM LEDs flash simultaneously, and the AWAY and POWER LEDs will flash simultaneously. The keypad will beep 3 times and then repeat the beeps. If the procedure did fail, the menu will retain the setup information and will retry training upon a press of the [*] key.
- A single user code cannot be assigned to multiple Remote Transmitters on the same Remote Receiver.
- Only if a user code is set as a global code will it simultaneously arm/disarm all partitions assigned to that user code using the Remote Transmitter. A user code can be set as a global code using Option 10 (User Code Properties) in the User Program Menu. See XSeries User Manuals.

11.2 Add Remote to Panel – Advanced

Use the following steps to add Remote Transmitters to the Remote Receiver connected to an IDS Alarm Panel via the keypad Bus using the management button.

[*] [Master Code] [*] [2] [1] [*] [Receiver Number] [*] [User Code] [*] [Management Button] [*] [*] [Press RT Button] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the [*] key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [1]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Receiver Receivr N”, “Add Code 0000”.
9. Enter **[USER CODE]** followed by the **[*]** key.
10. The keypad displays “Button*”.
11. Enter **[BUTTON No.]**, which could be 0, 1, 2, 3, 4, followed by the **[*]** key.
12. The keypad displays “Remote Receivr N”, “C UUUU M B”.
13. Press the **[*]** key to proceed, or the **[#]** key to abort.
14. The keypad displays “Press and Hold”, “Remote Button”.
15. Press and hold the remote button.

16. The keypad displays "…Confirming…".
17. Release the remote button
18. The keypad displays "Success", "Rt User R M B".
19. Press the **[*]** key to return to steps 9-18 if you wish to add more remotes.
20. Once you have finished, press the **[#]** key to exit programming.

NOTE: If you were unsuccessful, the keypad will display "fail". If the procedure did fail, the menu will retain the setup information and will retry training upon a **[*]** entry.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [1]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.

NOTE: Remote Receiver 1 is indicated by zone LED 1 coming on, Remote Receiver 2 is indicated by zone LED 2 coming on' Remote Receiver 3 in indicated by zone LEDs 1 +2 coming on, Remote Receiver 4 is indicated by zone LED 3 coming on.

9. Enter **[USER CODE]** followed by the **[*]** key.
10. The READY and POWER LEDs flash simultaneously, and the ARM and AWAY LEDs are on.
11. Enter **[MANAGEMENT BUTTON]**, which could be 0, 1, 2, 3, 4, followed by the **[*]** key.
12. The READY LED flashes and the ARM, AWAY, and POWER LEDs are on.

NOTE: Button 1 is indicated by zone LED 9 coming on, Button 2 is indicated by zone LED 10 coming on, Button 3 is indicated by zone LEDS 9+10 coming on, Button 4 is indicated by zone LED 11 coming on.

13. Press the **[*]** key to proceed, or the **[#]** key to abort.
14. Press and hold the remote button.
15. The ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.
16. Release the remote button.
17. The ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.
18. Press the **[*]** key to return to steps 9-17 if you wish to add more remotes.
19. Once you have finished, press the **[#]** key to exit programming.

NOTE:

- If you were unsuccessful, the READY and ARM LEDs flash simultaneously, and the AWAY and POWER LEDs will flash simultaneously. The keypad also beeps 3 times, twice. If the procedure did fail, the menu will retain the setup information and will retry training upon a press of the **[*]** key.
- If the management buttons on a Remote Transmitter have been assigned to various user codes and it is desired that the remote be reverted to a single-user transmitter (i.e. button 1 is arm/disarm, button 3 is stay arm etc.) then all user codes on that Remote Transmitter must be deleted before reprogramming. If the users are not deleted, then the Remote Transmitter will continue to operate in management button mode.

11.3 Delete Remote from Panel

Use the following steps to add Remote Transmitters to the Remote Receiver connected to an IDS Alarm Panel via the Keypad Bus.

[*] [Master Code] [*] [2] [2] [*] [Receiver Number] [*] [User Code] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [2]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter [RECEIVER NUMBER], which could be 1, 2, 3, or 4, followed by the [*] key.
8. The keypad displays “Remote Receivr N”, “del Code 0000”.
9. Enter the [USER CODE] to be deleted from the Remote Transmitter followed by the [*] key.
10. The keypad briefly displays “Remote Receivr N”, “...Confirming...”, then the keypad briefly displays “Remote Receivr N”, “Code Deleted”.

(If the user code does not exist, an error beep occurs, and the display remains unchanged).

11. Once you have finished, press the [#] key to exit programming.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [2]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.

NOTE: Remote Receiver 1 is indicated by zone LED 1 coming on, Remote Receiver 2 is indicated by zone LED 2 coming on, Remote Receiver 3 in indicated by zone LEDs 1 +2 coming on, Remote Receiver 4 is indicated by zone LED 3 coming on.

9. Enter the **[USER CODE]** to be deleted from the Remote Transmitter followed by the **[*]** key. (If the user code does not exist, an error beep occurs, and the display remains unchanged).
10. The ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.
11. Once you have finished, press the **[#]** key to exit programming.

11.4 Set Remote Receiver Button Properties

Use the following steps to set the Remote Receiver button properties.

[*] [Master Code] [*] [2] [3] [*] [Receiver Number] [*] [Button Number] [*] [Property Number] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [3]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Rx Button + *”.
9. Enter **[BUTTON NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
10. The keypad displays “Remote Receivr N”, “B R RS”,
11. At the keypad you can scroll through the properties with the “>>” and “<<” keys. Use the **[*]** key to toggle properties.
12. Repeat steps 9-11 to set more button properties.
13. Once you have finished, press the **[#]** key to exit programming.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [3]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.
9. Enter **[BUTTON NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
10. The READY LED is on if you are viewing button 1, the ARM LED is on if you are viewing button 2, the AWAY LED is on if you are viewing button 3, and the POWER LED is on if you are viewing button 4.

Zone LED	Property
1	Relay 1
2	Relay 2

Zone LED	Property
3	Arm / Disarm
4	Stay Arm

Zone LED	Property
5	Panic

11. Enter **[PROPERTY NUMBER]** you would like to toggle, followed by the **[*]** key.

NOTE: Arm/disarm, stay arm, and panic are mutually exclusive, selecting one de-selects the others.
To confirm if arm/disarm is set for button 1, LED 3 will be on and LED 4 will be off. If stay is set for button 1, then LED 3 will be off and LED 4 will be on. If button 1 is the panic, then both LEDs 3 and 4 will be on.

12. Press the **[*]** key to set the button properties for the next button.
13. Once you have finished, press the [#] key to exit programming.

11.5 Set Remote Receiver Relay Properties

Use the following steps to set the Remote Receiver relay properties.

[*] [Master Code] [*] [2] [4] [*] [Receiver Number] [*] [Relay Number] [*] [Property Number] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [4]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Relay Num + *”.
9. Enter **[RELAY NUMBER]**, which could be 1 or 2, followed by the **[*]** key.
10. The keypad displays “Remote Receivr N”, “R Secure RS”.
11. At the keypad you can scroll through the properties with the “>>” and “<<” keys. Use **[*]** to toggle properties.
12. Once you have finished, press the **[#]** key to exit programming.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [4]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.
9. Enter **[RELAY NUMBER]** followed by the **[*]** key.
10. The READY LED is on if you are viewing relay 1, and the ARM LED is on if you are viewing relay 2.
11. Enter **[PROPERTY NUMBER]** which could be 1, 2, 3, or 4, followed by the **[*]** key.
12. Press the **[*]** key to scroll to next relay.
13. Once you have finished, press the **[#]** key to exit programming.

NOTE: If the Remote Receiver relays are configured as "secure":

- (Normally Closed) and "NO" (Normally Open) will be swapped.

11.6 Set Remote Receiver Relay Pulse Time

Use the following steps to set the Remote Receiver relay pulse time.

[*] [Master Code] [*] [2] [5] [Receiver Number] [*] [Relay Pulse Time] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [5]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Remote Receivr N”, “R MM:SS”.
9. Enter **[RELAY PULSE TIME]** followed by the **[*]** key.
10. The keypad displays “R time”.
11. Once you have finished, press the **[#]** key to exit programming.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter [2] [5] followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY LED comes on. Time is displayed in BCD format but is entered as 4 consecutive digits as per usual. There are four zone LEDs for every digit.
9. Enter **[RELAY PULSE TIME]**, which is MMSS, followed by the **[*]** key.
10. The READY LED is on if viewing relay 1, and the ARM LED is on if viewing relay 2.
11. Once you have finished, press the **[#]** key to exit programming.

11.7 Defaulting the Remote Receiver

Use the following steps to default the Remote Receiver.

[*] [Master Code] [*] [2] [6] [*] [Receiver Number] [*] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [6]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Remote Receivr N”, “Confirm with *”.
9. Press the **[*]** key.
10. The keypad displays “Receiver Num + *”, “Defaulted Rx N”.
11. To default additional receivers, repeat steps 7-10.
12. Once you have finished, press the **[#]** key to exit programming.

NOTE: The keypad will beep 3 times and then repeat the beeps if the receiver is not registered.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [6]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.
9. Press the **[*]** key.
10. The ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.
11. To default additional receivers, repeat step 7.
12. Once you have finished, press the **[#]** key to exit programming.

NOTE: Remote Receiver 1 is indicated by zone LED 1, Remote Receiver 2 is indicated by zone LED 2, Remote Receiver 3 in indicated by zone LEDs 1 +2, Remote Receiver 4 is indicated by zone LED 3.

11.8 Identify Remote Receiver

Use the following steps to identify the Remote Receiver.

NOTE: Once registered, the Remote Receiver should respond to panel commands. To check, send the "Identify" command to the Remote Receiver, and verify that both Remote Receiver LEDs flash.

This command may also be used to find or verify the number of a Remote Receiver but is only useful when the Remote Receiver cover is off.

[*] [Master Code] [*] [2] [7] [*] [Receiver Number] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [7]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Receiver Num + *”, Identifying Rx N”.

NOTE: The keypad will beep 3 times and then repeat the beeps if the receiver is not registered.

The receiver will flash both its green and red LEDs in sync. The LEDs will be pulsed on for 200ms, and then off for 200ms. This will be repeated 50 times resulting in the receiver doing an identity flash for the duration of 20 seconds.

9. To identify more receivers, repeat steps 7 and 8.
10. Once you have finished, press the **[#]** key to exit programming.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [7]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.

NOTE: The keypad will beep 3 times and then repeat the beeps if the receiver is not registered.

The receiver will flash both its green and red LEDs in sync. The LEDs will be pulsed on for 200ms, and then off for 200ms. This will be repeated 50 times resulting in the receiver doing an identity flash for the duration of 20 seconds.

9. To identify more receivers, repeat step 7.
10. Once you have finished, press the **[#]** key to exit programming.

11.9 Remote Receiver Test

Use the following steps to test the Remote Receiver.

NOTE: This command puts the Remote Receiver into test mode for a few minutes. While in test mode, the XSeries Alarm Panel ignores buttons pressed on known Remote Transmitters, and the keypad displays their user codes.

[*] [Master Code] [*] [2] [8] [*] [Receiver Number] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [8]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Press Remote”, “Button”.
9. Press the button on the remote.
10. If you are successful, the keypad will display “Success”, “Code UUUU”.
11. Once you have finished, press the [#] key to exit programming.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [8]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.
9. Press the button on the remote.
10. If you are successful the ARM and AWAY LEDs flash simultaneously, and the READY and POWER LEDs flash simultaneously.
11. Once you have finished, press the [#] key to exit programming.

11.10 Remote Receiver Capacity

Use the following steps to view the capacity of the Remote Receiver.

[*] [Master Code] [*] [2] [9] [*] [Receiver Number] [*] [#]

LCD Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The keypad displays “Master Code + *”.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The keypad displays “Option Menu”, “Add User Code”.
5. Enter **[2] [9]** followed by the **[*]** key.
6. The keypad displays “Receiver Num + *”.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The keypad displays “Remote Receivr N”, “Used: UUU”.

NOTE: The keypad will beep 3 times and then repeat the beeps if the receiver is not registered.

9. To identify more receivers, repeat steps 7 and 8.
10. Once you have finished, press the **[#]** key to exit programming.

LED Keypad

1. Hold the **[*]** key until the beep (3-4 seconds).
2. The READY and ARM LEDs flash alternately.
3. Enter **[MASTER CODE]** followed by the **[*]** key.
4. The READY LED flashes.
5. Enter **[2] [9]** followed by the **[*]** key.
6. The READY and ARM LEDs flash simultaneously.
7. Enter **[RECEIVER NUMBER]**, which could be 1, 2, 3, or 4, followed by the **[*]** key.
8. The READY and ARM LEDs flash simultaneously.

Zone Led	Receiver No.
1	
2	
3	
4	
5	
6	
7	
8	

Zone Led	Capacity
9	**(x 1 = 0)**
10	**(x 2 = 0)**
11	**(x 4 = 0)**
12	**(x 8 = 8)**
13	**(x 16 = 0)**
14	**(x 32 = 0)**
15	**(x 64 = 64)**
16	**(x 128 = 128)**

8+64 =72

The keypad will beep 3 times and then repeat the beeps if the receiver is not registered.

9. To identify more receivers, repeat steps 7 and 8.
10. Once you have finished, press the **[#]** key to exit programming.

12. LCD Keypad Zone Naming – Option 30 (Advanced)

[*] [MASTER CODE] [*] [3] [0] [*] [ZONE No] [*] [*] [ZONE NAME] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode.
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 30 – 'Edit Zone Name', press the **[3] [0]** keys or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options until you reach the option you want.
4. Press the **[*]** key.
5. The LCD display reads 'Zone Names <*>', 'Zone Num + *'.
6. Enter the [ZONE No] followed by the **[*]** key.
7. Press the **[*]** key to begin entering the zone name. A blinking character indicates that that character is currently selected for editing.
8. Enter the [ZONE NAME] followed by the **[*]** key.

NOTE: Pressing a key once will display the first letter on the key. Pressing a key twice will display the second letter on the key etc. Numbers will be displayed once all the letters listed on the key have been displayed. The **[PANIC]** and **[MED]** keys may be used to scroll right or left through the name respectively. The **[MODE]** key is used to toggle between upper and lower case.

9. Pressing the **[#]** key will reset the zone name to [Zone Number] if a character has been entered. If no character has been entered, then pressing **[#]** will exit zone name programming and return to the options menu.
10. Repeat steps 5 - 7 if more zones are to be named.
11. Press the **[#]** key to exit the User Program Mode.

NOTE: [**0] [*]** Copy All – this is used to update the zone names to all keypads connected to the X64 Alarm Panel. This is used when a keypad has been replaced or a new keypad is added.

13. LCD Keypad Language – Option 31

[*] [MASTER CODE] [*] [3] [1] [*] [Language] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[3] [1]** keys followed by the **[*]** key to select programmable option 31.
3. Scroll via the **[PANIC]** or [Medical] keys press **[*]** to select.
4. Press the **[#]** key to exit the User Program Mode.

NOTE: This option is only available in version 2.02 LCD keypads with XSeries firmware 2.32

14. Serial Code – Option 37

Once a device has been connected to the serial bus and powered on a six-digit code must be entered for communication to take place between the XSeries alarm and the new serial device.
Note: This option can only be accessed via an LCD keypad.

LCD Keypad

[*] [MASTER CODE] [*] [3] [7] [*] [6-digit code] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 37, 'Serial Code', press the **[3] [7]** keys followed by the **[*]** key or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options to option 37.
4. Press the **[*]** key.
5. The LCD display reads 'Serial Code'
6. Enter a random [6-digit code] that you want, followed by the **[*]** key.
7. Press the **[#]** key to exit the User Program Mode.

15. Renaming Switch 1 – 9 Function (Touch keypad 860-03-613)

Each switch function is by default named 'Switch 1, Switch 2…. Switch 9' to make each switch function more meaning full and easier to remember what that switch does, each one can be renamed.

[*] [MASTER CODE] [*] [3] [9] [*] [*] [Name] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 39, 'Switch Name', press the **[3] [9]** keys followed by the **[*]** key or alternatively use the **[>>]** or **[<<]** keys to scroll through the list of programmable options to option 39.
4. Press the **[*]** key.
5. The LCD display reads 'Switch Name' & Switch No. + *'
6. Enter the switch number to rename **[1]**, followed by the **[*]** key.
7. Press the **[*]** key again to enter edit mode. (A blinking character indicates that that character is currently selected for editing).
8. Enter the **[NAME]** followed by the **[*]** key.

NOTE: Pressing a key once will display the first letter on the key. Pressing a key twice will display the second letter on the key etc. Numbers will be displayed once all the letters listed on the key have been displayed. The **[<<]** and **[>>]** keys may be used to scroll right or left through the name respectively. The **[switch]** key is used to toggle between upper and lower case.

9. Pressing the **[#]** key will reset the zone name to [Zone Number] if a character has been entered. If no character has been entered, then pressing **[#]** will exit zone name programming and return to the options menu.
10. Repeat steps 5 - 7 if more zones are to be named.
11. Press the **[#]** key to exit the User Program Mode.

16. Edit the Time - Option 40

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [4] [0] [*] [TIME] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode
2. Press the **[4] [0]** keys followed by the **[*]** key to select programmable option 40.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the [TIME] that you wish to edit.
5. The time format is 24 hours, **[HHMM]**.
6. To confirm the entry press **[*]**.
7. The READY LED flashes.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit.

LCD Keypad

[*] [MASTER CODE] [*] [4] [0] [*] [TIME] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode
2. The LCD display reads 'Option Menu', 'Add User Code'.

3. To select menu option 40, 'Edit Time', press the **[4] [0]** keys followed by the **[*]** key or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options to option 40.
4. Press the **[*]** key.
5. The LCD display reads 'New Time?'
6. Enter the [TIME] that you wish to edit, followed by the **[*]** key. The format is HHMM.
7. Press the **[#]** key to exit the User Program Mode.

17. Edit the Date - Option 41

LED Keypad

Hold down the [*] key until the beep, then enter [MASTER CODE] [*] [4] [1] [*] [DATE] [*] [#]

1. Enter the User Program Mode as per steps 1 to 4 in section User Program Mode.
2. Press the **[4] [1]** keys followed by the **[*]** key to select programmable option 41.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the [DATE] that you wish to edit.
5. The date format is **[DDMMYY]**.
6. To confirm the entry press **[*]**.
7. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

LCD Keypad

[*] [MASTER CODE] [*] [4] [1] [*] [DATE] [*] [#]

1. Enter the User Program Mode as per steps 1 - 4 of section User Program Mode
2. The LCD display reads 'Option Menu', 'Add User Code'.
3. To select menu option 41 – 'Edit Date', press the **[4] [1]** keys followed by the **[*]** key or alternatively use the **[PANIC]** or **[MED]** keys to scroll through the list of programmable options to option 41.
4. Press the **[*]** key.
5. The LCD display reads 'New Date?'
6. Enter the [DATE] that you wish to edit, followed by the **[*]** key. The format is DDMMYY.
7. Press the **[#]** key to exit the User Program Mode

18. Stay Zones

Stay zones are those zones that are bypassed automatically when the system is "STAY ARMED". Any zone that should not trigger an alarm when violated in stay mode must be programmed as a stay zone.
Stay zones need only be programmed once. Each time the system is armed in the Stay Mode the pre-selected stay zones will be bypassed automatically. The panel allows for 4 unique STAY PROFILES to be stored, consisting of a pre-selected combination of STAY and BUZZ zones, to suit a specific STAY ARM requirement. STAY and BUZZ zones can only be programmed for each profile once the profile has been selected. See section 20.2.
NOTE: Stay arming with the **[5]** key does not change the current stay profile.
However, if a partition is stay armed using Stay Profile 1, it is possible to toggle the panel directly to Stay Arm Profile 2 by holding the **[5]** key for two seconds until a beep is heard.
EXAMPLE:

- Stay Profile 1 – used for when the family has gone to bed, and only the bedroom zones are bypassed.
- Stay Profile 2 – used for family time at home. All internal zones are bypassed; but the window, door, and outdoor zones are armed.
- Stay Profile 3 – used for during the day when there is activity. In this instance, only the perimeter will be armed.

18.1 How to Select a Stay Profile

Quick Select Method (LCD only):

Press the [5] key simultaneously with the [STAY PROFILE NUMBER] and release

1. Ensure that the Panel is disarmed.
2. Press the **[#]** key to clear any previous entries.
3. Press the **[5]** key and then simultaneously press keys **[1]**, **[2]**, **[3]**, or **[4]** – depending on the stay profile you want to choose – then release both keys.
4. A beep will sound to indicate successful selection of a profile (an LCD keypad will also display the profile number).
5. Program STAY and BUZZ zones for the profile (see section 20.2), and/or ARM the profile (with the **[5]** key).

Menu Select Method:

LED Keypad

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

1. Ensure that the Panel is disarmed.
2. Press the **[#]** key to clear any previous entries.
3. Hold **[MODE]** down for one second until the keypad beeps.
4. Press the **[2]** key followed by the **[*]** key.
5. Press **[1]**, **[2]**, **[3]** or **[4]** for the required profile.
6. Press the **[*]** key to enter. The buzzer will give a long beep.
7. Program STAY and BUZZ zones for the profile or ARM the profile.

LCD Keypad

[MODE] [2] [*] [PROFILE NUMBER] [*]

1. Hold **[MODE]** down for one second until the keypad beeps twice.
2. The LCD display reads 'Mode Number + *'.
3. Press the **[2]** key followed by the **[*]** key.
4. The LCD display reads 'Profile + *'.
5. Press **[1]**, **[2]**, **[3]**, or **[4]** for the required profile, followed by the **[*]** key.
6. The buzzer will give a long beep.
7. Program STAY and BUZZ zones for the profile or ARM the profile.

18.2 How to Program Stay Zones

Hold down the [3] key until the beep, then enter [ZONE NUMBER] [*] [#]

1. Select the required stay profile (See section 20.1).
2. Hold down the **[3]** key until the keypad buzzer sounds. The POWER LED will turn off, indicating that the panel is in the Stay zone programming mode.
3. Entering a [ZONE NUMBER] will toggle the corresponding LED. For example, **[2] [*]** will turn LED 2 on (if it was off) and off (if it was on). (Flashing zone LEDs indicate zones that have been set as Buzz zones and therefore cannot be changed in this menu – refer to section 21.1 on how to program buzz zones.).
4. Turn on the LEDs corresponding to the zones you need to be Stay zones. The zone LEDs should now indicate only the zones that you require to be Stay zones.
5. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
6. After each press of the **[*]** key, you can repeat steps 3-5.
7. Once satisfied with your selection, press the **[#]** key to exit the Stay zone mode.

LCD Keypad

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

1. Select the required stay profile (See section 20.1)
2. Hold down the **[3]** key until the keypad buzzer sounds.
3. The LCD display read 'Zone Number + *.'
4. Press the [ZONE NUMBER] corresponding to the zone you wish to be a Stay zone followed by the **[*]** key. Alternatively use the **[PANIC]** or **[MED]** keys to scroll through the zones.
5. A [Y] next to a zone number indicates that that zone is programmed as a stay zone.
6. Press the **[*]** key to toggle between YES and NO.

NOTE: Buzz zones will be shown by flashing LEDs. (See Section How to Program Stay Zones). A Buzz zone cannot be selected as a Stay Zone. The Buzz status must be cleared first.

7. Repeat steps 4 - 6 until the all the required Stay zones are programmed/cancelled.
8. Press the **[#]** key to exit the Stay zone programming mode.

NOTE:

- Panic zones cannot be selected as Stay zones.

19. Buzz Zones

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

NOTE: If an Entry/Exit zone is programmed as a Buzz zone, violation of the Entry/Exit zone (when the panel is Stay Armed) will cause the keypad to count down entry delay time.

19.1 How to Program a Buzz Zone

LED Keypad

Hold down the [4] key until the beep, then enter [ZONE NUMBER] [*] [#]

1. Select the required stay profile (See section 20.1).
2. Hold down the **[4]** key until the keypad buzzer sounds. The POWER LED will turn off, indicating that the panel is in the Buzz zone programming mode.
3. Entering a [ZONE NUMBER] will toggle the corresponding LED. For example, **[2] [*]** will turn LED 2 on (if off) and off (if on). (Flashing zone LEDs indicate zones that have been set as Stay zones and cannot be changed in this menu).
4. Turn on the LEDs corresponding to the zones you need to be Buzz zones. The zone LEDs should now indicate only the zones that you require to be Buzz zones.
5. Press the **[*]** key to page to zones 17-32. Press **[*]** again, for zones 33-48…
6. After each press of the **[*]** key, you can repeat steps 3-4.
7. Once satisfied with your selection, press the **[#]** key to exit the Buzz zone mode.

NOTE: Fire and Panic zones cannot be set as Buzz zones.

LCD Keypad

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

1. Select the required Stay Profile. (See section Stay Zones page 28)
2. Hold down the **[4]** key until the keypad buzzer sounds.
3. The LCD display reads 'Zone Number + *'.
4. Press the [ZONE NUMBER] corresponding to the zone you wish to be programmed as a Buzz zone followed by the **[*]** key. Alternatively use the **[PANIC]** or **[MED]** keys to scroll through the zones.
5. A [Y] next to the zone number indicates that the zone has been programmed as a Buzz zone. Flashing text indicates a Stay zone.
6. Press the **[*]** key to toggle between YES and NO.
7. Repeat steps 4 - 6 until all the required Buzz zones are programmed/cancelled.
8. Press the **[#]** key to exit the Buzz zone programming mode.

20. Chime Zones

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

EXAMPLE:

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

20.1 How to Program Chime Zones

LED Keypad

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

1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The POWER LED turns off.
3. Entering a zone number will toggle the corresponding LED. For example, **[2] [*]** will toggle LED 2 on if off or off if on.
4. Turn on the LEDs corresponding to the zones you need to be Chime zones. The zone LEDs should now indicate only the zones that you require to be Chime zones.
5. Press the **[*]** key to page to zones 17-32. Press **[*]** again, for zones 33-48…
6. After each press of the **[*]** key, you can repeat steps 4-5 to view the status of the zones.
7. Once satisfied with your selection, press the **[#]** key to exit the Chime zone mode.

LCD Keypad

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

1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The LCD display reads 'Zone Number + *'.
3. Press the [ZONE NUMBER] corresponding to the zone you wish to be a Chime zone followed by the **[*]** key. Alternatively use the **[PANIC]** or **[MED]** keys to scroll through the zones.
4. A [Y] next to the zone number indicates that the zone has been selected as a Chime zone.
5. Press the **[*]** key to toggle between YES and NO.
6. Repeat steps 3 - 5 until all the required Chime zones are programmed/cancelled.
7. Press the **[#]** key to exit the Chime zone programming mode.

NOTE: Panic zones cannot be programmed as Chime zones.

21. Viewing Trouble Conditions

Hold down the [7] key until the beep

The user is alerted to a trouble condition via a flashing power LED. It is also possible to enable a trouble beep. (Ask your Alarm Panel installer). If the trouble beep has been enabled, the keypad buzzer will sound to alert the user that a trouble condition has occurred. Press the **[#]** key to silence the buzzer.

To view: Hold down the **[7]** key for two seconds. The ARM, AWAY and READY LEDs will be flashing simultaneously showing that the keypad is in the TROUBLE VIEW MODE. Refer to Table 14 to find the significance of each zone LED. The system will automatically exit the TROUBLE VIEWING MODE after one minute. (Alternately to exit this mode, press the **[#]** key).

NOTE: Certain trouble conditions will only clear once the trouble condition has restored. To clear the trouble condition once it has been fixed, hold down the **[7]** key for 2 seconds, and then press the **[#]** key to clear.

Table 11: Trouble Conditions

Zone LED	Trouble Condition	Zone LED	Trouble Condition
1	Panel Mains Supply Failure	**11**	Peripheral Low Supply Voltage
2	Panel Communications Failure	**12**	Wireless Detector Low Battery
3	DTMF Line Trouble	**13**	Wireless Detector Supervision Loss
4	Siren Tamper	**14**	Wireless Receiver Jam
5	Low Battery	**15**	Wireless Detector RSSI Trouble
6	Aux 12V Resettable Fuse Blown	**16**	Zone Tamper
7	Engineer reset	**17**	AC Fail on the monitored power supply
8	Box tamper	**18**	Low battery on the monitored power supply
9	Peripheral Device Tamper	**19**	Fuse fail on the monitored power supply
10	Peripheral Communications Failure		

NOTE: LED keypads can only view the trouble conditions 1 to 16

21.1 Explanation of Trouble Conditions

Panel Mains Supply Failure
This occurs when your Alarm Panel does not receive any power from your mains electricity. Causes of this can be a power failure, or your power supply is not plugged in or faulty. Your alarm company might not receive your panic or alarm signal. Make sure to test your system. This trouble condition will only clear once the power has been restored.

Panel Communications Failure
This occurs when communication to your monitoring company is not successful. The event will clear upon exiting the trouble viewing mode. If the event is a regular occurrence contact your installer.

DTMF Communications Trouble
The causes of this could be a fault, or short, on your DTMF connection to the communicator. Contact your installer. This trouble condition will only clear once the phone line restored.

Siren Tamper
This can occur when the siren has been removed from circuit or the siren fuse on the panel has blown. Your siren will not sound, and you or your neighbours will not be alerted if the alarm is violated. Contact your installer. This trouble condition will only clear once the fault has been corrected.

Low Battery
This trouble condition can be caused by a low battery voltage, a dead battery, or no battery. If the battery is there, try charging it. If this does not work, then you may have to buy a new battery. A battery is an official accessory, as it supplies backup power to your Alarm Panel. Batteries have a defined lifecycle and regular charging and discharging shortens this. You should regularly replace your battery.
Contact your installer. This trouble condition will only clear once the battery voltage has been restored.

Aux 12V Resettable Fuse Blown
This trouble condition indicates that the fuse has blown, or that there is a fault. Contact your installer. This trouble condition will only clear once the fault has been restored.

Engineer Reset
An alarm condition has occurred, the installer needs to come and clear the condition by entering an installer code. The panel cannot be armed until this has occurred, nor will the trouble condition clear.

Box Tamper
The metal housing where the panel is stored has been opened. To clear trouble condition, make sure the door to the housing is closed and then view the trouble condition.

Peripheral Device Tamper
Your peripheral device could be a keypad, remote receiver, or bus-wired zone expander. This trouble condition indicates that one of these devices has been tampered with. If the problem persists, contact your installer immediately.
To clear this trouble condition, restore the tampered device and then view the tamper.

Peripheral Communications Failure
The panel has lost communication to one of the peripherals attached to it, and an intrusion may not be detected. Contact your installer.

Peripheral Low Supply Voltage
Supply voltage to a peripheral has dropped below the recommended limit. Contact your installer.

Wireless Detector Battery low
A wireless detector has indicated that its battery voltage is low and needs to be changed

Wireless Detector Supervision Failure
A wireless device has not checked in with the alarm panel's wireless receiver in the required time. This could be caused by a flat battery in the device, removal of the device or the signal being blocked.

Wireless Receiver Jam
A signal at the same frequency as the detectors has been detected and could stop the wireless devices from communicating with the wireless receiver

Wireless Detector RSSI Trouble
This indicates a wireless device has communicated to the wireless receiver and the signal strength was below the minimum.

Zone Tamper
A device wired or wireless has been interfered with, either opened or removed from its mountings, etc.

22. Changing a Partition

The keypad must be a global keypad to change partitions, please check with your installer.

Hold down the [MODE] key until the beep, then enter [1] [*] [PARTITION NUMBER] [*]

To change the partition you are currently viewing, the keypad must be a global keypad.

1. Ensure that the Panel is disarmed
2. Hold the **[MODE]** key until the keypad beeps.
3. Press the **[1] [*]** keys, followed by the **[PARTITION NUMBER] [*]**.

LCD Keypad

[MODE] [1] [*] [PARTITION NUMBER] [*]

To change partitions the keypad must be assigned to access the required partition.

1. Hold **[MODE]** until the keypad beeps.
2. The LCD display reads 'Mode Number + *'.
3. Press the **[1]** key followed by the **[*]** key.
4. The LCD display reads 'Partition +*'.
5. Enter the **[PARTITION NUMBER]**, followed by the **[*]** key.
6. The LCD display reads 'P (number)'.

If no key is pressed on the keypad for the specified delay period (default is 20 seconds), the keypad will beep and default back to its original partition. Entering partition numbers greater than 8 will produce a key entry error.

NOTE: If the keypad is set not to return to its original partition, you can use the **[MODE]** key to change partitions even if that partition is armed. Other mode options do not work whilst armed.

23. Output Control via a Keypad

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

LED Keypad

Hold down the [MODE] key until the beep and press the [3] key followed by the [*] key.

(Any outputs that are currently set ON will be shown via the zone LED with the same numerical value).

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

NOTE: The LED keypad is limited to outputs 1-5.

LCD Keypad

[MODE] [3] [*] [OUTPUT NUMBER] [*] [*] [#]

If the panel has been setup to control switching functions via its outputs, these can be controlled via the keypad Hold **[MODE]** down for one second until the keypad beeps twice.

1. The LCD display reads 'Mode Number + *'.
2. Press the **[3]** key followed by the **[*]** key.
3. The LCD display reads 'Output Num + *'.
4. Enter the [OUTPUT NUMBER] followed by the **[*]** key. (Outputs from 1 to 57, confirm with your installer which to use!)
5. Press the **[*]** key to toggle between ON and OFF.
6. Repeat steps 5 – 6 to program any other outputs.
7. Press the **[#]** key to exit.

Please checked with your installer, which outputs are used for radio reporting to prevent the triggering of false alarms.

NOTE: The LCD keypad can access all outputs.

24. Maintenance Code - Advanced

The maintenance code, by default is 8888 or 888888 can be used by a user (without requiring help from an installer) to access and program a limited number of installer locations. This may be desired by a high-level user who requires low-level access to certain limited installer locations within the Alarm Panel.
This code is used to maintain the following locations:

➢ Locations 17-18: Siren Time and Delay	➢ Locations 167-178: No Movement, Auto Arm
➢ Locations 20-22: Keypad Lockout and Sleep	➢ Locations 174-176: No Movement, Alarm
➢ Locations 25-31: Daylight Savings	➢ Locations 180-190: Auto Arm Times

NOTE: If you want to use the maintenance code, please contact your installer for assistance.
To enter the maintenance menu:

[Maintenance Code] [*] [Location Number][*][Data][*]
[8][8][8][8][*] [1][7][*] [0][0][3][0][*]
When complete exit: [#]

24.1 Locations

LOCATION 17 Siren Time Out Period (default = 0200)

The siren time out period is the period for which the siren will sound after it has been activated.
To program the time into this location, the format is [MMSS]. The valid data range is: 00m01s – 59m59s.

[Maintenance Code] [*] [1] [7] [*] [MMSS] [*]

LOCATION 18 Siren Delay (default = 0200)

This location sets the siren delay period between when an audible alarm condition is registered, and the siren is activated. The alarm condition will however be reported to the base station as soon as it occurs. Panic zones and Fire zones will cause an immediate siren even if siren delay is programmed.
Option 7 in location 14 (Global Options) must be enabled for the siren delay to have an effect.
To program the time into this location, the format is [MMSS]. The valid data range is: 00m01s – 59m59s.

[Maintenance Code] [*] [1] [8] [*] [MMSS] [*]

LOCATION 20 Keypad Lockout Count (default = 4)

If a partition has a keypad lockout enabled, the value entered in this location determines the number of consecutive incorrect codes to activate a keypad lockout. The keypad will remain locked for the time programmed in location 21. Activating a Keypad Panic (or dedicated panic zone or entering a duress code) will unlock the keypad.
Option 4 in locations 221-228 (Extended Partition Options) must be enabled for the keypad lockout count to have an effect. The valid data range is: 2 – 16.

[Maintenance Code] [*] [2] [0] [*] [KEYPAD LOCKOUT COUNT] [*]

LOCATION 21 Keypad Lockout Time (default = 0030)

The value determines the period for which the keypad will remain locked out if the keypad lockout count entered in location 20 has been exceeded. After this period has elapsed, a locked keypad will return to an unlocked state. Keypad lockout is enabled by partition; refer to locations 221-228 for extended partition options, but this period applies to all partitions.
To program the time into this location, the format is [MMSS]. The valid data range is: 00m01s – 59m59s.

[Maintenance Code] [*] [2] [1] [*] [MMSS] [*]

LOCATION 22 Keypad Sleep Delay (default = 0500)

This location sets the time out period before the keypad enters sleep mode. After the delay period, if there is no keypad activity (on any keypad) the backlighting and all other status and alarm LEDs will turn off.
The following events will bring a keypad out of sleep mode: Zone violations/restorals, Tamper violations/restorals, or key press.
To program the time into this location, the format is [MMSS]. The valid data range is: 00m01s – 59m59s.

[Maintenance Code] [*] [2] [2] [*] [MMSS] [*]

LOCATION 25 Month to Start Daylight Saving (default = 0)

Select the month for Daylight Saving to commence.

Table 12: Month Data

Value	Month	Value	Month	Value	Month	Value	Month
0	Disabled	4	April	7	July	10	October
1	January	5	May	8	August	11	November
2	February	6	June	9	September	12	December
3	March						

[Maintenance Code] [*] [2] [5] [*] [MONTH] [*]

NOTE: If this location is disabled, then by default, locations 26 and 27 will also be disabled. This means that even if you put values into locations 26 and 27, daylight savings will not commence.

LOCATION 26 Day of Week to Start Daylight Saving (default = 1)

Select the day of the week for Daylight Saving to commence.

Table 13: Day of Week Data

Value	Day	Value	Day	Value	Day
1	Monday	5	Friday	6	Saturday
2	Tuesday	4	Thursday	7	Sunday
3	Wednesday				

[Maintenance Code] [*] [2] [6] [*] [DAY] [*]

LOCATION 27 Week of Month to Start Daylight Saving (default = 1)

Select the week of the month for Daylight Saving to commence. To set the last week of each month, set the value to 5.

Table 14: Week of Month Data

Value	Day	Value	Day
1	Week One	4	Week Four
2	Week Two	5	Last Week
3	Week Three		

[Maintenance Code] [*] [2] [7] [*] [WEEK] [*]

LOCATION 28 Month to End Daylight Saving (default = 0)

Select the month as per Table 15, to end Daylight Saving.

[Maintenance Code] [*] [2] [8] [*] [MONTH] [*]

NOTE: If this location is disabled, then by default, locations 29 and 30 will also be disabled. This means that even if you put values into locations 29 and 30, daylight savings will not start.

LOCATION 29 Day of Week to End Daylight Saving (default = 1)

Select the day of the week as per Table 16, to disable Daylight Saving. The valid data range is: 1 – 7.

[Maintenance Code] [*] [2] [9] [*] [DAY] [*]

LOCATION 30 Week of Month to End Daylight Saving (default = 1)

Select the week of the month as per Table 17, to disable Daylight Saving. The valid data range is: 1 – 5.

[Maintenance Code] [*] [3] [0] [*] [WEEK] [*]

LOCATION 31 Daylight Saving Time Offset (default = 60)

Enter the daylight-saving time offset that will be in force while daylight saving is enabled. The valid data range is: 0 – 250.

[Maintenance Code] [*] [3] [1] [*] [DAYLIGHT SAVING TIME OFFSET] [*]

LOCATION 165 No Movement Auto Arm Time Out (default =0000)

If no violations are registered for the period specified in this location, then the alarm will auto arm.
This may be used if you forget to arm when leaving for work; the alarm will then automatically away arm itself if no violations were registered.
This function is only available if values have been programmed into locations 166 and 167.
This No Movement Auto Arm event reports a close event, using user number 133, but only if CID or SIA reporting has been selected.
Enter a 2-digit duration in hours for each of the 8 partitions and program as a 16-digit string, followed by the **[*]** key.

[Maintenance Code] [*] [1] [6] [5] [*] [PARTITION NO.] [*] [HHMM] [*]

The valid data range is: 00h00m to 23h59m. Partition no. is: 1-8.
NOTE: If this location is disabled, then by default, locations 166 and 167 will also be disabled.

LOCATION 166 No Movement Auto Arm Start (default = 0000)

Program the start time to start checking for no movement. For example, if you leave your premises at 06:50 am, program the start time to be 07:00.
Enter a 4-digit time **[HHMM]** for each of the 8 partitions and program as a 32-digit string, followed by the **[*]** key. The valid data range: 00h00m – 23h59m. Partition no. is: 1-8.

[Maintenance Code] [*] [1] [6] [6] [*] [PARTITION NO.] [*] [HHMM] [*]

LOCATION 167 No Movement Auto Arm End (default = 2400)

Program the end time to stop checking for no movement. For example, using 07:00 programmed into location 166 and if 2 hours is needed, then program 09:00.
Enter a 4-digit time **[HHMM]** for each of the 8 partitions and program as a 32-digit string, followed by the **[*]** key. The valid data range: 00h00m – 23h59m. Partition no. is: 1-8.

[Maintenance Code] [*] [1] [6] [7] [*] [PARTITION NO.] [*] [HHMM] [*]

LOCATION 168 No Movement Medical Alarm Time Out (default = 0000)

If no movement is detected, while the panel is disarmed, for the period specified in this location then the alarm will activate and report a medical alarm event if programmed by the installer.
This function is only available if values have been programmed into locations 169 and 170.
EXAMPLE:
This may be used to monitor for elderly people who have suddenly become incapacitated and are unable to sound the panic.
Enter a 2-digit duration in hours for each of the 8 partitions and program as a 16-digit string, followed by the **[*]** key.

[Maintenance Code] [*] [1] [6] [9] [*] [PARTITION NO.] [*] [HHMM] [*]

The valid data range is: 00h00m to 23h59m. Partition no. is: 1-8.
NOTE: If this location is disabled, then by default, locations 169 and 170 will also be disabled and not report.

LOCATION 169 No Movement Medical Alarm Start (default = 0100)

The start time can be set for when you know that the person will be awake and active.
Program the start time to start checking for movement. For example, you expect a person to be awake at 6 am, program the start time to be 06:00.
Enter 4-digit time **[HHMM]** for each of the 8 partitions and program as a 32-digit string, followed by the **[*]** key.

[Maintenance Code] [*] [1] [6] [9] [*] [PARTITION NO.] [*] [HHMM] [*]

The valid data range: 00h00m – 23h59m. Partition no. is: 1-8.

LOCATION 170 No Movement Medical Alarm End (default = 0100)

Program the end time to stop checking for movement. For example, using 06:00 programmed into location 169 and if 2 hours is needed, then program 08:00.
Enter a 4-digit time **[HHMM]** for each of the 8 partitions and program as a 32-digit string, followed by the **[*]** key. The valid data range: 00h00m – 23h59m. Partition no. is: 1-8.

[Maintenance Code] [*] [1] [7] [0] [*] [PARTITION NO.] [*] [HHMM] [*]

LOCATION 171 to 178 No Movement Auto Arm/Medical Alarm Days

Choose which days of the week that you want the arm on no movement or medical alarm to be enabled.

Table 15: Arm/ Medical Days Data

LED	ARM Days of the Week
1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday
7	Sunday
All OFF	(Arm Day Disabled)

LED	Medical Days of the Week
9	Monday
10	Tuesday
11	Wednesday
12	Thursday
13	Friday
14	Saturday
15	Sunday
All OFF	(Disarm Day Disabled)

LOCATION 180 Auto Arm Time (default = 2400)

This location sets the time at which a partition will auto arm. To disable this location, enter 2400 as the time. EXAMPLE: To auto arm at 11:35 pm, enter 2335. All four digits must be entered, including leading zeros (0100 = 1 am).

Enter a 4-digit time for each of the 8 partitions and program as a 32-digit string, followed by the **[*]** key.

[INSTALLER CODE] [*] [1] [8] [0] [*] [PARTITION NO.] [*] [HHMM] [*]

The valid data range is: 00h00m – 23h59m, with 24h00m to disable. Partition no. is: 1-8.

LOCATIONS 181 - 188 Auto Arm/Disarm Days (default = all OFF)

These bitmapped locations set the days on which the selected partition will auto arm and disarm at the times programmed in locations 180 and 189 respectively. Refer to Table 19 for the values

Each location represents a partition:

- **Location 181 is partition 1**
- **Location 182 is partition 2**
- **Location 383 is partition 3**
- **Location 184 is partition 4**
- **Location 185 is partition 5**
- **Location 186 is partition 6**
- **Location 187 is partition 7**
- **Location 188 is partition 8**

Table 16: Arm/ Disarm Days Data

LED	ARM Days of the Week
1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday
7	Sunday
All OFF	(Arm Day Disabled)

LED	Medical Days of the Week
9	Monday
10	Tuesday
11	Wednesday
12	Thursday
13	Friday
14	Saturday
15	Sunday
All OFF	(Disarm Day Disabled)

Select the days to ARM (LEDs 1-7) and DISARM (LEDs 9-15) by toggling them on/off.

25. Programming Quick Reference Guide

25.1 Quick Reference User Guide

NOTE: The first key pressed in any programming sequence needs to be held down until the beep is heard.

Description	Programming
Add a User Code	**[*] [Master Code] [*] [0] [*] [New Code] [*]**
Edit a User Code	**[*] [Master Code] [*] [1] [*] [Old Code] [*] [New Code] [*]**
Delete a User Code by Code	**[*] [Master Code] [*] [2] [*] [USER CODE] [*]**
Add/Edit Slot	**[*] [Master Code] [*] [3] [*] [Slot Number] [*] [USER CODE] [*]**
Delete a User Code by Slot Number	**[*] [Master Code] [*] [4] [*] [Slot Number] [*]**
View a Slot Number	**[*] [Master Code] [*] [5] [*] [USER CODE] [*]** (View the Slot number via the zone LEDs)
Edit User Code Properties	**[*] [Master Code] [*] [1] [0] [*] [USER CODE] [*] [Bitmap] [*]** 2 = Duress 3 = Arm to Disarm Code 4 = Global Arm/Disarm Code
Allocate a User Code to a Partition	**[*] [Master Code] [*] [1] [1] [*] [USER CODE] [*] [Partition] [*]**
User Outputs	**[*] [Master Code] [*] [1] [3] [*] [USER CODE] [*] [Output No.] [*] [Output Action] [*]**
Add Remotes – Basic	**[*] [Master Code] [*] [2] [0] [*] [Receiver No] [*] [USER CODE] [*] [*]** ***[Press RT Button]***
Add Remotes – Advanced	**[*] [Master Code] [*] [2] [1] [*] [Receiver No] [*] [USER CODE] [*] [Management No] [*] [*]** ***[Press RT Button]***
Delete Remote	**[*] [Master Code] [*] [2] [2] [*] [Receiver No] [*] [USER CODE] [*]**
Button Properties	**[*] [Master Code] [*] [2] [3] [*] [Receiver No] [*] [Button No] [*] [Properties] [*]**
Relay Properties	**[*] [Master Code] [*] [2] [4] [*] [Receiver No] [*] [Relay No] [*] [Properties] [*]**
Relay Pulse Time	**[*] [Master Code] [*] [2] [5] [*] [Receiver No] [*] [Time] [*]**
Defaulting Receiver	**[*] [Master Code] [*] [2] [6] [*] [Receiver No] [*] [*]**
Identifying Receiver	**[*] [Master Code] [*] [2] [7] [*] [Receiver No] [*]**
Testing Receiver	**[*] [Master Code] [*] [2] [8] [*] [Receiver No] [*]** ***[Press RT Button]***
Receiver Capacity	**[*] [Master Code] [*] [2] [9] [*] [Receiver No] [*]**
Edit Zone Name via LCD Keypad	**[*] [Master Code] [*] [3] [0] [*] [Zone No] [*] [*] [Name] [*]**
Change the language	**[*] [Master Code] [*] [3] [1] [*] [language] [*]**
Add/Edit Card	**[*] [Master Code] [*] [3] [2] [Card No] [*] [*]**
Add/Edit Card Swipe	**[*] [Master Code] [*] [3] [3] [*][Door No] [*] [Swipe Card] [*]**
Delete Card	**[*] [Master Code] [*] [3] [4] [*] [Card No] [*]**
Delete Card via Swipe	**[*] [Master Code] [*] [3] [4] [*] [Door No] [Swipe Card] [*]**
View Transactions	**[*] [Master Code] [*] [3] [6] [*] [Door No] [*]**
Edit the Time	**[*] [Master Code] [*] [4] [0] [*] [Time] [*]**
Edit the Date	**[*] [Master Code] [*] [4] [1] [*] [Date] [*]**
Change Partitions	**[MODE] [1] [*] [PARTITION NUMBER] [*]**
Toggle Outputs	**[MODE] [3] [*]** [1 to 41] **[*]**
Bypassing/Un-bypassing a Zone	**[9] [Master Code] [*] [Zone Number] [*]**
Alarm Memory	**[0]** Displays zones violated.

25.2 LED Keys

Key	Action	LED status
[2]	Chime	READY on
[3]	Stay	READY on
[4]	Buzz	READY on
[7]	Trouble View	AWAY, ARM, READY flashing simultaneously
[9]	Bypass	AWAY flashing

Key	Action	
[0]	Alarm Memory	READY on
[*]	User Menu	READY & ARM flashing alternately
[MODE]	Mode	READY flashing
[M]	Medical	N/A

WARRANTY

Inhep Electronics Holdings (Pty)Ltd guarantees all IDS control panels against defective parts and workmanship for 24 months from date of purchase. Inhep Electronics Holdings shall, at its option, repair or replace the defective equipment upon 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, lightening 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 swop outs.

The XSeries 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.

Helpdesk Number: 0860705137 **
**Please note this is NOT a toll-free number

CE

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