



THANK YOU FOR VOTING TEXECOM

USER GUIDE



Security Control Panels

Issue 2



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1. Overview

Introduction

Users of the alarm system will be assigned a unique 4, 5 or 6 digit User code. User codes are used to arm and disarm the system. Some User codes can also access additional options such as, system tests and omitting zones.

Keypads will be installed throughout the premises, usually one at each entry/exit door. The keypads are used to perform all of the system operations i.e. Arming, Disarming etc. Most User codes can be used at any keypad on the system. However, Local Users will only be able to use certain keypads on the system.

The Emergency Keys

In case of emergency, the alarm system can provide three immediate emergency alarms by pressing and holding two specific keys for two seconds.



The emergency keys can be enabled/disabled for each keypad on the system.

The Panic alarm can be programmed for either audible or silent operation.

The Panic alarm can be programmed for either instant or delayed operation.

Emergency Alarm	Press Keys
Panic Alarm (PA)	1 & 3_{def}
Fire	4_{ghi} & 6_{mno}
Medical	7_{pqrs} & 9_{wxyz}

The Quick Arm Keys

The 'Quick Arm' keys allow the system to be armed without having to enter a User code first.



The 'Quick Arm' keys will only work if the keypad has been programmed to allow arming in this way.

To **FULL** arm the system, press **Area**.

To **PART** arm the system, press **1**, **2_{abc}** or **3_{def}** followed by **Part**.

Keypad Lock

The keys on the keypad can be locked to prevent unwanted access to the system.



The Emergency keys will NOT operate with the keys locked.

To **Lock** the keys, press **Yes** and **No** together.

To **Unlock** the keys, press **Yes** and **No** together again.

LED Indicators

Five LED indicators have been provided to indicate the status of the system.

LED	Status	Meaning
Power	On	AC mains is present on the control panel
	Flashing	AC Mains is not present, the control panel is running on the standby battery
Service	On	The system requires attention, contact your installer
	Off	The system does NOT require attention
Ready	On	All zones are secure and the system is ready to be armed
	Off	One or more zones are active
	Flashing	The system has zones (with the 'Force Omit' attribute) that are active
Info.	On	The system is armed (can also be programmed for other indications)
	Off	The system is unarmed (can also be programmed for other indications)
Omit	On	One or more zones are omitted
	Off	No zones are omitted

Zone Faults During Arming

Before attempting to arm the system, ensure that the premises are secure (all doors and windows closed etc.) and the Ready light is on.

If an attempt is made to arm the system with any zones active (e.g. door ajar, open window, etc.) the internal sounders will bleep repeatedly (fault tone) and the display will show the zones that are active.

The fault tone will stop and the exit tone will resume when all zones are secure. If it is necessary to leave a zone open then it must be omitted (see page 8 for details).



NOTE

If an active zone cannot be secured then it may be 'in fault', in this case contact the alarm company immediately.

Arm Fail - Failing to Arm

If the exit procedure is started and zones are still 'Active' at the end of the exit procedure, an Internal alarm will occur (internal sounders only) and the strobe light on the external sounder will flash.



NOTE

If this occurs the arm fail must be cleared and the zone in fault identified before the system can be armed (see page 6 for details on clearing an Arm Fail).

The Ready LED

To help prevent faults during arming a Ready light has been provided, see table above for details on how the Ready LED operates.

2. Operating the Alarm System

To FULL Arm the System

The system is **FULL Armed** when ALL zones are ON (not omitted).



Your Installer may have programmed the system so that it can be set by just pressing **Area**, if this is the case then there is no need to enter the User code below.

1. Ensure that the premises are secure (all doors and windows closed etc.) and the Ready light is on

2. Enter a valid User code (?) (?) (?) (?)

3. Press (Yes) **to arm**

The exit tone will sound

4. Leave the premises

When the system has armed the exit tone will stop

To PART Arm the System

The system is **PART Armed**, when ONE OR MORE zones have been left OFF (omitted) i.e. the landing or a bedroom.



The system is only **Part Armed** when zones are omitted using the 'Part Arm' procedure (omitting zones manually (see page 8 for details) is not classed as **Part Arming**).

The bottom line of the display is programmable for each Part Arm.

Your Installer may have programmed the system so that it can be Part Armed by just pressing (1), (2_{abc}) or (3_{def}) followed by (Part), if this is the case then there is no need to enter the User code below.

1. Ensure that the premises are secure (all windows and doors not being omitted are closed) and the Ready light is on

2. Enter a valid User code (?) (?) (?) (?)

3. Press (Part)

4. Use keys (1) - (3_{def}) **to select the required Part Arm**

5. Press (Yes) **to arm normally or press** (Chime) **to arm silently**

The exit tone will sound (if silent arm has not been selected)

6. Leave the protected area


When the system has armed, the exit tone (if sounding) will stop

To ARM Individual Areas

If the system has been split up into separate areas of protection i.e. Area 1 = House, Area 2 = Garage, Area 3 = Shed etc. These areas can be individually selected for **FULL** or **PART** arming as required.



NOTE

Areas are selected by using keys **1** - **8_{uv}** (the  key can also be used to select an area followed by **Area** or **No**).

Only areas that exist on the system can be selected. (A 'Star' means the area can be selected and a 'Dot' means the area cannot be selected).

Pressing **0_{...}** will select/deselect all areas, pressing **Area** will toggle between the first 8 areas and the second 8 areas (where applicable).

1. Ensure that the premises are secure (all windows and doors not being omitted are closed) and the Ready light is on

2. Enter a valid User code **?** **?** **?** **?**

3. Press **Area**

4. Use keys **1** - **8_{uv}** to select the required areas

5. Press **Yes** or **Chime** to FULL arm the areas

Or

5. Press **Part** **1**, **2_{abc}** or **3_{def}** followed by **Yes** or **Chime** to PART arm the areas

The exit tone will sound (if silent arm has not been selected)

6. Leave the premises

When the system has armed, the exit tone (if sounding) will stop

To DISARM the System

The entry time is divided into two sections, the Entry time and the 2nd Entry time. If the Entry time expires, an Internal alarm will occur and the 2nd Entry time will start. If the 2nd Entry time expires, an Intruder alarm will occur (all internal and external sounders).



NOTE

It is perfectly normal for the 2nd Entry time to be programmed as zero, in which case, an Intruder alarm will occur as soon as the Entry time expires.

1. Enter the premises via the designated entry point

The entry tone will start

2. Enter a valid User code **?** **?** **?** **?**

The entry tone will stop

To DISARM the System When Not in Entry

1. Enter a valid User code (?) (?) (?) (?)
2. Press (Yes)

To CANCEL the Exit Mode

Once the exit mode has been started you should leave the premises immediately, however, if for some reason you decide not to leave, the exit mode must be cancelled.

1. Enter a valid User code (?) (?) (?) (?)
2. Press (Yes)

The exit tone will stop.

To CLEAR an Arm Fail

When the system tries to arm with zones active (open), the internal sounders will sound and the external strobe will be flashing to indicate a problem. For details on preventing an Arm Fail condition, please refer to page 3.



NOTE

If you were not present when the Arm Fail occurred or you do not clear the Arm Fail, the internal sounders will continue to sound and the external strobe will continue to flash.

1. Enter a valid User code (?) (?) (?) (?)

The internal and external sounders will stop, the external strobe will continue to flash and the number of the zone that caused the Arm Fail will be displayed.

2. Enter a valid User code (?) (?) (?) (?) and press (Reset)

To SILENCE an Alarm

When an alarm occurs on the system, the internal and external sounders will normally sound for a pre-programmed time (normally 15 minutes).



NOTE

If you were not present when the alarm activated, the internal and external sounders may have already stopped but the external strobe will still be flashing.

When alarm information is being displayed, pressing the SCROLL key will slow down the display and also allow manual scrolling through the events.

1. Enter a valid User code (?) (?) (?) (?)

The internal and external sounders will stop and the number of the zone that caused the alarm will be displayed.

The alarm now needs to be reset.

To RESET After an Alarm

USER Reset

Once the alarm has been silenced (see page 6 for details), the system will need to be reset.



If the system has been programmed, to be reset by an Engineer, pressing **Reset** will not return the display to normal, if this is the case see ENGINEER Reset for details.

The system may have been programmed to be reset by Anti-code, if this is the case, see ANTI-CODE Reset for details.

1. Enter a valid User code **(?) (?) (?) (?)**

2. Press **Reset**

The external strobe will stop, the system will chime and the display will return to normal.

ENGINEER Reset

If the system has been programmed to be reset by an Engineer following an alarm activation, you will still be able to silence the alarm by entering a valid User code (see page 6 for details).



The system cannot be armed again until the alarm has been reset.

1. Contact the telephone number on the display (if programmed) or the telephone number on the last page of this User Guide

ANTI-CODE Reset

If the system has been programmed to be reset using an Anti-Code following an alarm activation, you will still be able to silence the alarm by entering a valid User code (see page 6 for details).



The system cannot be armed again until the alarm has been reset.

1. Enter a valid User code **(?) (?) (?) (?)**

2. Press **Reset**

The display will show a random code number i.e. 4281.

3. Contact the telephone number on the display (if programmed) or the telephone number on the last page of this User Guide and quote the random code number

You will be given a 4-digit Anti-Code i.e. 5624.

4. Enter the Anti-code that has been given to you **(?) (?) (?) (?)**

5. Press **Yes**

If the Anti-code is correct, the keypad will bleep to indicate that the system has been reset and the display will return to normal.

To OMIT Zones

It is possible to exclude (omit) individual zones when arming i.e. if a zone is 'in fault'. Users with access to this function can only omit zones that have been programmed as 'Omittable'.



If the zone can be omitted, there will be a 'Star' to the right of the zone number. Only zones that have the 'Omit' attribute assigned to them can be omitted.

A 'Star' will appear to the left of the zone number to indicate that the zone has been selected for omitting.

All omitted zones will be automatically reinstated the next time the system is disarmed, unless programmed otherwise.

To re-instate zones manually, simply follow the instructions again. However, when the **Omit** key is pressed on this occasion, the zones will be re-instated.

1. Enter a valid User code **?** **?** **?** **?** and press **Omit**

2. Enter the zone number **?** **?** **?**

3. Press **Omit** to omit the selected zone

Repeat for other zones if required.

4. Press **Menu** when finished

Continue to arm the system as normal.

The Turn CHIME On and Off

The system can be set up so that activating (opening) certain zones will cause the internal sounders to chime. This would normally be used on a front door, exit button etc.



Zones will only cause the internal sounders to chime if they are selected for chime (see page Master User Guide for details on selecting which zones chime).

Once a zone has been selected for chime, the Chime facility can be manually turned on and off as required.



The system can also be programmed to automatically turn chime on and off under certain conditions i.e. certain times of the day, door left open etc.

If no zones have been programmed for Chime, then turning Chime on and off will have no effect.

To turn CHIME On

1. Press **Chime**

The Chime tone will sound.

To turn CHIME Off

1. Press **Chime**

The Error tone will sound.

To CHANGE Your User Code

Users with access to this option can change their own User codes. User codes are unique to each user and can be 4, 5 or 6 digits long.













NOTE Only the User code that is entered to access the change code menu will be changed.

Before changing your code, it is vital that you memorise or write down the new code you are about to program. Failure to remember your code will require an engineer visit to re-program a new code for you. This may incur a call-out charge.

1. Enter the User code that requires changing (?) (?) (?) (?)
2. Press (Menu)
3. Press (Yes)
4. Press (2_{abc})
5. Press (Yes)
6. Enter a new 4, 5 or 6-digit User code (?) (?) (?) (?)
7. Press (Yes) to accept the new code
8. Press (Reset) to exit the menu

The display will return to normal.

4. Quick Reference Guide

Operation	Description	Action
To Full Arm the System	Enter a valid User code Press Yes (or press Chime to arm silently)	  OR 
To Part Arm the System	Enter a valid User code Press Part	      

5. Installation Details

Areas

No.	Description	Exit Time	Entry Time 1	Entry Time 2	Bell Delay	Bell Duration	Abort Time
		Sec.	Sec.	Sec.	Min.	Min.	Sec.
		Sec.	Sec.	Sec.	Min.	Min.	Sec.
		Sec.	Sec.	Sec.	Min.	Min.	Sec.
		Sec.	Sec.	Sec.	Min.	Min.	Sec.

Keypads

No.	Location	Area	Quick Arm	Emergency Keys		
				PA	Fire	Med

User Codes

User	Name	Type	Default	New Code	Area	Time Lock
01		Master	5678			
			N/A			
			N/A			
			N/A			
			N/A			
			N/A			

Zones

No.	Description	Type	Area	Omit	Part Arms		
					1	2	3

