


6 ZONE PROGRAMMING STATUS LABEL

	ZONE 1	ZONE 2	ZONE 3	ZONE 4	ZONE 5	ZONE 6
 ROOM						
0 FULL SET						
1 PART SET						
2 PART SET						
3 PART SET						

STATUS KEY:
E = ENTRY / EXIT A = ACCESS I = IMMEDIATE O = OMITTED

ENTRY / EXIT TIME	<input type="text"/>
BELL OUTPUT SECS	<input type="text"/>
BELL TIME	<input type="text"/>
PIR LEDS	<input type="checkbox"/> ENABLED <input type="checkbox"/> DISABLED

ENGINEER NAME	<input type="text"/>
No.	<input type="text"/>
INSTALLATION DATE	<input type="text"/>
SERVICE DATE ACTION	<input type="text"/>
SERVICE DATE ACTION	<input type="text"/>
SERVICE DATE ACTION	<input type="text"/>

INSTALLATION COMPANY:

TEL:

ADDRESS:

CONTACT:

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1 INTRODUCTION

The Paragon Super is a full featured intruder alarm control panel, based around a microprocessor with 6 fully programmable zones and 3 dedicated '24-hour' zones (Fire alarm, Personal Attack alarm and a System-Tamper alarm.). It is operated via a 16-key RKP keypad or up to 4 additional remote keypads (Paragon RKP) situated at convenient points around the premises. Each keypad has an arrangement of 8 LEDs to show the status of the system, and a 7-segment display to show programming data and events held in the event-log memory.

All features are fully programmable and there are three levels of access to the system. These are:

Limited User, Master user & Engineer

The Limited User gives access to the basic functions needed for everyday setting and unsetting of the system.

The Master User level gives access to all setting and unsetting facilities, but also allows the changing of code numbers and testing of the system.

The Engineer level gives total access to the system including the ability to reconfigure the system and reset the system's event-log memory.

(See 'Access Levels' below).

2 ACCESS LEVELS

Limited User level enables:

1. Panel setting and unsetting with a unique pass code.
2. Setting and unsetting of the door chime facility.
3. Event log viewing.

Master User level enables:

1. All Limited User facilities.
2. Alteration of both Limited User and Master codes.
3. Walk test facility for all four set modes.
4. Clearing of event log (if allowed by the Engineer).
5. LED / Strobe / Bell / Extension Speaker test facility.

3 FEATURES

- 3 Access-Level Codes, all programmable
- Easy-set facility
- 6 Programmable alarm zones
- 4 Set / Part Set modes
- Fire alarm zone with unique alarm sound
- Personal Attack alarm zone
- Tamper zone
- 16 key backlit RKP keypad
- Dedicated Personal Attack key on keypad
- Dedicated Fire alarm key on keypad
- 18 Event Memory Log with forward and backward scroll
- Selectable Master or Engineer Log reset
- Independent Walk Test facilities for each Set / Part set mode
- System Test Function
- Optional remote keypads with internal sounders
- Programmable from any remote keypad
- Separate Bell and Strobe lamp outputs
- Zone omit facility on exit

NB Your Installation Engineer will have programmed all the system features to ensure easy and convenient day-to-day use of your system. (See section 5 `Engineer Programmable Zones)

MASTER USER FUNCTIONS

The Master User has access to all the Limited User functions plus the following:

1. Clear Event Log.

Enter 3 (If allowed by Engineer)

2. Change Limited User Code.

Enter 4 = = =
Master User Code New Limited User Code New Limited User Code

3. Change Master code.

Enter 5 = = =
Master User Code New Master User Code New Master User Code

4. Test mode.

Enter 6 = All LEDs are switched on except the fault LED and backlight LED.
 = The strobe is switched on.
 = The bell is switched on.
 = The internal sounder is switched on.

5. Clear flashing alarm LED.

Enter or
Master User Code Limited User Code

6. Walk test 7 Then set the panel in the normal way.
 Unset the panel to exit walk-test mode.

4 FUNCTIONAL DESCRIPTION

Operating Modes

Day Mode

This is the state of the panel when unset (not armed). Fire, Personal Attack and Tamper inputs, however, remain active 24 hours a day. (These are referred to as 24 hour zones). Day mode is identified by the green 'Day' LED on the front of the RKP.

Set Modes

When the panel is set (armed) an activation of any Access, Immediate or 24 hour zone will cause an alarm condition. When an alarm is generated any extension speakers will operate for the length of time programmed and the tone of the internal sounder will be two notes repeated rapidly. The strobe lamp will also be activated and will continue to operate until the panel is reset.

Fullset / Partset

At the time of setting the control panel, any one of four set modes can be selected. This allows part of a building to be monitored whilst another part is occupied. For example, the ground floor of a house could be armed whilst the occupants are asleep upstairs. Configuration 0 is used by default if a part set mode is not selected and this is used as the 'full' set. The other three set modes are for use as 'part' sets. These configurations will have been pre-programmed by your Engineer.

Entry / Exit Mode

1) Entry:

When the panel is set and an Entry / Exit zone is triggered the Entry / Exit timer will begin to count down.

During this period an Entry / Exit tone (single repeated bleep) will be produced by the internal RKP sounder and any zones which are programmed as Access zones will be ignored.

If either the limited user code or the master code are entered before the end of the count down period the panel will return to 'day' mode.

If the timer is allowed to elapse before a user code is entered the panel will go into an alarm state.

In this case the system needs to be 'Unset' (See 'Unsetting The Panel' below).

2) Exit:

With the panel in 'day' mode, if either a user code or an Easy-set key sequence is entered the Entry / Exit timer will begin.

If all the immediate zones are clear, then the Entry / Exit tone will be heard. Leave the protected area by the predetermined Entry / Exit route.

As you trigger Access zones the tone will change temporarily to a repeated low tone. When all the zones are clear, the Entry / Exit tone will continue again until the end of the time-out period.

The panel will then be set.
The panel will not set if the Entry / Exit tone is not heard.

In this case, re-enter the building via the Entry / Exit route and enter your Limited or Master user code.

Read the event log and then clear or omit the relevant zone. (See 'Omitting One or More Zones', Page 9)

After setting, if any of the immediate zones are not clear, the alarm light will begin to flash and a fault state will be indicated by a loud repeated low tone.

Clear the relevant zone or omit it on exit as above. (See 'Omitting One or More Zones', Page 9)

5 ZONES

3. Part set. Enter or (Low Tone Volume)Enter or (Low Tone Volume)Enter(Low Tone Volume)

Alarm LED. Enter (Limited User Code)

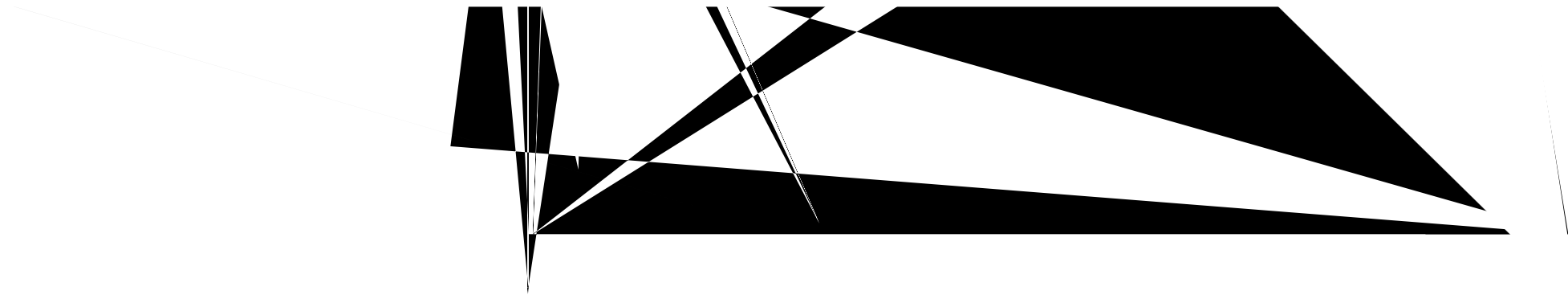
Panic Alarm. Enter

RKP

RKP

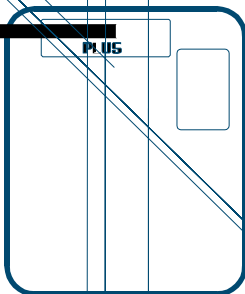
RKP

RKP



9 TROUBLESHOOTING

1. Panel set /on
Supply light on, all others extinguished.



2. Panel unset / off
Supply and Day light on, (Referred to as Day mode)



4. Panel unset / Day mode.
Alarm and Personal Attack lights flashing,
indicating a Personal Attack alarm has taken
place.

To clear the Audible Alarm, enter **X X X X**
(Master or Limited User code)

This will also clear the LEDs.
If additional Personal Attack buttons are fitted on
the system, reset these immediately.



Example:

Set panel (error tone will be heard).
Unset panel (alarm LED will be flashing).

View log   to see which zones are faulty
and investigate fault(s) if possible.
Set panel,

then
or

If no error tone heard, exit via normal route.
If error tone heard:

Enter   Fault tone will stop and Day LED will flash.

then
Enter number(s) of zones to be omitted (1 to 6) Max of 5 zones.

Enter