# Accenta/Optima

Engineer's Manual
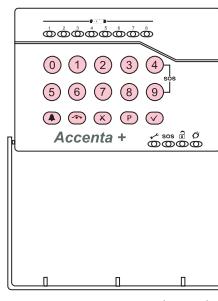
8SP399A - Accenta mini panel with remote LCD keypad and communicator outputs

8EP396A Optima Compact panel with built-in keypad

8EP417A - Accenta LCD keypad

8EP416 - Accenta LED-keypad

Contents

Introduction

This manual provides information on Installation design, panel fixing, wiring, power up and programming of the intruder panels.
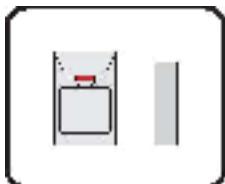
Features

- 8 zones programmable for Security, 2 zones for Fire.

- PA input.

- Tamper input.

- Outputs for External Siren (Bell) and Strobe.

- 4 Access level Codes, User 1, User 2, Engineer and Duress, all programmable.

- 3 fully selectable part set programs.

- Chime on any security zone.

- 250 event memory (LCD Keypad), 8 event memory (LED keypad).

- Programmable timers including bell cut off.

- Walk Test facilities.

- Quick set feature.

- Supports up to four remote keypads with on board PA and illuminated keys positioned up to 100 meters from the panel.

- Users can choose from 7 languages for the LCD display: Dutch, English, French, German, Italian, Portuguese and Spanish.

- Keypads can be wired in a star or daisy chain configuration from the panel.

- Optima is supplied with a built in keypad.

- Support of Prox set and unset with Simple Set keypad.

- NVM for protection of engineer program and event log.

- 5 digital outputs for a wire-in digital communicator or dialler (Not applicable for Optima compact panel).

- Battery capacity of up to 2.1Ah.

Installation Design
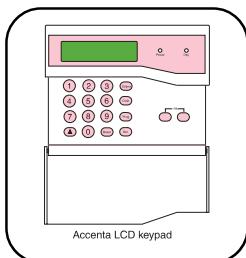
The purchase of this alarm system represents a major step forward in the protection of the property and its occupants. It is important to plan the installation before proceeding following the procedures and advice contained in this manual.
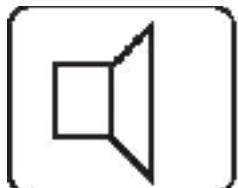
Plan the position of each part of the alarm system and the cable runs. **Detectors** should be sited with particular regard to the degree of coverage required.

All of the system wiring is connected directly to the **panel**. The Accenta panel may be concealed inside a cupboard or loft space, but it must be installed within the protected premises and in a position which is convenient for a mains supply. The Optima panel may be installed near an entry/exit point.

The **Remote Keypads** (RKPs) should be mounted in positions which allows ease of operation for the system users, typically within the entry/exit route close to the final door and the master bedroom.

Additional internal **sound speakers** are recommended, these will provide high volume alarm tones and low volume entry/exit tones. Speakers should be positioned to provide good sound distribution throughout the building and so that the exit tone is audible outside the main entry / exit door. This will enable the system operator to check that the system is setting correctly.

The **total current** output of this control system (in alarm condition) is 1A when supported by a fully charged battery. Calculate the total including the panel, remote keypads, external siren with strobe light (also called a bell box) and detectors to ensure that this rating is not exceeded.

Depending on which area you live, you may be required, by law to notify the **Local Authority** and Police of the new security alarm installation. The local authority requirements may differ from area to area, therefore, it is advisable to contact local environmental officer to obtain full details of your area requirements.

Fixing the Control Panel

CAUTION: **When positioning the control panel make sure that it is located in a dry place away from damp areas.**

NOTE: The Accenta Mini enclosure is illustrated here, however the procedures for the other panels is similar.
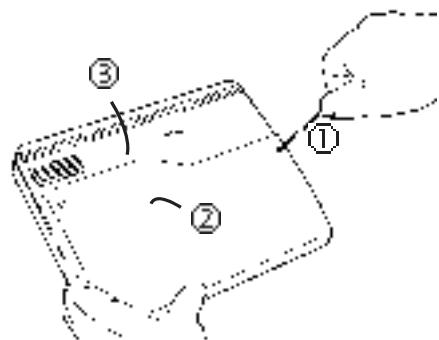
Figure 1. Removing the Front Cover

1.   Remove the front cover(s) from the base assembly.

Figure 2. Removing the PCB

2.   Disconnect the transformer wires from the board, these are marked *AC*. Carefully remove the board by gently pushing down the holding clips on the bottom edge of the board and withdraw it from the base.

   NOTE: When replacing the board align it on the round support pillars to the bottom and allow it to click down past the clips at the top of the case. Refit the transformer wires into the terminal.

Figure 3. Fitting the Panel

3.   Fit the panel to the wall with suitable fixings. Ensure the wall surface is flat to prevent base distortion. There are cable entry holes provided in the rear of the base and around the outside edges through the thinned out plastic sections which may be cut away as required.

   NOTE: The hole provided adjacent to the mains transformer is a dedicated mains cable entry hole.

PCB

There are four fuses mounted on the circuit board, all are 20mm anti-surge.

F1   1.6A - to protect the positive (+Ve) line of 12V battery

F2   1A - to protect the Speaker 13V supply

F3   1A - to protect the Siren (Bell) & Strobe supply

F4   1A - to protect the RKP 13V supply

As supplied, wire links are fitted across the PA (Personal Alert) and Tamper terminals to represent a closed circuit.
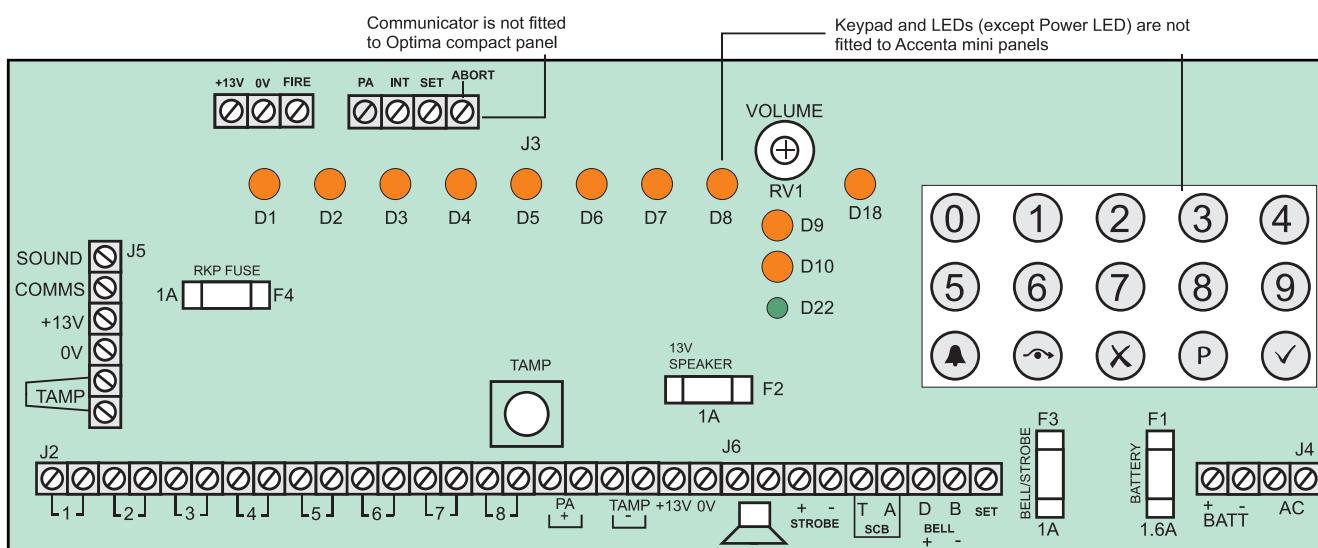
Figure 4. PCB

Wiring the System

CAUTION: **Always power down the panel when wiring external circuits to prevent damage to the panel electronics.**

Systematically wire and test each circuit:

- Zone, Tamper circuit and PA circuits
- Finish by wiring any additional extension speaker sounders, external siren (bell) / strobe and the 13V supply.

Tamper Network

The Tamper circuit is used to protect all cables and detectors in the system from unauthorised access including the panel and RKP covers.

The zone and PA (Personal Alert) tampers should be series wired and connected to the TAMP terminals. Terminals T and A are for the external siren tamper. The TAMP terminals at the bottom left of the board are for the RKP tampers.

Tamper alarms that occur when the system is unset, operate internal sounders only. Tamper alarms in Set cause a full alarm condition. Tamper is indicated on the control panel and RKPs.
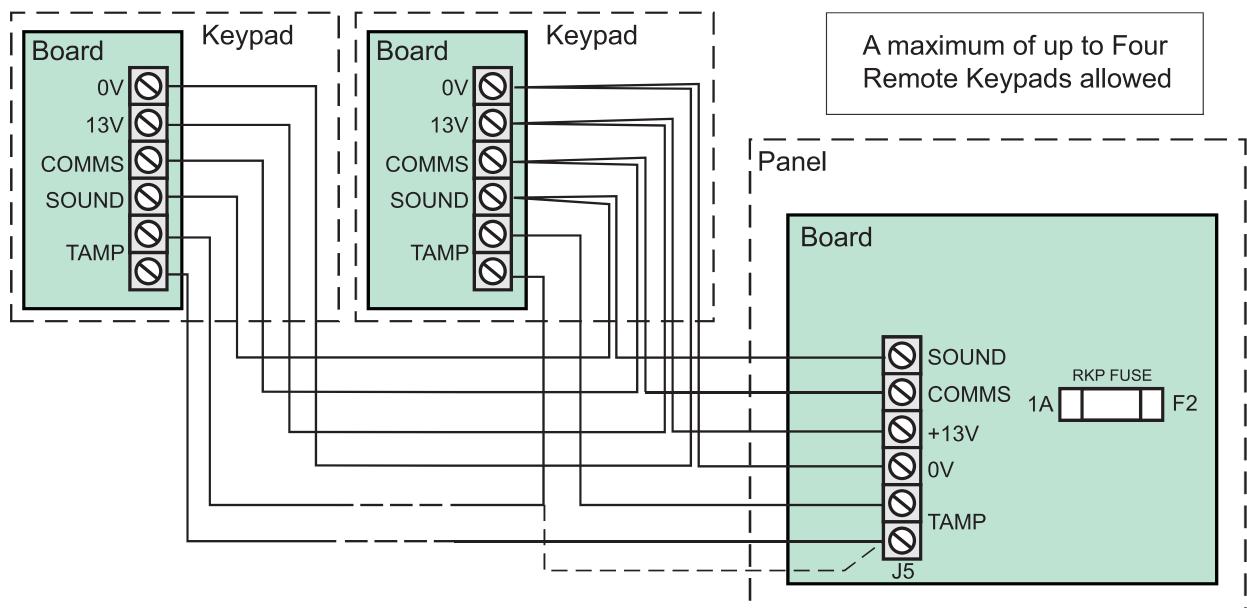
Figure 5. Connecting LED keypads to panel
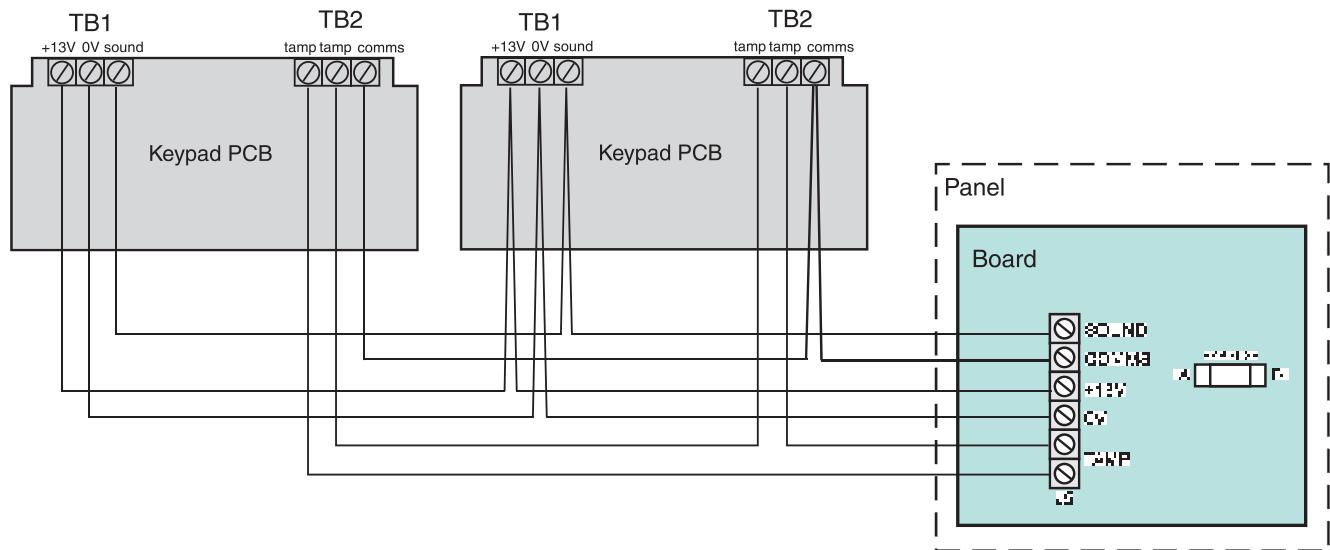
Figure 6. Connecting LCD keypads to panel

Connecting Remote Keypads

NOTE: Where an Accenta Mini panel is being installed, make sure there is at least one remote keypad wired to the panel before the first power up.

Up to four remote LCD or LED keypads can be connected to the panel. Wire the keypad(s) as per Figure 5 (LED keypad) or Figure 6 (LCD keypad).

NOTE: When the panel back-up battery is charging, the LCD keypad backlight may not operate.

Fitting the Remote Keypad

1   Separate the RKP baseplate from the main assembly by slackening the retaining screw.

2   Cut away the required thin wall sections around the edges of the baseplate for cable entry.

3   The baseplate may be fitted directly to the wall using screws and wall plugs. If these are not appropriate for the wall then use suitable alternative fixings.

CAUTION: **The PCB board must not be removed from the front moulding and doing so may invalidate the warranty.**

4   Bring the cables into the baseplate and wire to the terminal block on the baseplate**.**

5   Refit the RKP main assembly to the baseplate by locating the top retaining clips into the inside top part of the baseplate. Close the main assembly onto the baseplate, ensuring that the wiring does not foul the tamper switch/spring or the PCB support pillars. Resecure the screw in the bottom of the case.

Security Zones

It is recommended that no more than 10 magnetic contacts are connected to the same zone and that the combined cable length for each zone does not exceed 100 metres.
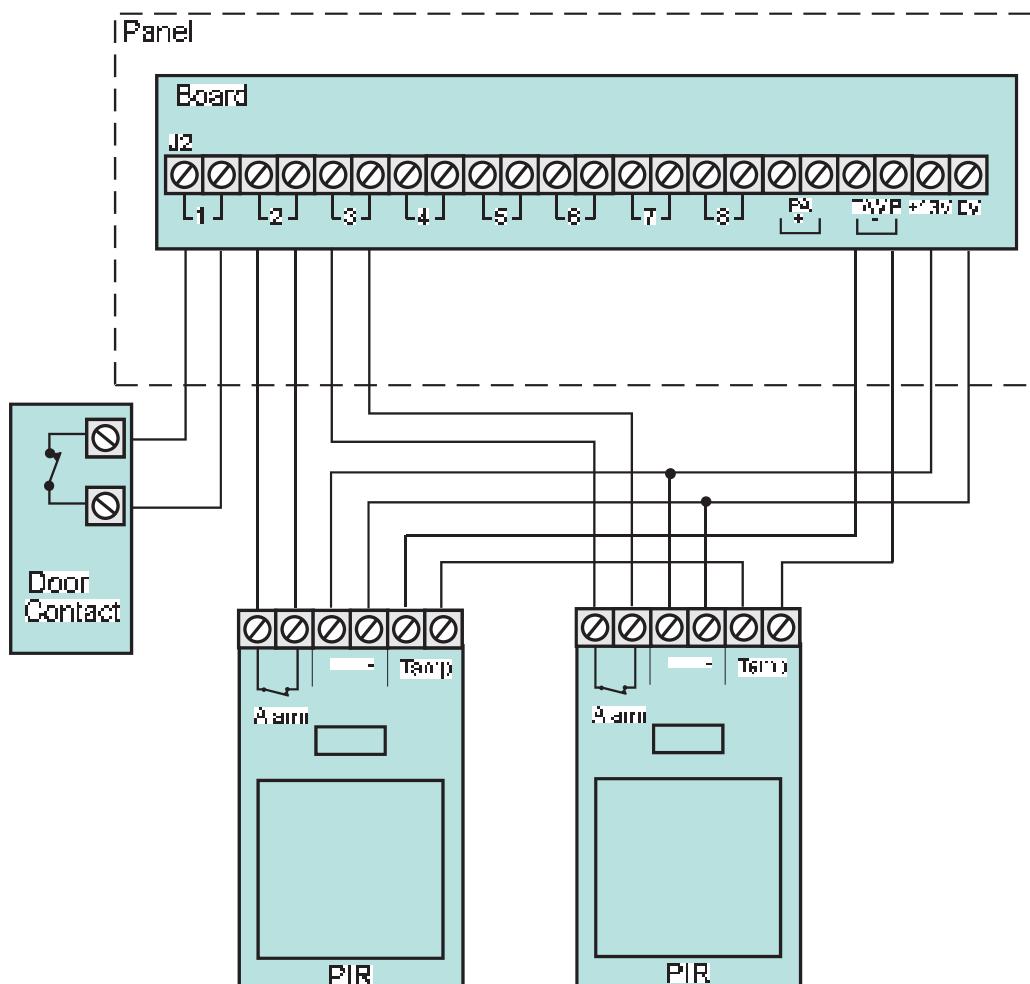
Figure 7. Security Zone Wiring

Fire Zone

Zones 7 and 8 may be programmed as fire zones. This will automatically exclude the availability of the zone from programs and normal security applications.
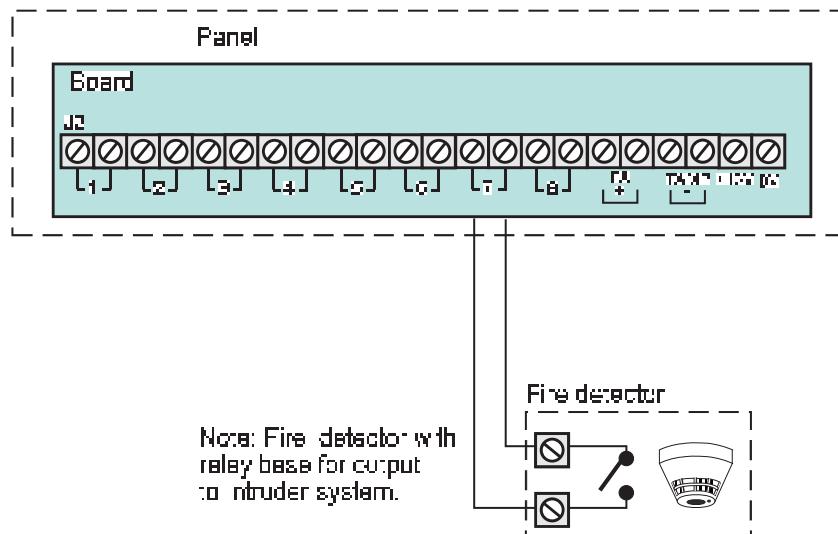
Figure 8. Fire Zones

The fire zone detects fires all the time and will operate whether the system is Set or Unset. A fire will cause a distinctive internal sounder tone. The external sounders will pulse on and off at 2 second intervals and all RKP indicators will flash the affected zone.

PA Circuit

It is recommended that no more than 10 Normally Closed type personal attack buttons may be wired in series and then connected to the PA circuit.

Operational in Unset and Set, the PA circuit will cause a full alarm condition when activated. PA is indicated on the control panel or RKP.

PA buttons may be fitted near the front door or in a bedroom.
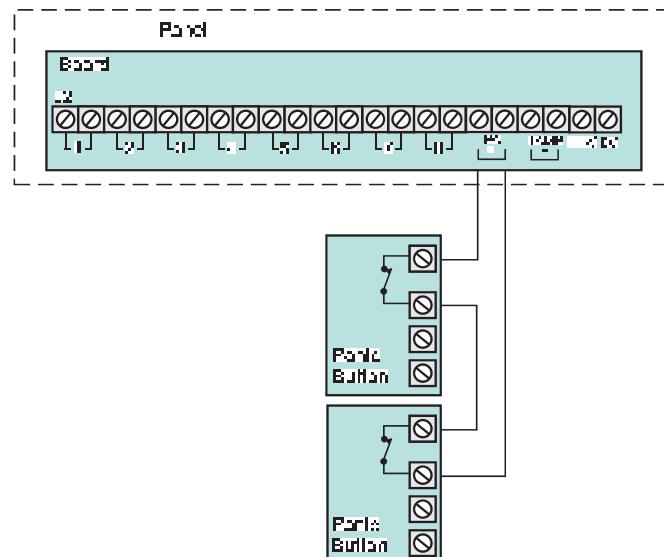
Figure 9. PA Circuit

Extension Speaker

Extension speakers may be connected to the loudspeaker terminals to produce high volume alarm tones and low volume entry / exit / fault tones.
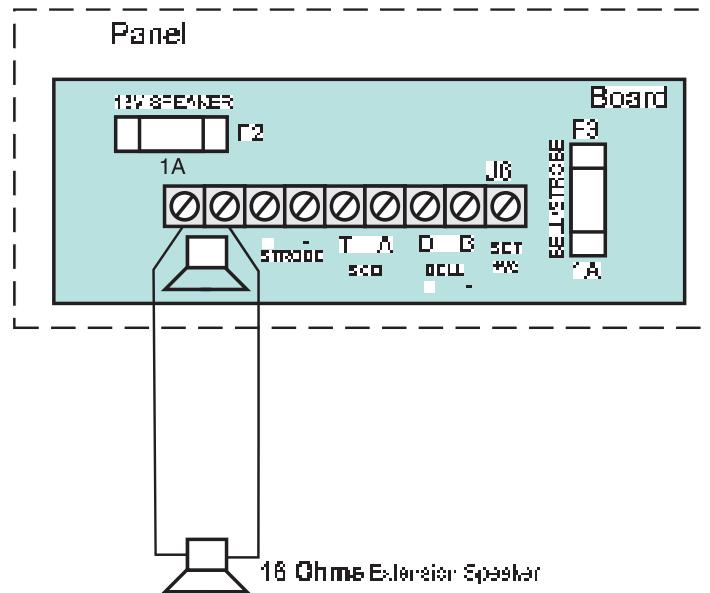
Figure 10. Extension Speaker Wiring

Up to two 16 ohm extension speakers may be wired across the speaker terminals. Mounted in convenient positions within the installation the extension speakers will reproduce all of the alarm tones generated by the control panel.

A control marked VOLUME may be used to adjust the low volume entry/exit tones to suit environmental conditions.

External Siren Output

The external siren is usually installed in a high position from where the siren could be seen and heard. Terminal TADB are for connection to the external siren. These terminals provide a power/hold-off supply, sounder trigger and tamper circuit to protect the external siren housing.
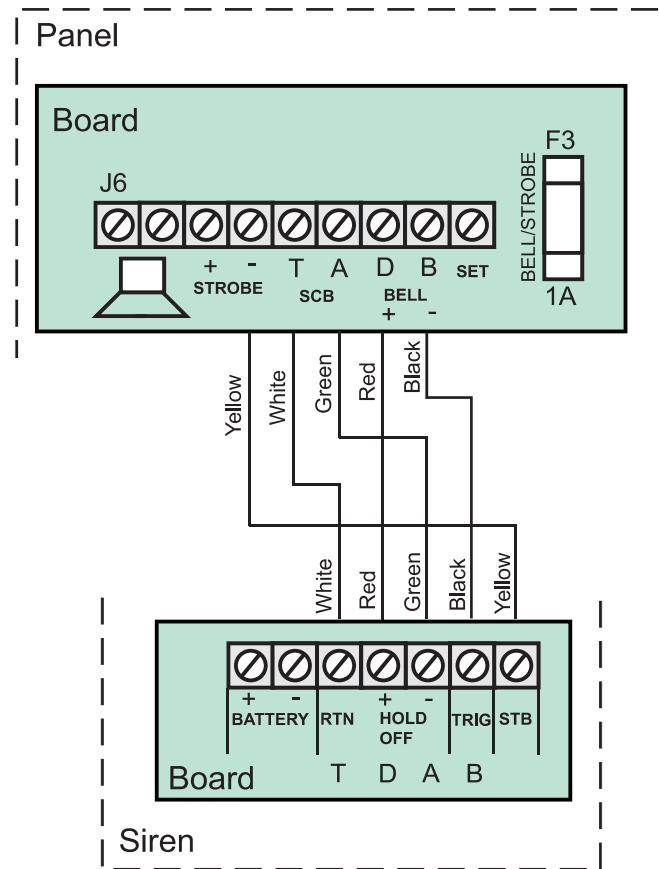
Figure 11. External Siren Wiring

The terminals are summarised as follows:

T = Negative (-Ve) tamper return

A = Negative (-Ve) supply (0V)

D = Positive (+Ve) supply (12V)

B = Negative (-Ve) Sounder trigger

Where an external siren without strobe is used, it should be connected to terminals D and B. Terminals T and A are then used for tamper protection for the housing.
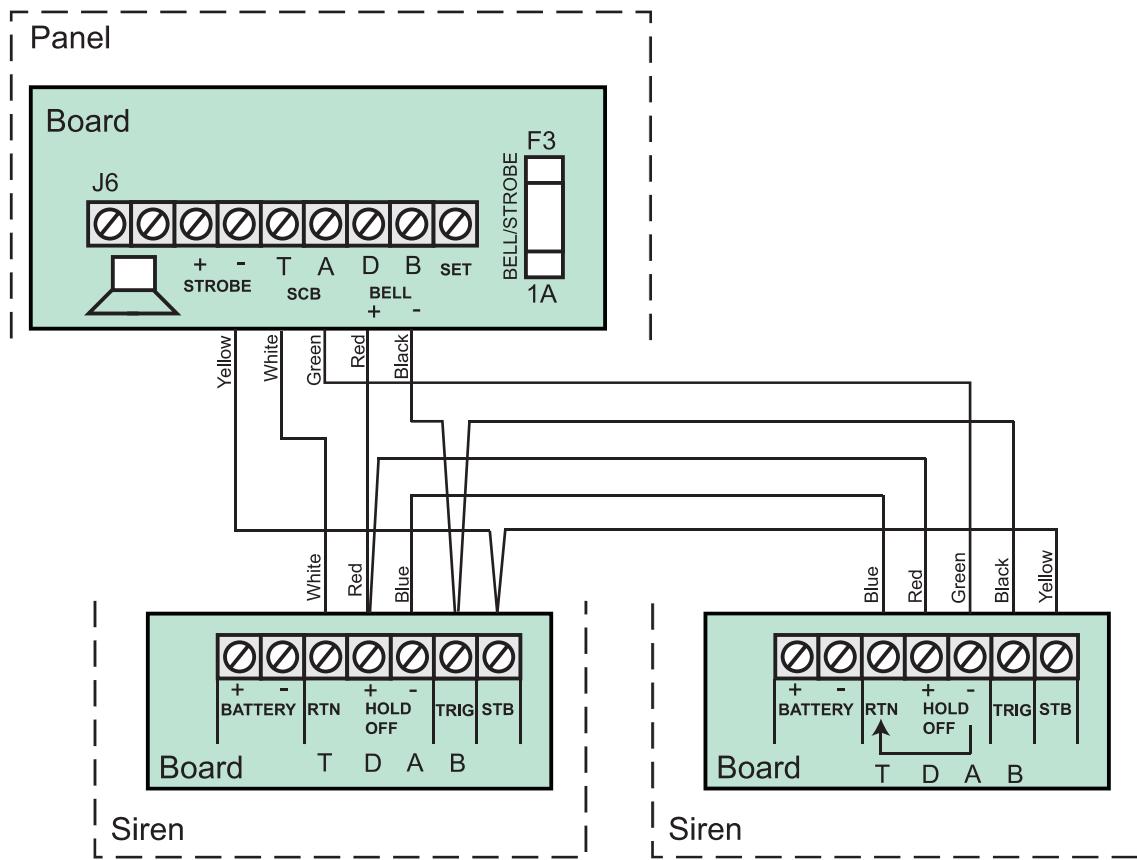
Figure 12. Twin External Siren Wiring

13V Supply Output

The 13V output is to power detectors which require a voltage supply (PIR detectors etc). The supply is present at all times and may be used to supply a total load of 350mA.

Set

The output marked SET is used with latching detectors. The output becomes positive on correct Set of the system and is removed by entry of a valid user code.

Remote Signalling Input and Outputs

NOTE: These outputs are not applicable to the Optima Compact panel.

These terminals have been provided for connection to remote signalling equipment such as a digital communicator, or speech dialler.

13V 0V: These terminals provide a 13V supply for the communicator up to a total load of 200mA.

OUTPUTS (J3): These outputs are programmed as active low output. They are held at 13V and fall to 0V when active, it can source or sink 10mA.

These outputs would normally be connected directly to the input channels of wire in type communicators.

Alternatively each output can be used to drive a relay (coil resistance > 1200 Ohms) connected between the output terminal and the 13V supply terminal. The relay will energise when the output port operates. It is recommended that a back EMF protection diode is used in parallel with the relay coil.
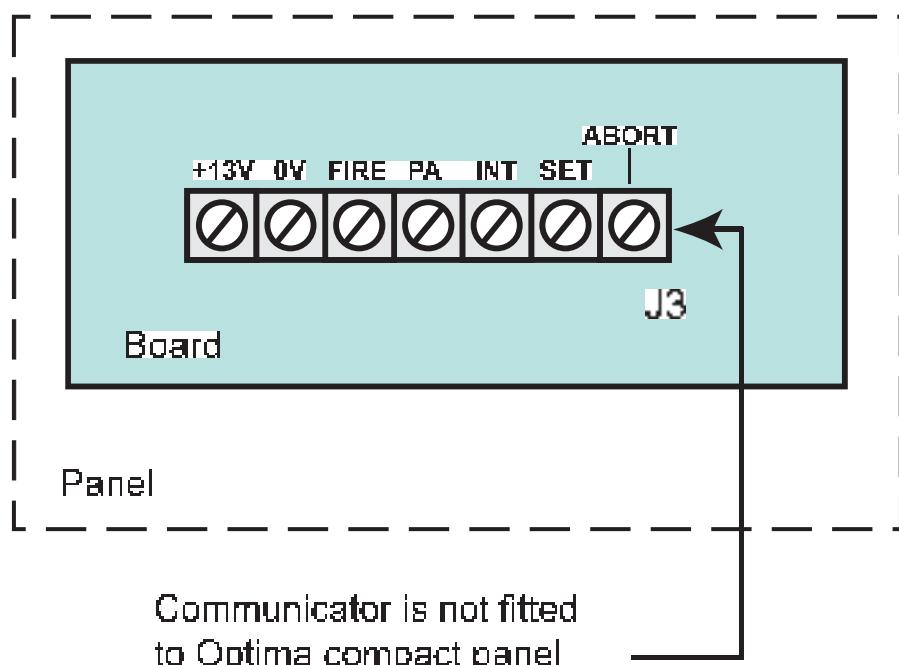
Figure 13. Panel communicator

FIRE: The fire output operates when the fire zone is triggered.

PA: The PA output operates when an SOS alarm is triggered or a duress code is used.

INT: The intruder output is operated when an intruder condition is triggered whilst the system is set.

SET: The Set output operates whenever the system becomes set and is used to indicate opening and closing.

ABORT: Operates if the panel is unset within 90 seconds of the alarm condition starting. It is cleared when the panel is reset by the user or engineer.

Important Notes

1. Each output has been configured as active low.

2. Where the communicator is powered from an external source, not the panel and the outputs are being used without relays, the panel and external power supply will require a common negative supply rail.

3. If the communicator is not fitted inside the panel and abort is being used, care should be taken to ensure that the abort connection cannot be damaged or severed as this could cause the ARC to incorrectly filter an alarm signal.

4. It is very important that communicating systems are fully tested and that all signals are correctly received at the ARC when the system is installed and serviced.

Filtering of Intruder alarms

The exact method of filtering should be decided according to the security services / keyholder requirements and ARC procedures.

In general, the panels offer the following methods that could be used to filter an alarm.

Set/Unset A Set or Unset signal which is received by the ARC at around the same time as an intruder signal can be used to filter the alarm.

Abort Output The abort output operates whenever a user code is entered to switch off an intruder alarm condition. When an abort signal is received by ARC at or around the same time as an intruder signal, the alarm can be filtered.

Restore of the Intruder Output The intruder alarm output is restored to 12V whenever a user code is entered to switch off an intruder alarm condition. Where an intruder alarm is shortly followed by a restore at the ARC, this can be used to filter the alarm.

Factory Set Condition

Display Language	English
User code1	0123
User code2	Not programmed
Duress Code	Not programmed
Engineer Code	9999
External siren *Bell* Duration	15 minutes
External siren *Bell* Delay	No delay
Rearm Count	3 Rearms

Program 1

Zone 1	Timed
Zone 2	Inhibited
Zone 3 - 8	Immediate
Exit time	30 seconds
Entry time	30 seconds
Exit mode	Timed

Program 2

Zone 1	Timed
Zone 2	Timed inhibit
Zone 3 - 8	Immediate
Exit time	30 seconds
Entry time	30 seconds
Exit mode	Disabled

Program 3

Zone 1	Timed
Zone 2	Timed inhibit
Zone 3 - 8	Immediate
Exit time	30 seconds
Entry time	30 seconds
Exit mode	Disabled

Zones

Security zones	Zones 1 - 8
Standard Fire zones	None programmed
Double Knock zones	None programmed
Omit prevent zones	All programmed

Flag 1

Silent PA	No
RKP PA Enable	Yes
Engineer Reset	No
User reset PA	No
User Reset Fire	No
Bell in Fire	No
Enable Zone 7 as Fire	No
Enable Zone 8 as Fire	No

NOTE: Zone debounce period is 400 ms

Flag 2

Single Key setting	No
Strobe on setting	No

Flag 3

Accenta Optima Version X.XX

NOTE: X.XX indicates panel version eg 1.00

Refer to page 17, **Defaulting Panel to Factory Settings** for the method returning the panel to the factory presets.

Mains Connection

The mains power should be connected using 3-core cable of not less than 1 mm sq. from a fused spur to the mains connector inside the control panel. The 2 A fused spur must be located close to the control panel.

NOTE: The mains supply must be connected by a technically competent person and according to current IEE regulations.
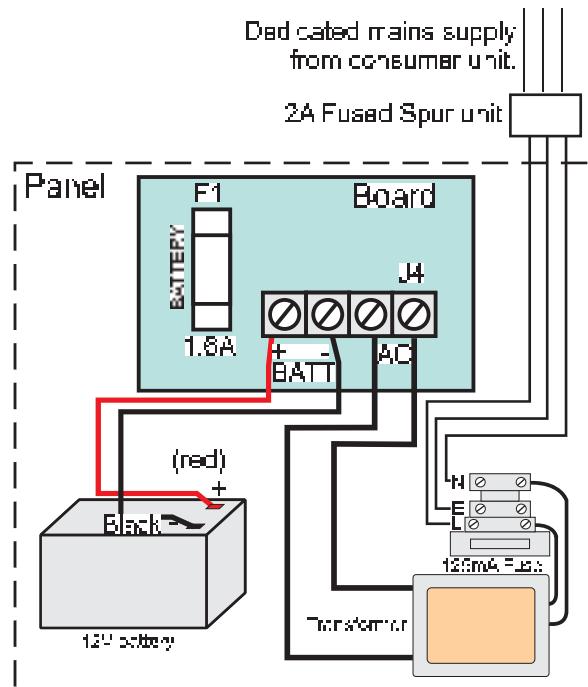
Figure 14. Mains Connection

CAUTION: **To avoid the risk of electrical shock you must always totally isolate the mains supply before opening the control panel cover(s).**

Mains Input fuse rating: 125 mA, 250 V type T (anti-surge) and of a type approved to IEC 127 part 2 sheet III.

On connecting the mains supply to the panel the ☾ indicator is lit.

Testing the System

Complete the wiring of the system and then:

- Fully test the system and ensure it is fault free.
- Fully program the system.
- Fill in the installation log at the back of the manual and retain if for future reference.
- Finally, explain the operation of the system to the Customer. In this box, you will also find a User Guide, which you should leave with the Customer**.**

First Power Up

NOTE: For Optima Compact, fit the top cover on to the base and connect the speaker wires.

1   Check that the factory fitted links are connected to terminals PA, TAMP and T-A.

2   Fit the battery wires to the battery terminals (BATT).
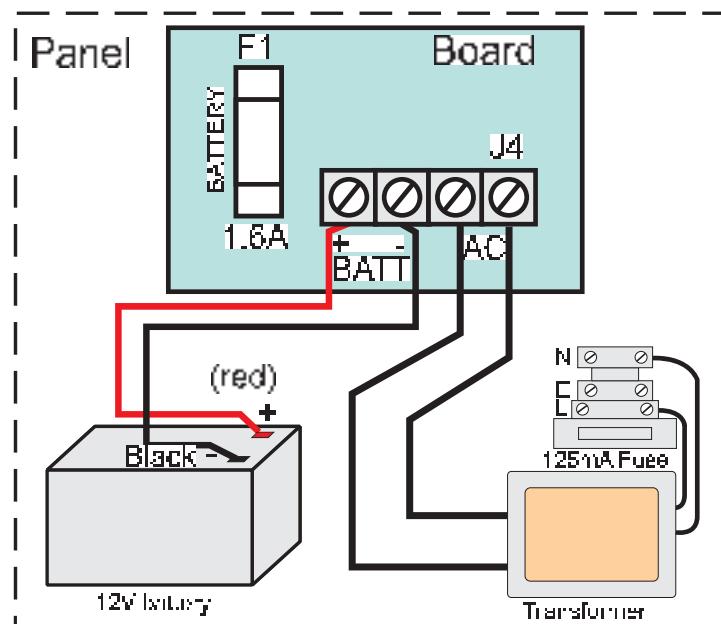
Figure 15. Battery Connection

3   On connecting the battery, the system will go into an alarm condition with an audible alarm indication. After entry of a valid user code, there is a Tamper indication.

4   Fit the cover to hold down the tamper spring at the bottom centre of the board.

LCD INDICATIONS

     LED INDICATIONS

```
    Loop  Tamper
```
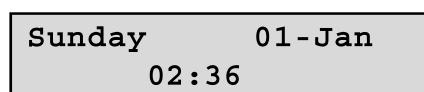
5.   Enter the user code, press [**0**][**1**][**2**][**3**] factory set code. The alarm condition will cease and the system will unset:

NOTE: The LCD keypad will show **SYSTEM UNSET** for 30 seconds first.

```
Sunday      01-Jan
      02:36
```

6.   Immediately enter the engineer code by pressing [**PROG**][**9**][**9**][**9**][**9**]

7.   The system is now in *Engineer program mode* and can be programmed.

```
    0>Walk  Test
```

     SOS

Engineer Program Mode

The panel may be programmed to suit a wide variety of installations.

Once the *Engineer program mode* has been accessed, each configuration may be changed in any order.

Before entering *Engineer program mode* the system should be unset, with the 🔓 and ⏻ indicators lit.

Indications on LED Keypads
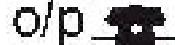
LED Indications	
LED steady on indication	
LED flashing indication	
LED off	○
Output to Alarm Receiving Centre Communicator outputs are not applicable for Optima Compact panel.	o/p ☎
Internal Sound. In general, a long beep is an indication of an incorrect key press	
External Device: Strobe	
External Device: Siren	🔔

Table 1. LED Indications

To exit operation

(X) Quit the current function
Leave program menu
Return one menu level

System Indications

LCD Indications   **LED Indications**

```
System Unset
```
🟢 🔓 🔴 ⏻ System Unset indication

```
System Set
```
🔴 ⏻ System Set indication

16
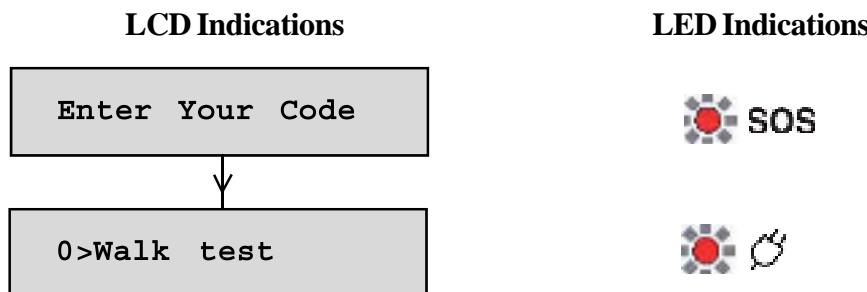
Entering/Exiting Engineer Program Mode

NOTE: The factory configured engineer s access code is 9999. If however this code is changed then enter the appropriate code.

Press (P)

LCD Indications	**LED Indications**

```
Enter  Your  Code
```

🔴 SOS

```
0>Walk  test
```

🔴 ⚡

To exit *Engineer program mode* press (X)

Defaulting Panel to Factory Settings

CAUTION: **All configurations of the panel are reset to factory default conditions.**

To default to factory settings:
1. Power down panel.
2. Remove wiring from SET output and PA input.
3. Fit shorting wire between SET and left-hand PA terminal.
4. Power up.
5. Wait for alarm to start.
6. Power down panel and then restore original wiring.

Defaulting User Code 1 and Engineer Code

1. Power down panel.
2. Remove wiring from SET output and TAMP input (next to PA).
3. Fit shorting wire between SET and left-hand TAMP terminal.
4. Power up.
5. Wait for alarm to start.
6. Power down panel and then restore original wiring.

Menu Options

The full menu structure for the panel can only be accessed while in *Engineer program mode*. The structure is shown in the following table:

MENU OPTIONS	
0 = Walk Test	6 = Zone Names
1 = Alarm Test	7 = Timers
2 = Test Outputs	8 = Codes
3 = System Flags	C = View Event Log
4 = Time and Date	O = Omit Allow & Double Knock
5 = Language	P = Programmes

Table 2. Menu Options
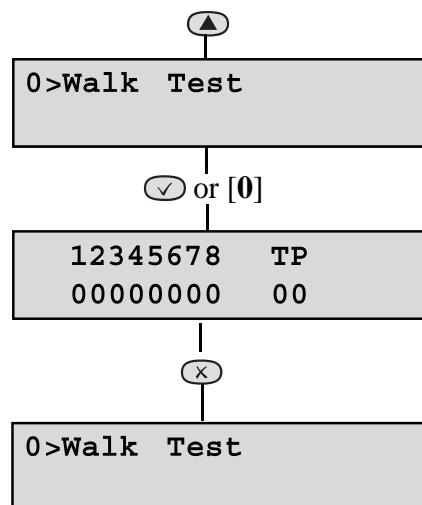
Enter *Engineer program mode.* Press ⓟ **[9**] [**9**] [**9**] [**9**].

0 = Walk Test

The walk test function allows each detector to be checked in order to verify that they are functioning correctly. A tone is generated as each zone is activated (opened).
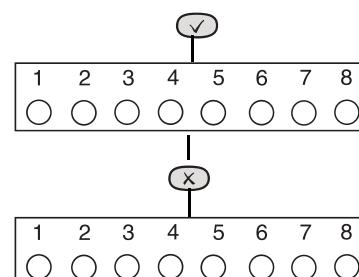
LCD keypad

- Press 🔼 for menu **Walk Test**.

- Press ☑ or [**0**]. Zones 1-8 have a zero (0) below each number.

- When a zone is sucsessfully tested, number 1 replaces the 0. Zones are added to list as each one is activated.

- Press ☒ to leave the menu or ☑ to restart the Walk Test.


```
0>Walk Test
```

☑ or [**0**]

```
12345678    TP
00000000    00
```

☒

```
0>Walk Test
```

LED keypad

- Press [**0**] for menu **Walk Test**.
- Press ☑. Zones 1-8 are off
- When a zone is sucsessfully tested, the LED is on. Zones are added to list as each one is activated.
- The Tamper LED comes on when tested.
- Press ☒ to leave the menu or ☑ to restart the Walk Test.

1 = Alarm Test

This function tests the alarm function of the Bell, Strobe or Sounder. Pressing the appropriate key [**1-3**] toggles the function ON or OFF. Using the [**up arrow**] also selects the appropriate alarm function.

Pressing [**0**] turns all alarm outputs to OFF.

Pressing ⊘ toggles the selected alarm output.

Pressing ⊗ turns off all outputs and leaves the function.
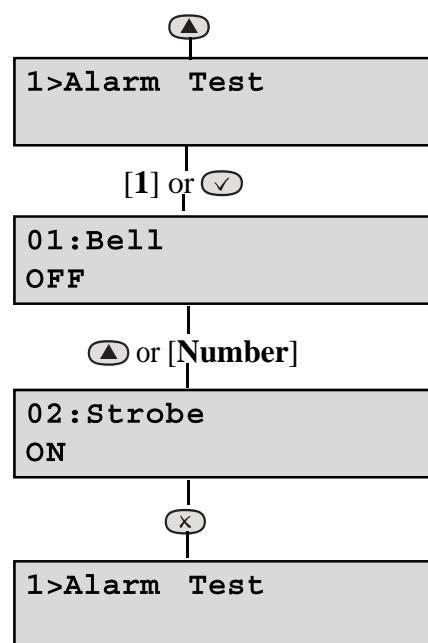
The outputs are:

1 = Bell, 2 = Strobe, 3 = Sounder

NOTE: To test the Low volume sounder enable option 3 only. To test for a high volume sounder enable both options 2 and 3 together.

LCD Keypad:
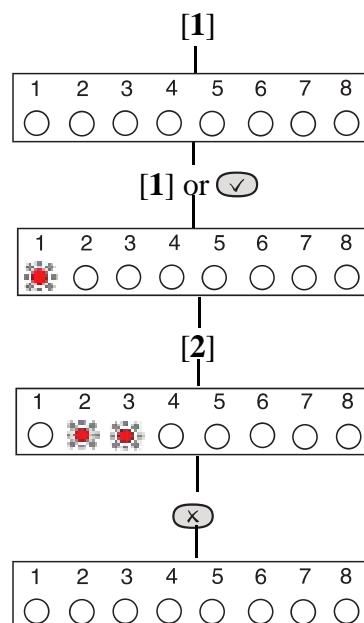
- Press ▲ for menu **Alarm Test**.

- Press [**1**] or ⊘ to enter into first function ON or OFF.

- Press the ▲ or number [**2**] or [**3**] for the other functions.

- Press ⊗ to leave the menu.

```
1>Alarm  Test
```

[**1**] or ⊘

```
01:Bell
OFF
```

▲ or [**Number**]

```
02:Strobe
ON
```

⊗

```
1>Alarm  Test
```

LED keypad

The LED is lit when ON.

- Press [**1**] for menu **Alarm Test**.

- Press [**1**] or ⊘ to toggle first function ON or OFF.

- Press number [**2**] and [**3**] for the other functions.

- Press ⊗ to leave the menu.

[**1**]

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |

[**1**] or ⊘

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ● | ○ | ○ | ○ | ○ | ○ | ○ | ○ |

[**2**]

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ○ | ● | ● | ○ | ○ | ○ | ○ | ○ |

⊗

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |

2 = Test Outputs

NOTE: These tests are not applicable to Optima Compact panels.

This function tests all the outputs on the system.

The outputs are:**1 = Fire, 2 = PA, 3 = Intruder, 4 = Set, 5 = Abort.**

Pressing the [**0**] key turns all outputs to OFF.
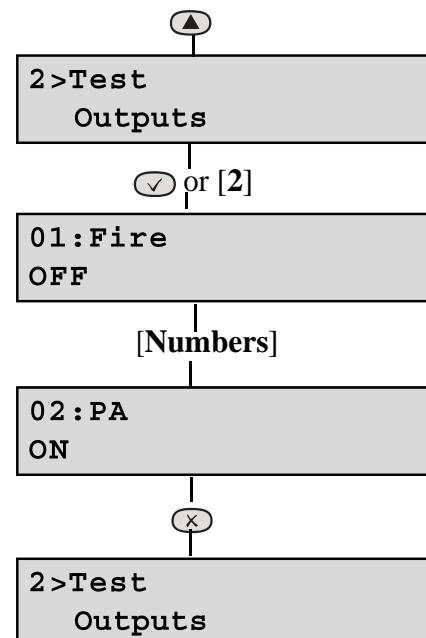
Pressing the ⊙ key toggles the selected alarm output.

Pressing the appropriate key [**1-5**] toggles the function ON or OFF.

Pressing the ⊗ key turns off all outputs and leaves the function.
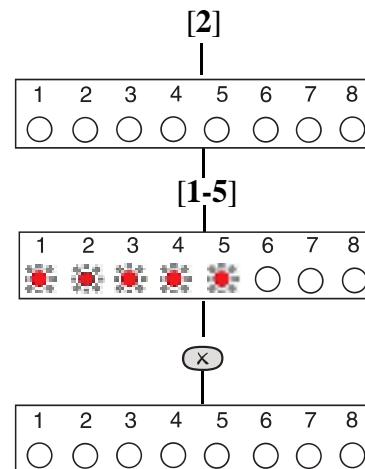
LCD keypad:

- Press ▲ for menu **Test Outputs**.

- Press ⊙ or [**2**]. The first output is displayed.

- Press [**Numbers**] to display and toggle other outputs ON/OFF.

- Press ⊗ to leave the menu.

LED keypad:

The LED is lit when the output is ON.

- Press [**2**] for menu **Test Outputs**.

- Press [**1-5**] to display and toggle other outputs ON/OFF.

- Press ⊗ to leave the menu.
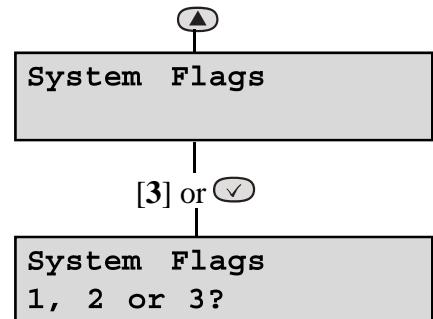
3 = System Flags

The System Flags are divided into Flags 1, 2 or 3.
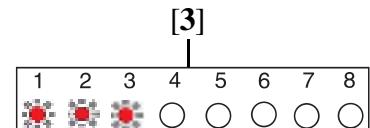
LCD Keypad:

• Press ▲ to display menu **System Flags**.

• Press [**3**] or ▽ to display the next screen.

```
          ▲
┌────────────────────┐
│ System  Flags      │
└────────────────────┘

     [3] or ▽

┌────────────────────┐
│ System  Flags      │
│ 1, 2 or 3?         │
└────────────────────┘
```

LED Keypad:

• Press [**3**]. LED s 1, 2 and 3 are ON.

```
              [3]
  1  2  3  4  5  6  7  8
  ▓  ▓  ▓  ○  ○  ○  ○  ○
```
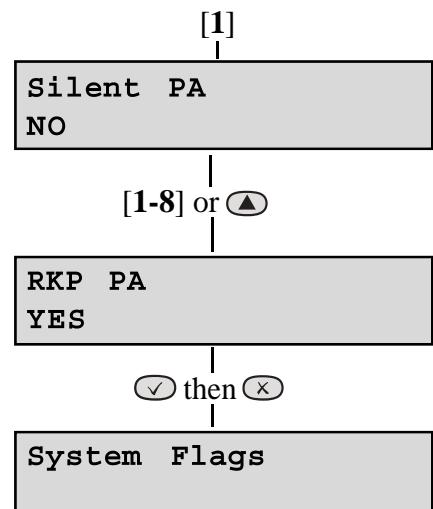
Flag 1

NOTE: Pressing [**9**] sets all flags ON. Pressing [**0**] sets all flags OFF. Pressing ⊗ leaves the function.
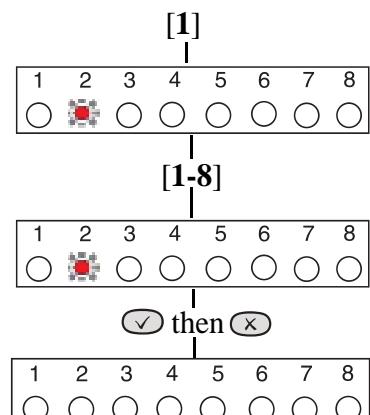
LCD Keypad:

• Press [**1**] to display first option of System Flag 1. Press [**1**] to toggle flag ON or OFF.

• Press [**1-8**] or ▲ to go to another option under Flag 1.

• Press ▽ to save change then ⊗ to leave menu OR press ⊗ twice to leave menu.

.

```
              [1]
┌────────────────────┐
│ Silent  PA         │
│ NO                 │
└────────────────────┘

      [1-8] or ▲

┌────────────────────┐
│ RKP  PA            │
│ YES                │
└────────────────────┘

     ▽ then ⊗

┌────────────────────┐
│ System  Flags      │
└────────────────────┘
```

LED Keypad:

• Press [**1**] to show status of first option of System Flag 1. Press [**1**] or Ⓟ to toggle flag ON or OFF.

• Press [**1-8**] to go to another option of Flag 1.

• Press ▽ to save change then ⊗ to leave menu OR press ⊗ twice to leave menu.

.

```
              [1]
  1  2  3  4  5  6  7  8
  ○  ▓  ○  ○  ○  ○  ○  ○

             [1-8]
  1  2  3  4  5  6  7  8
  ○  ▓  ○  ○  ○  ○  ○  ○

     ▽ then ⊗
  1  2  3  4  5  6  7  8
  ○  ○  ○  ○  ○  ○  ○  ○
```

Flag 1 - Options

There are eight options under Flag1 which are described below:

1 = Silent PA

When this flag is set to ON, operating SOS will cause a silent alarm. Pressing [**1**] toggles the flag ON or OFF.

2 = RKP PA

When this flag is set to ON, the keypad SOS keys are enabled. Pressing [**2**] toggles the flag ON or OFF.

3 = Engineer Reset

When this flag is set to ON, an engineer code must be entered to reset the system after Tamper, SOS or Fire alarm. When the flag is set to OFF the system can be reset by the user. Pressing the [**3**] key toggles the flag ON or OFF.

4 = PA User Reset

When this flag is set to ON, it permits the user to reset the system after an SOS alarm, by pressing ⊗. The user can reset the system even if the **Engineer Reset** flag is set to ON. Pressing [**4**] toggles the flag ON or OFF.

5 = Fire User Reset

When this flag is set to ON, it permits the user to reset the system after a Fire alarm by pressing ⊗. The user can reset the system even if the **Engineer Reset** flag is set to ON. Pressing [**5**] toggles the flag ON or OFF.

6 = Bells in Fire

When this flag is set to ON, the external siren *Bell box* will sound two seconds On/two second Off during the fire alarm. Pressing [**6**] toggles the flag ON or OFF.

7 = Zone 7 Fire

When this flag is set to ON it permits zone 7 to be used as a Fire zone. Pressing [**7**] toggles the flag ON or OFF.

8 = Zone 8 Fire
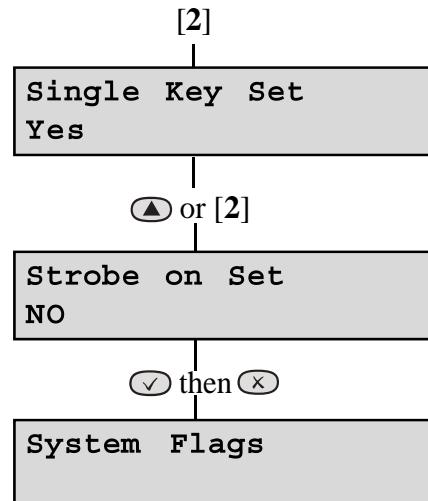
When this flag is set to ON it permits zone 8 to be used as a Fire zone. Pressing [**8**] toggles the flag ON or OFF.

Flag 2

NOTE: Pressing the [**9**] key sets all flags ON. Pressing the [**0**] key sets all flags OFF. Pressing the ⓧ key
leaves the function.

[**2**]

```
Single Key Set
Yes
```
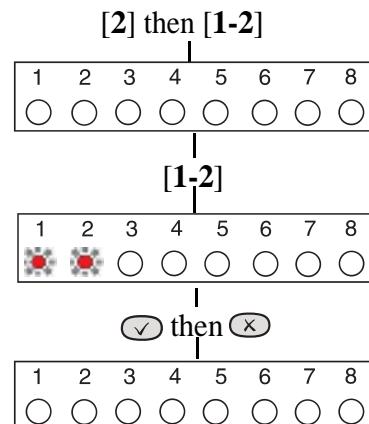
LCD Keypad:

• Press [**2**] to select System Flag 2. Press [**1-2**]
or ✓ to toggle flag on or off.

▲ or [**2**]

```
Strobe on Set
NO
```

• Press ▲ or [**2**] to go to second option of Flag 2.

✓ then ⓧ

• Press ✓ to save changes and then ⓧ to
leave menu or press ⓧ twice to leave the menu.

```
System Flags
```

LED Keypad:

[**2**] then [**1-2**]

• Press [**2**] to select of System Flag 2. Press [**1-2**] to toggle
flag ON or OFF.

[**1-2**]

• Press [**1**] and [**2**] to enable the first and second option of
Flag 2.

✓ then ⓧ

• Press ✓ to save changes and then ⓧ to leave
menu or press ⓧ twice to leave the menu.

Flag 2 - Options

Single Key Set

When this flag is set to ON, it allows the panel to be set by pressing ✓. A code entry is not required.
However, a 4-digit code is required to Unset the panel. Pressing [**1**] toggles the flag ON or OFF.

Strobe on Set

When this flag is set to ON, the external strobe will stay on for five seconds once the panel has set. Pressing
[**2**] toggles the flag ON or OFF.

Flag 3

Flag 3 shows the Software Version of the panel and may be requested when contacting technical support.
Use the up arrow to scroll through the screens.

LCD keypad only: Example information you may see:

System and
software version

Part No
for software

English
Version

Build

Build

```
Accenta  Optima
Version  1.00
```

```
F130-01-101
```

```
Build 101  (01)R
Date May 05 2006
```

4 = Time and Date

LCD Keypad:

This option allows the **Time** or **Date** to be modified. Pushing key [**4**] selects the option and the first screen appears as typically below:

The **Time** can be modified in hours, minutes and seconds in the format HH:MM:SS. The number keys on the keypad 0-9 are used for this function. As each digit is modified the cursor moves to the next one. When the time is correct press ⊙ to accept the change and move to the next screen. To cancel the change press ⊗ .

```
Time and Date
Time?  13:46:17
```

The **Date** can be changed in day , month, year format DD-MM-YY. The number keys on the keypad 0-9 are used for this function. As each digit is modified the cursor moves to the next one. When the date is correct press ⊙ to accept the change. To cancel the change press ⊗.

```
Time and Date
Date?  17-05-06
```

LED Keypad:

If required, the time and date can be entered as per the procedure for the LCD keypad. However no information will be indicated on the LED keypad. The only indication on the LED kein menu 4 **Time and Date** is that LED s 1 to 6 on the LED Keypad will be ON.

5 = Language

This option allows you to display the screen information in one of the following languages: English, French, Italian, Spanish, German, Dutch and Portuguese.

LCD Keypad:
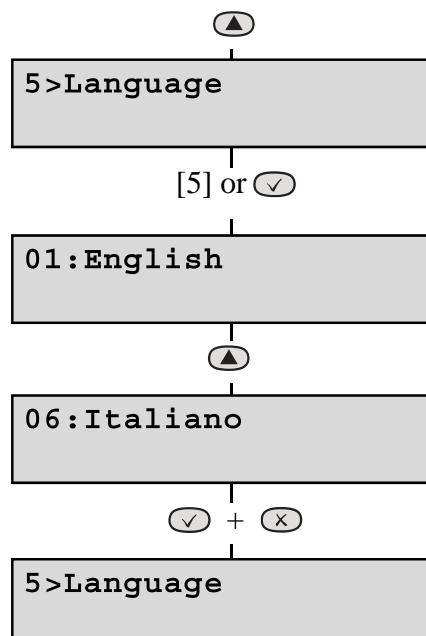
To change the display language:

• 	**Press** ⊙ to display the **Language** menu.

	Press [5] or ⊙ to display the current language.

	Press ⊙ to scroll through the languages.

	Press ⊙ then ⊗ to save programming and leave the menu, or to cancel the change press ⊗ twice.

```
5>Language
```

[5] or ⊙

```
01:English
```

```
06:Italiano
```

⊙ + ⊗

```
5>Language
```
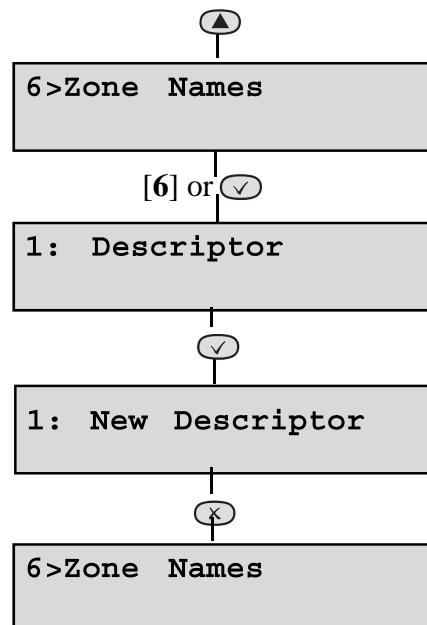
LED Keypad:

The language cannot be changed with the LED keypad.

6 = Zone Names

This option allows each of the eight zones to be given a name from the library (**Appendix 2**).

LCD Keypad:

- Press ⏶ or to go to menu **6>Zone Names**.

- Press [**6**] or ⓥ to go to zone 1 descriptor.

- Press ⓥ to scroll through the library to the desired descriptor.

- Press the ⏶ to go to the next zone.

- To assign additional zone descriptors repeat the above procedure.

- Press ⊗ to save programming and leave the function.

```
        ⏶
┌─────────────────────┐
│ 6>Zone  Names       │
└─────────────────────┘
      [6] or ⓥ
┌─────────────────────┐
│ 1:  Descriptor      │
└─────────────────────┘
        ⓥ
┌─────────────────────┐
│ 1:  New  Descriptor │
└─────────────────────┘
        ⊗
┌─────────────────────┐
│ 6>Zone  Names       │
└─────────────────────┘
```

LED Keypad:

The LED keypad cannot program zone names.

NOTE: The ⏶ is not available on the LED keypad.

7 = Timers

This option allows the **Bell Time**, **Bell Delay** and **Rearm Count** to be changed.

NOTE: The ⟲ key takes you back to the first digit.

71 = Bell Time

This is the duration for which the external bell output is active.
The range is 01-99 minutes. The default is 15 minutes.

LCD keypad:
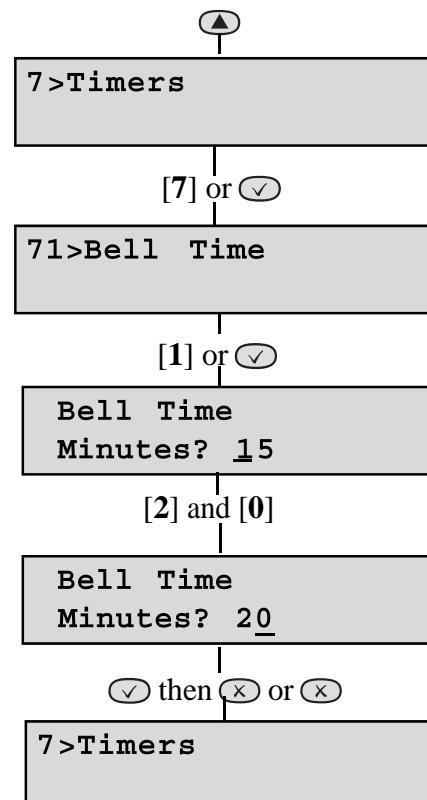
To change the **Bell Time** from 15 to 20 minutes:

Press ⏶ for menu **7>Timers.**

Press [**7**] or ⓥ for option **71 Bell Time.**

Press [**1**] or ⓥ**.** The **Bell Time** in minutes is displayed.

- The cursor is under the first digit. Select [**2**].

- The cursor moves to the second digit. Select [**0**].

- To accept the change press ⓥ then ⊗

  OR to cancel the change press the ⊗ key twice.

```
        ⏶
┌─────────────────────┐
│ 7>Timers            │
└─────────────────────┘
      [7] or ⓥ
┌─────────────────────┐
│ 71>Bell  Time       │
└─────────────────────┘
      [1] or ⓥ
┌─────────────────────┐
│ Bell  Time          │
│ Minutes?  15        │
└─────────────────────┘
      [2] and [0]
┌─────────────────────┐
│ Bell  Time          │
│ Minutes?  20        │
└─────────────────────┘
    ⓥ then ⊗ or ⊗
┌─────────────────────┐
│ 7>Timers            │
└─────────────────────┘
```

LED keypad:

To change the **Bell Time** from 15 to 20 minutes:

[**7**]

Press [**7**] or ⊽ for option **71 Bell Time.**

1	2	3	4	5	6	7	8
●	●	●	○	○	○	○	○

[**1**] or ⊽

Press [**1**] or ⊽ for Bell Time in minutes. LED s 1 and 2 are on.

Select [**2**] then [**0**]. LED s 1 and 2 are on.

1	2	3	4	5	6	7	8
●	●	○	○	○	○	○	○

⊽ then ⊗

To accept the change press ⊽ then ⊗. LED s 1, 2 and 3 are on.

1	2	3	4	5	6	7	8
●	●	●	○	○	○	○	○

or ⊗

• **OR** to cancel the change press ⊗ twice.

1	2	3	4	5	6	7	8
○	○	○	○	○	○	○	○

72 = Bell Delay

This delays the activation of the Bell for the required time. The range is 00-99 minutes. The default is 00 minutes.

NOTE: The **Bell Delay** delays the bell for one rearm period only. After rearm all alarms are immediate.

LCD keypad:
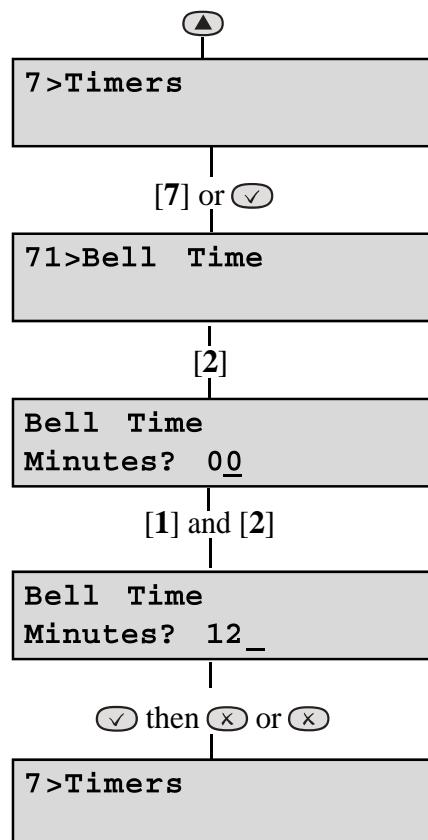
To change the **Bell Delay** time from 00 to 12 minutes:

Press ▲ for menu **Timers.**

```
7>Timers
```

[**7**] or ⊽

Press [**7**]or ⊽. Option 1 **Bell Time** appears.

```
71>Bell  Time
```

[**2**]

Press [**2**]. The **Bell Delay** time in minutes is displayed.

```
Bell  Time
Minutes?  00
```

• The cursor is under the first digit. Select [**1**].

[**1**] and [**2**]

• The cursor moves to the second digit. Select [**2**].

```
Bell  Time
Minutes?  12_
```

⊽ then ⊗ or ⊗

• To accept the change press ⊽ then ⊗
  OR to cancel the change press the ⊗ key twice.

```
7>Timers
```

LED keypad:

To change the **Bell Delay** time from 00 to 12 minutes:
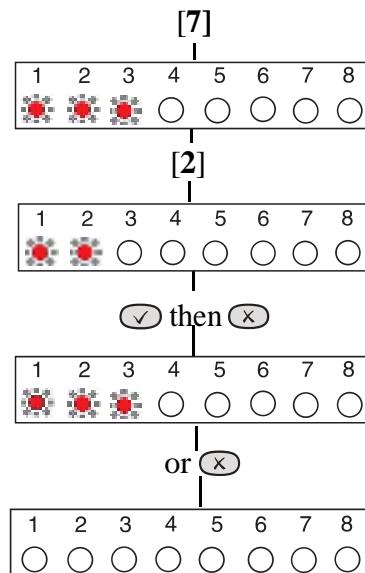
Press [**7**] to enter **Timers**.LED s 1, 2 and 3 are on.

Press [**2**] for **Bell Delay** time in minutes. LED s 1and 2 are on.

Select [**1**] then [**2**]. LED s 1 and 2 are on.

To accept the change press ✓. LED s 1, 2 and 3 are on. Press ✗.

OR to cancel the change press ✗ twice.

[**7**]

1	2	3	4	5	6	7	8
●	●	●	○	○	○	○	○

[**2**]

1	2	3	4	5	6	7	8
●	●	○	○	○	○	○	○

✓ then ✗

1	2	3	4	5	6	7	8
●	●	●	○	○	○	○	○

or ✗

1	2	3	4	5	6	7	8
○	○	○	○	○	○	○	○

73 = Rearm Count

After an alarm the panel will automatically rearm itself when the external siren (Bell) timer has expired. Any zones which still remain open at that time will be automatically omitted . The default is 3 rearms.

0 = no rearms

1-8 = number of rearms

9 = always rearm

LCD keypad:

To change the **Rearm Count:**
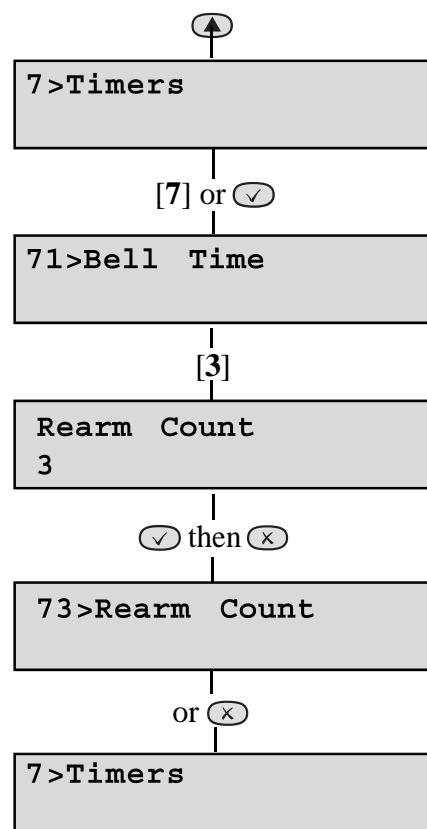
Press ▲ for menu **Timers.**

Press [**7**]or ✓. Option 1 **Bell Time** appears.

Press [**3**]. The **Rearm Count** is displayed (default 3).

• Select a number [**0 - 9**] to change the rearm count.

• To accept the change press ✓ then ✗

OR to cancel the change press the ✗ key twice.

▲

```
7>Timers
```

[**7**] or ✓

```
71>Bell  Time
```

[**3**]

```
Rearm  Count
3
```

✓ then ✗

```
73>Rearm  Count
```

or ✗

```
7>Timers
```
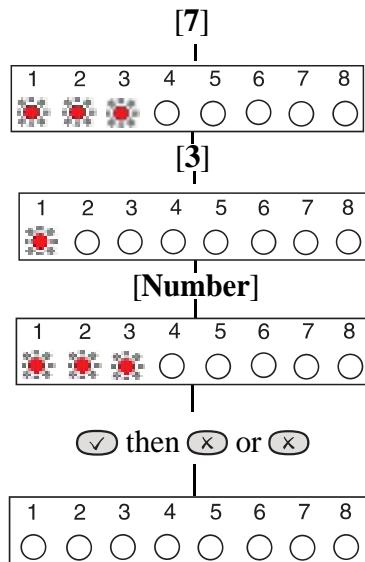
LED Keypad:

To change the **Rearm Count:**

.

Press [**7**] to enter **Timers**. LED s 1, 2 and 3 are on.

Press [**3**] for **Rearm Count.** LED 1 is on.

Select a number [**0 - 9**] to change the rearm count.

To accept the change press ⊘. LED s 1, 2 and 3 are on.
Press ⊗.

OR to cancel the change press ⊗ twice.

[**7**]

1	2	3	4	5	6	7	8
●	●	●	○	○	○	○	○

[**3**]

1	2	3	4	5	6	7	8
●	○	○	○	○	○	○	○

[**Number**]

1	2	3	4	5	6	7	8
●	●	●	○	○	○	○	○

⊘ then ⊗ or ⊗

1	2	3	4	5	6	7	8
○	○	○	○	○	○	○	○

8 = Codes

There are four codes used in the system, all are 4 digit and can be set to any number from 0000 to 9999. The access codes ensure that only authorised users can operate the system.

User 1 and 2 codes

The user 1 and user 2 codes have the same operation for testing, Setting and Unsetting, but user 1 code which is usually considered to be the Manager s code has the authority to add, change or delete the user 2 code and duress code.

Duress code

Should be used in a hold up situation where there is pressure to Set or Unset the system. Entry of the code will allow the system to work normally but also generate a silent SOS type alarm by operating the PA communicator output. The duress code is not applicable for Optima Compact system.

Engineer code

Accesses the *Engineer program mode* to allow the system to be programmed. The engineer code will not set or unset the system.
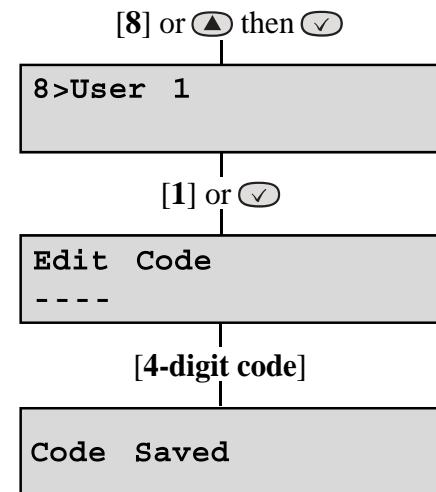
If configured the Engineer s code can be used to reset the system after an alarm.

NOTE: Entering an invalid user code will operate the code tamper. After 17 incorrect keypushes a full alarm condition will be generated.

LCD Keypad:

To change User code:

- Press [**8**] on the keypad or press ▲ for **Codes.** Then press ✓.

- Press the [**1**] or ✓ on the keypad to edit user code.

- Enter the new [**4-digit code**].

- Upon the last keypress the code is saved.

[**8**] or ▲ then ✓

```
8>User 1
```

[**1**] or ✓

```
Edit Code
----
```

[**4-digit code**]

```
Code Saved
```

To change the other codes: Press the ▲ to move through the codes.
[**2**] = User 2
[**3**] = Duress
[**4**] = Engineer
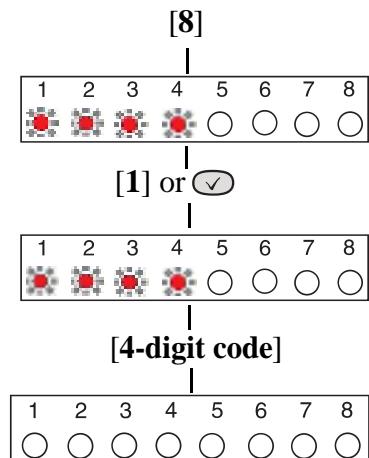
LED Keypad:

To change User code:

- Press [**8**] to edit user code. LED's 1-4 are on.

- Press [**1**] or ✓ to edit user code 1. LED's 1-4 are on.

- Enter the new 4-digit code.

- Upon the last keypress the new code is saved.

- To leave menu press ✗ twice.

[**8**]

[**1**] or ✓

[**4-digit code**]

The other codes are changed in a similar manner from step 2;
Press [**2**] for User 2
Press [**3**] for Duress code
Press [**4**] for Engineer code.

NOTE: To delete the 4-digit code from User 2 or Duress, enter into **Edit Code** and press ☜.

C = View Event Log

1 = LCD Keypad:

The event log gives a display of all the events that have taken place. The events are arranged by date and time. Up to 250 events can be stored in the memory. When the log reaches 250 events and another event takes place, the first event drops out. The system is known as FILO (First In Last Out).

To view the event log:

- Press the ⬆ until you come to the Event Log menu.

```
C>View
   Event Log
```

- Press ⬆ or ✓ .

⬆ or ✓

```
Event Log
1 LCD, 2 LED?
```

- Choose [**1**] for Event Log in LCD screen.

[**1**]

- The last event (250) appears on LCD screen.

```
250>ENG  ACCESS
08:44:03  17-May
```
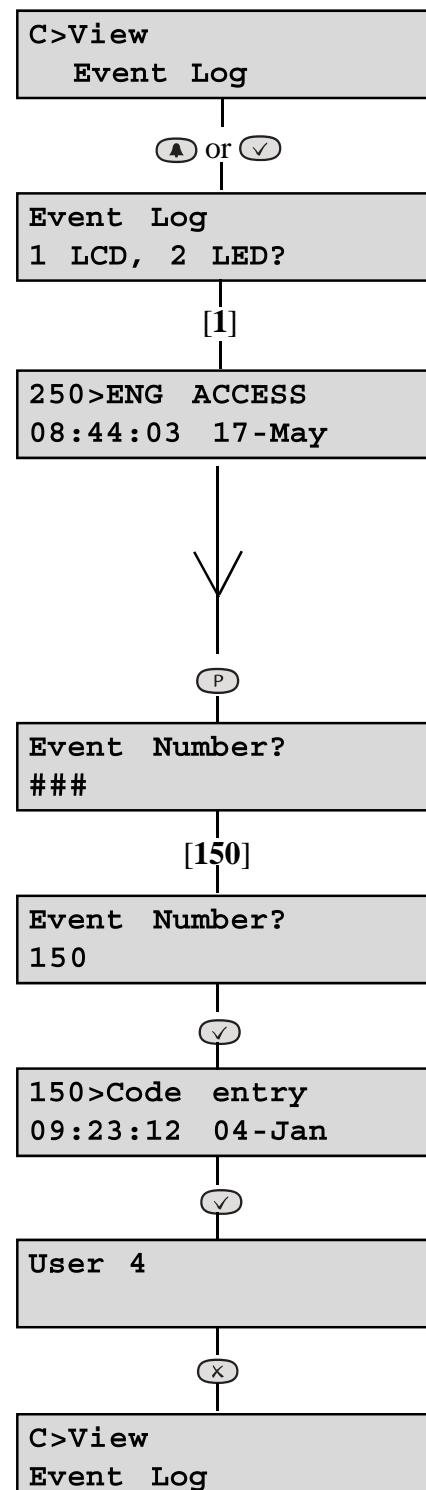
  To go forward through the event log in sequence, press ☻.
  To go back through the event log in sequence, press the ⬆.

- Press ✗ twice to leave the menu

Ⓟ

```
Event  Number?
###
```

To go to a specific event:

- Press the Ⓟ key.

[**150**]

```
Event  Number?
150
```
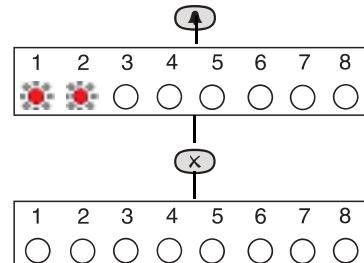
- Key in Event Number you want to see (eg 150).

✓

- Press the ✓ key. The event appears on the LCD screen.

```
150>Code  entry
09:23:12  04-Jan
```

- Press ✓ again to see further details of the event.

✓

```
User 4
```

- Press ✗ twice to leave the menu option.

✗

```
C>View
Event Log
```

2 = LED Keypad:

The LED keypad is limited to show the last eight set periods with the eighth being the oldest. Zone, **SOS** and

indicators will be lit to show zone in alarm . Flashing LED indicates the first zone in alarm. indicates the status of the panel at the time of the alarm.

*   Press to enter into Event Log menu. LED s 1 and 2 are on.

*   Press [**2**] for LED keypad. The first zone to activate is indicated by a flashing LED.

*   Press [**1 to 8**] for the desired event or to go through events in sequence.

*   Press twice to leave the menu.

O = Omit Allow and Double Knock

1 = Double Knock

Double knock programming is used when zones are likely to create false activations. Double knock requires two activations within 10 minutes of the same zone or a zone left open for 10 seconds.

NOTE: It is not advisable to apply Double Knock to magnetic door contacts. Double Knock cannot be applied to Fire Zones. By default, no zones are in Double Knock mode and all zones are enabled as Omit Allow.

LCD Keypad:

Programming a Zone as Double Knock

The scrolls through zones.
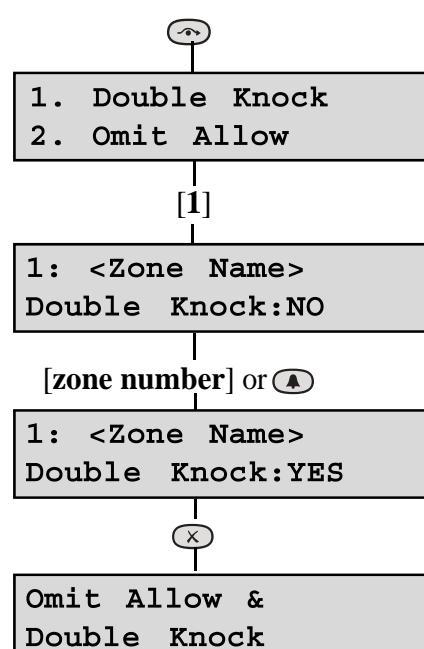
Press to toggle double knock status on or off.

Press [**9**] to turn all double knock zones on.

Press [**0**] to turn all double knock zones off.

While in *Engineer program mode* press or press until
0>Omit allow & Double Knock is displayed then press .

*   Press [**1**] to select Double Knock. The first zone is displayed with status NO or YES.

*   Press the [**zone number**] or to toggle the status on or off.

*   Press the or [**zone number**] to go to the other zones and follow the same procedure as above.

*   Press twice to leave the menu.

```
1.  Double Knock
2.  Omit Allow
```
[**1**]
```
1: <Zone Name>
Double Knock:NO
```
[**zone number**] or
```
1: <Zone Name>
Double Knock:YES
```

```
Omit Allow &
Double Knock
```
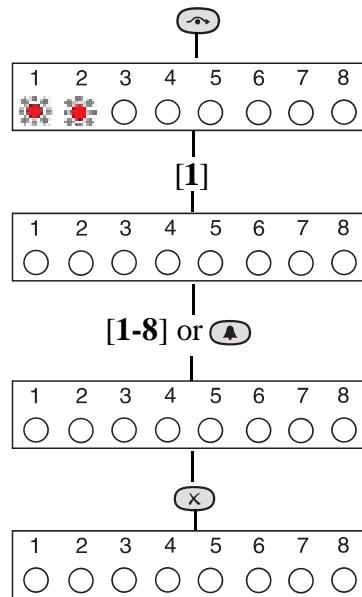
LED Keypad:

Press 🔼 to toggle double knock status on or off.

Press [**9**] to turn all double knock zones on.

Press [**0**] to turn all double knock zones off.

- Press 🔽 to enter into menu. LED s 1 and 2 are on.

- Press [**1**] to select Double Knock.

- Press zone number [**1-8**] to choose a particular zone.

- Press the zone [**number**] or 🔼 to toggle the double knock status on or off. The appropriate LED is on when the zone is set up as Double Knock. Default settings are off.

- Press ⓧ twice to leave the menu.

2 = Omit Allow

When a zone is programmed as **Omit Allow**, the panel allows the zone to be omitted for one set period by the user when setting the system.

Programming a Zone as Omit Allow

The [**up arrow**] scrolls through zones.

Press 🔼 to toggle omit allow status on or off.
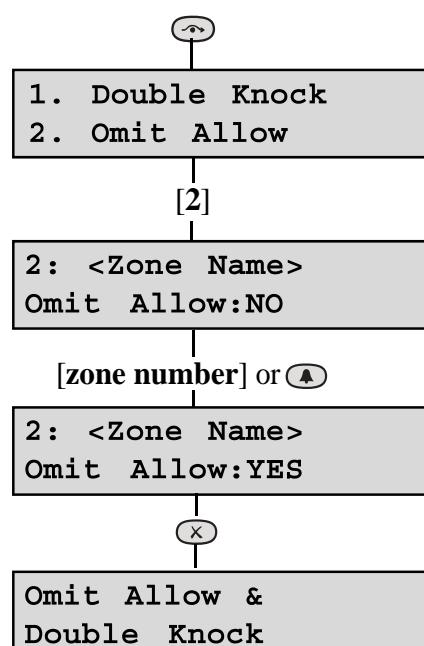
Press [**9**] to turn all omit allow zones on.

Press [**0**] to turn all omit allow zones off.

LCD Keypad:

While in *Engineer program mode* press 🔽 or press 🔼 until **0>Omit allow & Double Knock** is displayed then press ☑.

- Press [**2**] to select Omit Allow. The first zone is displayed with status on or off.

- Press the [**zone number**] or 🔼 to toggle the status on or off.

- Press the 🔼 or [**zone number**] to go to the other zones and follow the same procedure as above.

- Press ⓧ twice to leave the menu.
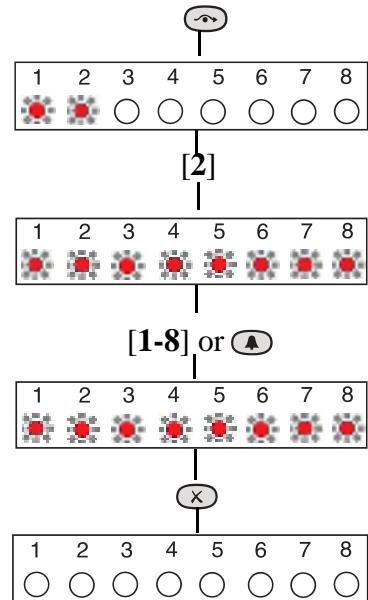
LED Keypad:

Press ⬆ to toggle omit allow status on or off.

Press [**9**] to turn all omit allow zones on.

Press [**0**] to turn all omit allow zones off.

- Press ⌃ to enter into menu. LED 2 is on.

- Press [**2**] to select **Omit Allow**.

- Press zone number [**1-8**] to choose a particular zone.

- Press the [**zone number**] or ⬆ to toggle the omit allow status on or off. The appropriate LED is on when the zone is set up as omit allow. Default settings are off.

- Press ⊗ twice to leave the menu.

P = Programs

The panel uses three setting routines known as programs. Each program may have a different **Exit Mode.** These are 0 = Disabled, 1 = Timed, 2 = Final Door or 3 = Silent Timed. Zones can also be assigned different functions in different programs. Refer to the following diagram for the programming structure.

```
P>Programs
  └─Select Program ───── 1 = Used Zones ──────── Zones 01-08 (Yes/No)
     1, 2 or 3

                          2 = Timed Zones ─────── Zones 01-08 (Yes/No)

                          3 = Inhibit Zones ───── Zones 01-08 (Yes/No)

                          4 = Entry Time ──────── 00-99 (multiplied by 10)

                          5 = Exit Time ───────── 00-99 (multiplied by 10)

                          6 = Exit Mode ───────── 0 = DISABLED
                                                  1 = TIMED
                                                  2 = FINAL DOOR
                                                  3 = SILENT TIMED
```
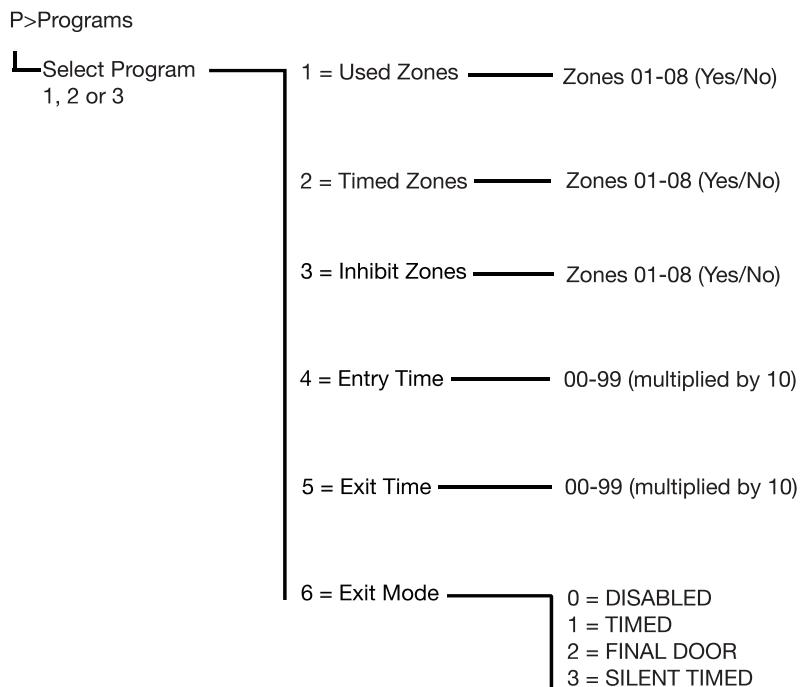
Figure 16. Programming structure

Notes on Zones

For any program a zone cannot be both timed and inhibited. If a zone is selected as one it will be removed from the other.

Zones in the timed and inhibited lists will be automatically added to the used list.

Zones removed from the used list will be removed from the timed and inhibited lists.

If a timed zone is left open on rearm, any inhibit zones will act as a timed zone during that set period.

1 = Used Zones
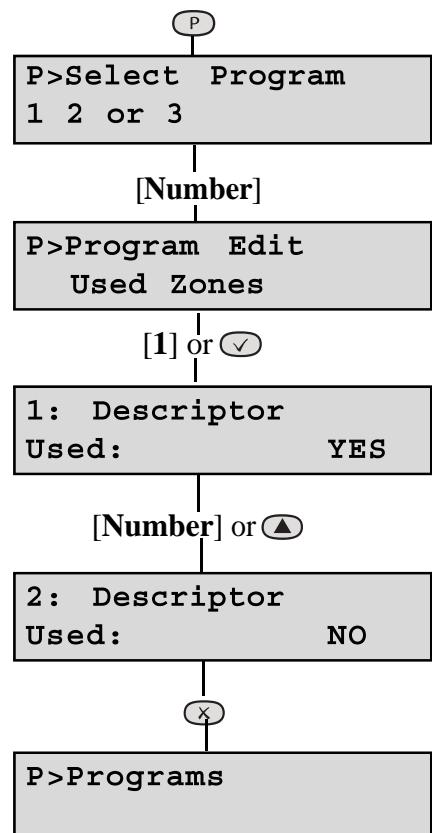
The zones on the system can either be programmed as Used or Unused. A zone that is programmed as unused by the engineer, is still available for chime or fire. Unused zones are primarily used for Part Set options. There must always be at least one used zone in program 1. The panel will enforce this if none are selected by auto-matically setting zone 1 to used.

LCD Keypad:

NOTE: Pressing the number toggles the zone ON or OFF

While in *Engineer program mode*, to set up zones as used,
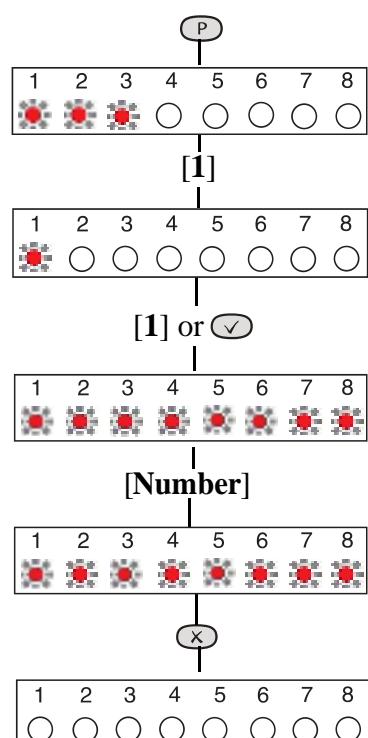
*   Press Ⓟ to give a choice of programs or press
    ▲ until **P>Programs** is displayed then press ✓.

*   Select program 1, 2 or 3.

*   The first screen to appear is **Program Edit Used Zones**.

*   Press [**1**] or ✓. The first zone can now be set as used or
    unused.

*   To edit the other zones press [**Number**] or ▲ to go to a
    particular zone.

*   Press ⊗ three times to leave menu.

```
        Ⓟ
┌──────────────────┐
│ P>Select Program │
│ 1 2 or 3         │
└──────────────────┘
     [Number]
┌──────────────────┐
│ P>Program Edit   │
│   Used Zones     │
└──────────────────┘
     [1] or ✓
┌──────────────────┐
│ 1: Descriptor    │
│ Used:       YES  │
└──────────────────┘
   [Number] or ▲
┌──────────────────┐
│ 2: Descriptor    │
│ Used:        NO  │
└──────────────────┘
        ⊗
┌──────────────────┐
│ P>Programs       │
│                  │
└──────────────────┘
```

LED Keypad:

NOTE: Pressing the number toggles the zone ON or OFF

While in *Engineer program mode*, to set up zones as used,

*   Press Ⓟ to give a choice of programs. LED s 1, 2 and 3 are
    flashing.

*   Select program [**1**, **2** or **3**]. If program 1 is selected, LED 1 is ON.

*   Press [**1**] or ✓. The first zone can now be set as used or
    unused. If used, then LED is on

*   To edit the other zones press [**Number**] to go to a particular zone.
    Default settings are on.

*   Press ⊗ three times to leave menu.

2 = Timed Zones
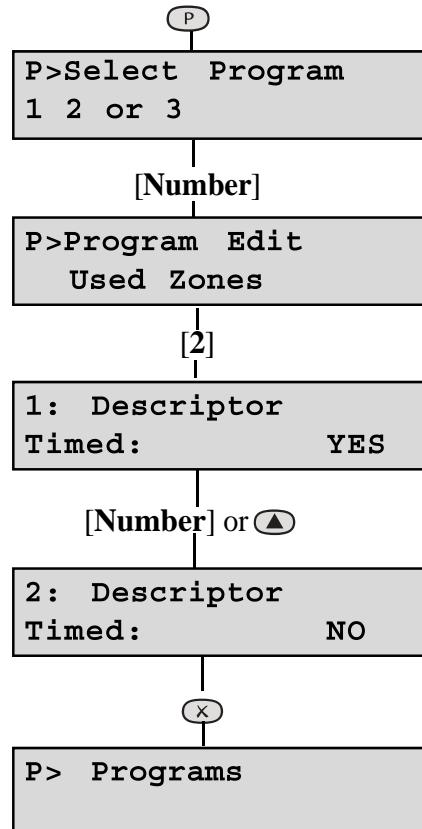
A zone programmed as Timed would be used to protect the main entry/exit door of the entry route.

LCD Keypad:

NOTE: Pressing the number toggles the zone ON or OFF

While in *Engineer program mode*, to set up zones as timed,

•   Press Ⓟ to give a choice of programs or press
    ⊛ until **P>Programs** is displayed then press ⊘.

•   Select program 1, 2 or 3.

•   The first screen to appear is **Program Edit Used Zones**.

•   Press [**2**] to enter into **Timed Zones**. The first zone can now be
    set as timed or untimed.

•   To edit the other zones press [**Number**] or ⊛ to go to   a
    particular zone.

•   Press ⓧ three times to leave menu.

```
        Ⓟ
┌────────────────────┐
│ P>Select  Program  │
│ 1 2 or 3           │
└────────────────────┘
        [Number]
┌────────────────────┐
│ P>Program  Edit    │
│   Used Zones       │
└────────────────────┘
        [2]
┌────────────────────┐
│ 1:  Descriptor     │
│ Timed:         YES │
└────────────────────┘
     [Number] or ⊛
┌────────────────────┐
│ 2:  Descriptor     │
│ Timed:          NO │
└────────────────────┘
        ⓧ
┌────────────────────┐
│ P>  Programs       │
└────────────────────┘
```
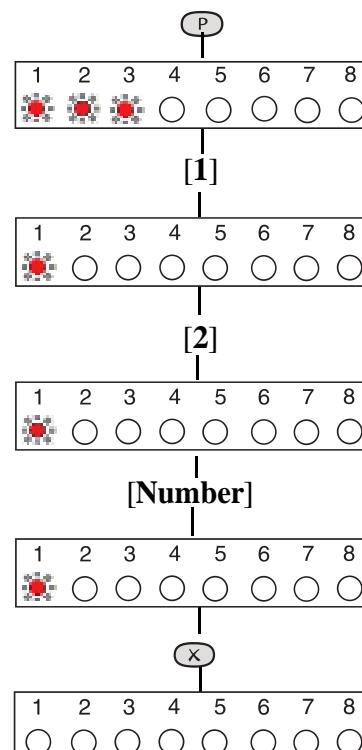
LED Keypad:

NOTE: Pressing the number toggles the zone ON or OFF

While in *Engineer program mode*, to set up zones as timed,

•   Press Ⓟ to give a choice of programs. LED s 1, 2 and 3 are
    flashing.

•   Select program [**1**, **2** or **3**]. If program 1 is selected, LED 1 is ON.

•   Press [**2**] to enter into **Timed Zones**. The first zone can now be
    set as timed or untimed.

•   To edit the other zones press [**Number**] to go to a particular zone.
    Default settings are shown opposite.

•   Press ⓧ three times to leave menu.

3 = Inhibit Zones
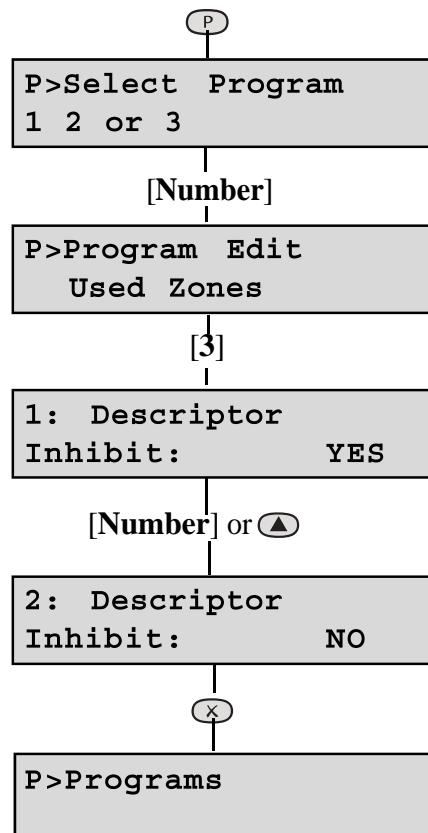
This is a zone which, on setting the panel, allows access to the entry/exit zone. However, if the panel is set and a time inhibited zone is triggered before an entry/exit timed zone then an alarm will be generated immediately.

LCD Keypad:

NOTE: Pressing the number toggles the zone ON or OFF

While in *Engineer program mode*, to set up zones as inhibit,

- Press Ⓟ to give a choice of programs or press ▲ until **P>Programs** is displayed then press ✓.

- Select program 1, 2 or 3.

- The first screen to appear is **Program Edit Used Zones**.

- Press [**3**] to enter into **Inhibit Zones**. The first zone can now be set as inhibited or uninhibited.

- To edit the other zones press [**Number**] or ▲ to go to a particular zone.

- Press ✕ three times to leave menu.

```
        Ⓟ
┌──────────────────────┐
│ P>Select  Program    │
│ 1 2 or 3             │
└──────────────────────┘
        [Number]
┌──────────────────────┐
│ P>Program  Edit      │
│   Used Zones         │
└──────────────────────┘
         [3]
┌──────────────────────┐
│ 1:  Descriptor       │
│ Inhibit:        YES  │
└──────────────────────┘
      [Number] or ▲
┌──────────────────────┐
│ 2:  Descriptor       │
│ Inhibit:         NO  │
└──────────────────────┘
         ✕
┌──────────────────────┐
│ P>Programs           │
└──────────────────────┘
```
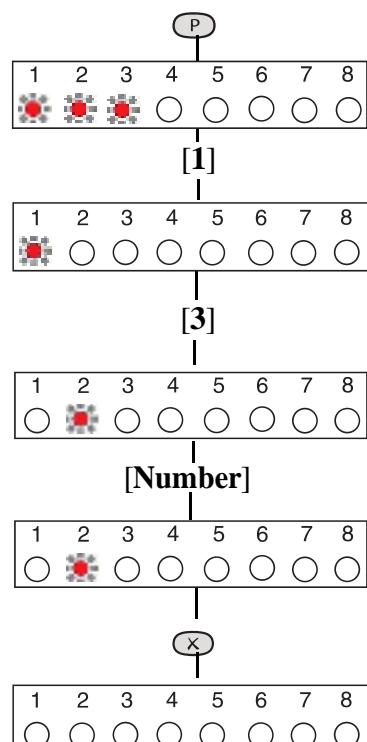
LED Keypad:

NOTE: Pressing the number toggles the zone ON or OFF

While in *Engineer program mode*, to set up zones as inhibited,

- Press Ⓟ to give a choice of programs. LED s 1, 2 and 3 are flashing.

- Select program [**1**, **2** or **3**]. If program 1 is selected, LED 1 is ON.

- Press [**3**] to enter into **Inhibit Zones**. The first zone can now be set as inhibited or uninhibited.

- To edit the other zones press [**Number**] to go to a particular zone. Default settings are shown opposite.

- Press ✕ three times to leave menu.

Immediate (Intruder) Zone

This is a zone which will, when enabled as used and then activated, go into alarm when the panel is set. To assign a zone as immediate, remove the timed or timed inhibit function and make sure that it is enabled in the **Used Zones** section.

4 = Entry Time

This is the time allowed to enter the premises via the entry route and unset the system. The programmable range is 00-99 seconds. The actual time is multiplied by 10.

00 = 5 seconds

01 = 10 seconds
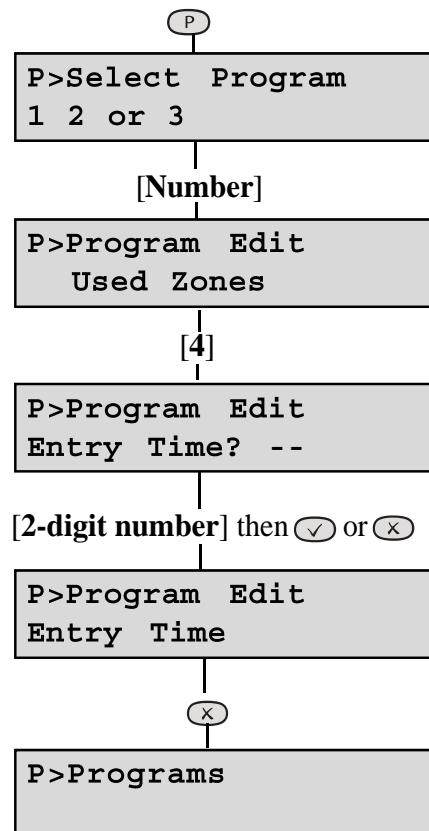
03 = 30 seconds

99 = 990 seconds (16.5 minutes)

The default is 30 seconds.

LCD Keypad:

While in *Engineer program mode*, to set the entry time,
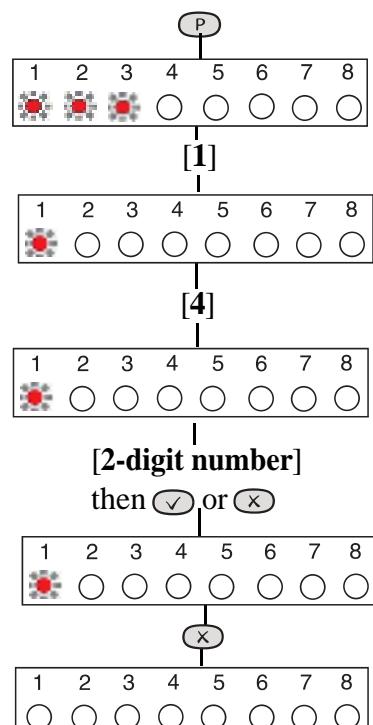
• Press ⓟ to give a choice of programs or press [**up arrow**] until **P>Programs** is displayed   then press ✓.

• Select program 1, 2 or 3.

• The first screen to appear is **Program Edit Used Zones**.

• Press [**4**] to enter into **Entry Time** edit. The **Entry Time** can now be changed.

• Enter a [**2-digit number**] from 00 to 99.

• Press ✓ to accept change or ✗ to cancel.

• Press [**RESET**] twice to leave menu.

P

```
P>Select Program
1 2 or 3
```

[**Number**]

```
P>Program Edit
  Used Zones
```

[**4**]

```
P>Program Edit
Entry Time? --
```

[**2-digit number**] then ✓ or ✗

```
P>Program Edit
Entry Time
```

✗

```
P>Programs
```

LED Keypad:

While in *Engineer program mode*, to set the entry time,

• Press ⓟ to give a choice of programs. LED s 1, 2 and 3 are flashing.

• Select program 1, 2 or 3. If program 1 is selected, LED 1 is ON.

• Select [**4**] to enter into **Entry Time** edit. The **Entry Time** can now be changed. LED 1 is ON.

• Enter a [**2-digit number**] from 00 to 99. LED 1 is ON.

• Press ✓ to accept change or ✗ to cancel.

• Press ✗ twice to leave menu.

5 = Exit Time

This is the time allowed to leave the premises via the exit route before the system sets. The programmable range is 00-99 seconds. The actual time is multiplied by 10.

If the **Exit Time** is interrupted within the last 10 seconds, then the **Exit Time** will restart at 10 seconds after the interruption has cleared.

00 = 5 seconds

01 = 10 seconds
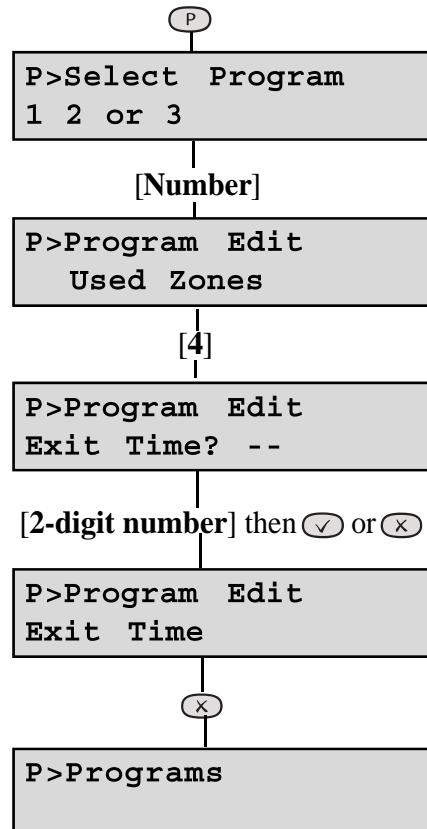
03 = 30 seconds

99 = 990 seconds (16.5 minutes)

 The default is 30 seconds.

LCD Keypad:

While in *Engineer program mode*, to set the **Exit Time**,
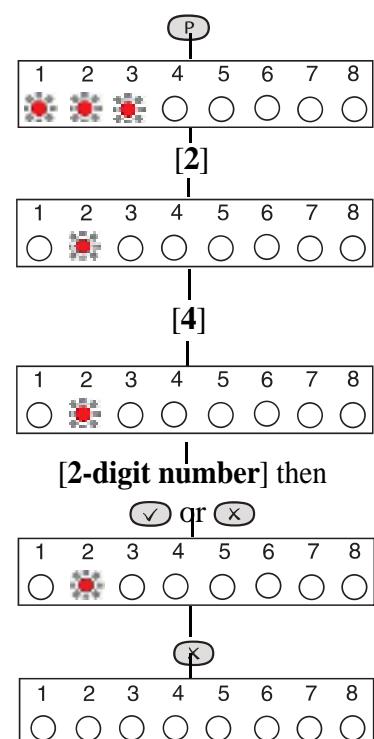
- Press ⓟ to give a choice of programs or press ▲ until **P>Programs** is displayed then press ✓.

- Select program 1, 2 or 3.

- The first screen to appear is **Program Edit Used Zones**.

- Press [**5**] to enter into **Exit Time** edit. The **Exit Time** can now be changed.

- Enter a [**2-digit number**] from 00 to 99.

- Press ✓ to accept change or ✗ to cancel.

- Press ✗ twice to leave menu.

ⓟ

```
P>Select  Program
1 2 or 3
```

[**Number**]

```
P>Program  Edit
  Used Zones
```

[**4**]

```
P>Program  Edit
Exit Time? --
```

[**2-digit number**] then ✓ or ✗

```
P>Program  Edit
Exit  Time
```

✗

```
P>Programs
```

LED Keypad:

While in *Engineer program mode*, to set the **Exit Time**,

- Press ⓟ to give a choice of programs. LED s 1, 2 and 3 are flashing.

- Select program 1, 2 or 3. If program 2 is selected, LED 2 is ON.

- Select [**4**] to enter into **Exit Time** edit. The **Exit Time** can now be changed. LED 2 is ON.

- Enter a [**2-digit number**] from 00 to 99. LED 2 is ON.

- Press ✓ to accept change or ✗ to cancel.

- Press ✗ twice to leave menu.

ⓟ

1	2	3	4	5	6	7	8

[**2**]

1	2	3	4	5	6	7	8

[**4**]

1	2	3	4	5	6	7	8

[**2-digit number**] then ✓ or ✗

1	2	3	4	5	6	7	8

✗

1	2	3	4	5	6	7	8

6 = Exit Mode

This program determines the way the panel functions during the exit time. There are four settings:

0 = Disabled

A disabled program is not available for use and cannot be selected at setting time. Program 1 cannot be disabled.

1 = Timed

A timed program will become Set as the Exit timer expires.

2 = Final Door

A final door program will be set five seconds after a timed zone is closed if the rest of the zones are clear to set.

NOTE: Final door programs must have a timed zone in order to operate correctly.

3 = Silent Timed

This operates exactly the same as **Timed** but completely silent without internal sounder signal.

NOTE: If a program is not selected when the user sets the system, program 1 will automatically set. Therefore program 1 is usually considered as the Full Set Program containing all the zones.
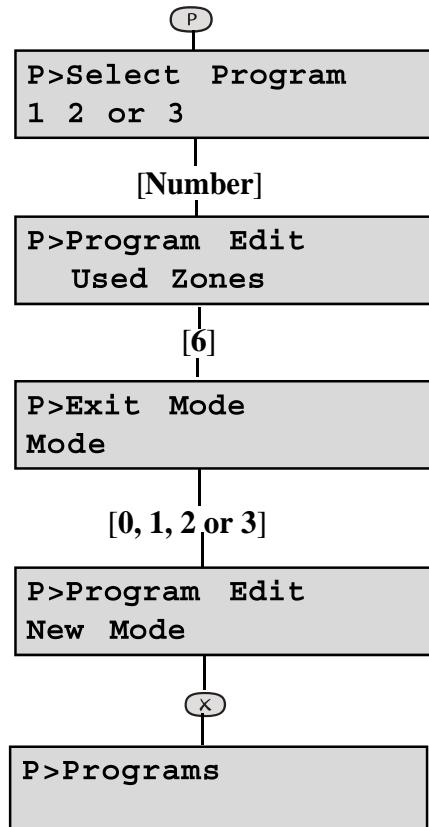
LCD Keypad:

While in *Engineer program mode*, to set the **Exit Mode** ,

- Press (P) to give a choice of programs or press (▲) until **P>Programs** is displayed then press (✓).

- Select program 1, 2 or 3.

- The first screen to appear is **Program Edit Used Zones**.

- Press [**6**] to enter into **Exit Mode** edit. The **Exit Mode** can now be changed.

- Enter [**0**, **1**, **2** or **3**] for required **Exit Mode**.

NOTE: Program Mode DISABLED is not available in program 1.

- Press (x) three times to save change and leave menu.

(P)

```
P>Select  Program
1 2 or 3
```

[**Number**]

```
P>Program  Edit
   Used Zones
```

[**6**]

```
P>Exit  Mode
Mode
```

[**0, 1, 2 or 3**]

```
P>Program  Edit
New  Mode
```

(x)

```
P>Programs
```

LED Keypad:

While in *Engineer program mode*, to set the **Exit Mode** ,

*   Press ⓟ to give a choice of programs. LED s 1, 2 and 3 are flashing.

*   Select program 1, 2 or 3. If program 2 is selected, LED 2 is ON.

*   Press [**6**] to enter into **Exit Mode** edit. The **Exit Mode** can now be changed.

*   Enter [**0**, **1**, **2** or **3**] for required **Exit Mode**. Appropriate LED is ON for selected mode (1 = disabled, 2 = timed, 3 = final door, 4 = silent timed)

NOTE: Program Mode DISABLED is not available in program 1.

*   Press ⓧ three times to save change and leave menu.

Operating the System

This section gives a brief description of how to set and unset the system as well as how to reset after an alarm. For further information please refer to the Gen 4 Series User Guide.

Setting the System
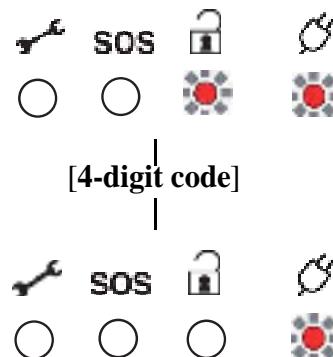
LCD Keypad:

- The system displays the date and time. The system is unset. The ⟲ and 🔒 LED s are ON.

- Enter your 4-digit code (**0123** default) and check that the system is clear (no zone indicators on).

- The exit tone begins to sound and the display shows either program 1, 2 or 3 is in the process of setting.

- Leave the premises by the agreed exit route.

- The exit tone becomes rapid during the last 10 seconds and then stops when the system sets. The 🔒 LED goes OFF.

- After 30 seconds the date and time are displayed.
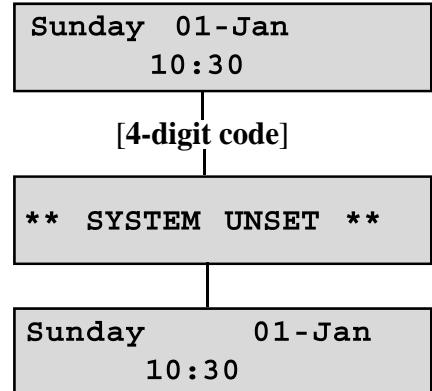
```
Tuesday 27-Jun
        14:10
```

[**4-digit code**]

```
Enter Your Code
****
```

```
Program 1 Set
```

```
** SYSTEM SET **
```

```
Tuesday 27-Jun
        14:10
```

LED Keypad:

- The system is unset. The ⟲ and 🔒 LED s are ON.
- Enter your 4-digit code (**0123** default) and check that the system is clear (no zone indicators on).
- The exit tone begins to sound to indicate that the system is in the process of setting.
- Leave the premises by the agreed exit route.
- The exit tone becomes rapid during the last 10 seconds and then stops when the system sets. The 🔒 LED goes OFF.

[**4-digit code**]

Unsetting the System
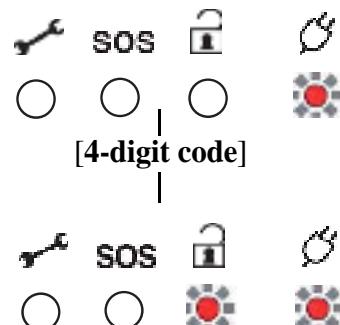
LCD Keypad:

- Enter the premises by the agreed entry route. The system produces an entry tone. The ☼ LED is ON and the ⌂ LED is OFF indicating that the system is set.
- Enter your 4-digit code (**0123** default).
- The system unsets with a double beep. The ⌂ LED comes ON indicating that the system is unset.
- After 30 seconds the date and time are displayed.

```
Sunday  01-Jan
        10:30
```
[**4-digit code**]
```
** SYSTEM UNSET **
```
```
Sunday      01-Jan
        10:30
```

LED Keypad:

- Enter the premises by the agreed entry route. The system produces an entry tone. The ☼ LED is ON and the ⌂ LED is OFF indicating that the system is set.
- Enter your 4-digit code (**0123** default).
- The system unsets with a double beep. The ⌂ LED comes ON indicating that the system is unset.

SOS

[**4-digit code**]

SOS

Resetting After an Alarm, Tamper or PA

The system may be programmed to be reset by the user or the installer. This is dependent on System flags set up. See **Menu 3, System Flags.**
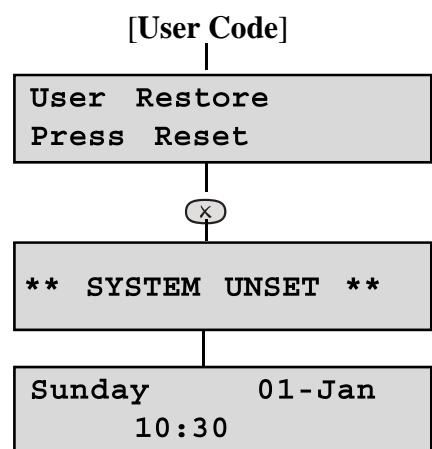
The duration of the audible alarm is subject to the **Bell Time (**menu 7.1=**Timers.Bell Time)**

NOTE: The user can reset a **SOS** or Fire alarm only if the function is enabled in System Flags menu 3.1.4 and 3.1.5. respectively.

User Reset - LCD Keypad:
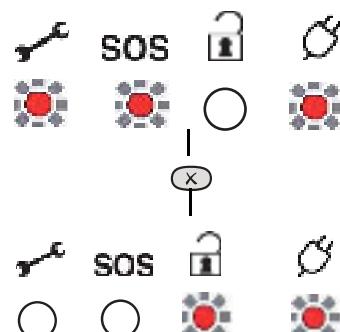
When system is in alarm or tamper:

- Enter a valid user code.

- Press ⊗ . The LED goes OFF.

- The system unsets.

- After 30 seconds the system displays the date and time.

[**User Code**]
```
User  Restore
Press  Reset
```
(×)
```
** SYSTEM UNSET **
```
```
Sunday      01-Jan
        10:30
```

User Reset - LED Keypad:
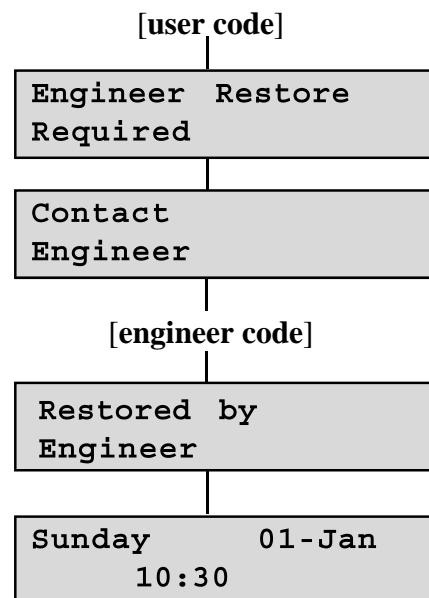
- When system is in alarm or tamper:

- Enter a valid user code. The appropriate LED will flash.

- Press the ⊗ key. The LED goes OFF.

- The system unsets. The ⌂ LED is on.

SOS

(×)

SOS

Engineer Reset - LCD Keypad:

After a tamper an engineer reset is required if the **Engineer Reset** flag is enabled.

[**user code**]

- Enter your user code [**0123**] default.

  If the system has to be set by an engineer the message **Engineer Restore Required** is displayed.

```
Engineer  Restore
Required
```

```
Contact
Engineer
```

- Enter your 4-digit engineer code (**9999** default).

[**engineer code**]

```
Restored by
Engineer
```

- The system resets and the date and time are displayed.

```
Sunday     01-Jan
     10:30
```
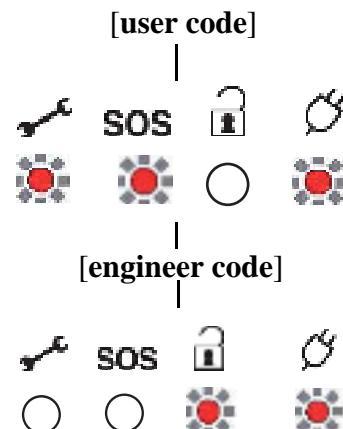
Engineer Reset - LED Keypad:

After a tamper an engineer reset is required if the **Engineer Reset** flag is enabled.

- Enter your user code [**0123**] default. When System is in Tamper the appropriate LED will be flashing.

[**user code**]

NOTE: Only the first event will cause the LED to flash. Subsequent events will have a steady ON condition.

- Enter your 4-digit engineer code (**9999** default). The Tamper LED goes OFF and the system resets

[**engineer code**]

- The system is unset. The 🔓 LED is on.

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Faults

Fault conditions are often the result of minor installation errors.

Whenever working close to the mains supply or connector, you should exercise extreme caution. Always isolate the mains supply before removing the control panel covers.

Codes

As supplied the default user code is **0123** and the engineer code is **9999**. Both codes can revert back to default settings. See **Defaulting Panel to Factory Settings** and **Defaulting User Code 1 and Engineer Code**.

Engineer Mode

When the system is unset, the Engineer Program is accessed directly, using the engineer code.

Tamper/SOS/Fire Faults

If a tamper, SOS or Fire fault is present on the system, it will go to a lock out condition (showing the appropriate indication). The keypad will produce audible responses and the system will allow an engineer to access the panel and rectify the fault. The panel will remain in lockout until the fault has been rectified.

Zone Wiring

It is recommended that only one detector is wired to each zone as this allows the event log to record the operation of each detector. However, if multiple detectors are connected to a zone, their alarm outputs must be wired in series.

If used, all detector tamper outputs are wired in series back to the control panel to the terminal marked TAMP. (see **Figure 7. Security Zone Wiring**).

Zone Faults

Where a permanent zone fault is showing and the loop resistance is found to be in order, the most probable cause is a short circuit between the zone wiring and the tamper wiring. When measured with a multimeter the series resistance between the zone and tamper wiring should be infinitely high.

If after thorough investigation a fault condition persists the panel can be set to factory defaults (see **Defaulting Panel to Factory Settings**).

Fuses

Before testing or replacing any fuses, ALL power must be removed. Fuses which fail continually are almost certainly the result of a short circuit or low resistance across the 13V supply or external siren (bell box) supply (terminal D).

Specifications

8 zones	+ve loop, programmable function in each programme
Tamper	-ve loop, internal sounders in Day - Fill alarm in Set
PA	+ve loop, always active
External siren (Bell Box) outpout	12V adjustable time (1 - 99 mins) or continuous
Strobe output	12 V latching
External speakers	16 Ohms (2 maximum) 260 mA each
Exit/Entry timers	Programmable (05 - 990 seconds)
Set output	0 V in Day (sinking 400 mA) 12 V in Set (sourcing10 mA)
Currrent consumption control panel	Standby : 80 mA Alarm: 250 mA
Current consumption (LED keypad)	Standby : 40 mA Alarm: 70 mA
Current consumption (LCD keypad)	Standby : 40 mA Alarm: 70 mA
Low voltage output	13,8 V dc stabilised (+/- 5%), up to 350 mA
Rechargeable battery	12 V, up to 2,1 Ah
Charge voltage	13,8 V dc
Board fuses	1,6 A and1 A-20 mm quick blow
Mains input fuse	125 mA, 250 V type T (anti-surge), type approved to IEC 127, part 2 sheet 111
Total current output	1 A when supported by a fully charged battery
Mains supply voltage	230 V (+/- 10%) 50 Hz max, load 0,2 A
Ambient operating temperatures	0°C to 40°C
Dimensions	H : 200 mm L : 253 mm P : 55 mm
Dimensions - LED keypad	H : 84,5 mm L : 122 mm P : 27,5 mm
Dimensions - LCD keypad	H : 105 mm L : 135 mm P : 25,5 mm

Table 3. Specifications

Appendix 1 - Event Log Messages

KEYPAD TEXT	DESCRIPTION
ZONE EVENTS	
INTRUDER	Intruder zone activated (opened)
ENTRY START	Entry time started
ZONE OMITTED	Zone has been omitted for one set period
FIRE ZONE	Fire zone activated (opened)
USER EVENTS	
CODE ENTRY	User has entered code
SET PROGRAM	User has set the system with program 1, 2 ou 3
SYSTEM UNSET	User has unset the system
SYSTEM EVENTS	
CLEAR LOG	Event log has been cleared
NVM INIT	Panel was set to factory default conditions
START UP	Panel was cold started
PA	PA Zone activated
RKP PA	Remote Keypad PA enabled
DURESS CODE	Duress code used to set or unset the system
ENTRY TIMEOUT	Timeout alarm after entry time has expired
SYSTEM REARM	System rearmed after an alarm
CODE TAMPER	Invalid user code was entered
USER RESET	User has reset the system
ENG R RESET	Engineer has reset the system
ENG ACCESS	Entering engineer program mode
ENG FINISH	Leaving engineer program mode
OLD TIME	Old time indicated before change
NEW TIME	New time indicated after change
OLD DATE	Old date indicated before change
NEW DATE	New date indicated after change
MAINS FAIL	Mains power supply failure
MAINS OK	Mains power supply restore
LOOP TAMPER	Tamper alarm indicated

Table 4. Event Log

Appendix 2 - Library

Attic

Back Door

Basement

Bathroom

Bedroom 1

Bedroom 2

Bedroom 3

Conservatory

Dining Room

Fire Zone

Front Door

Garage

Hall

Kitchen

Landing

Living Room

Lounge

Patio

Porch

Stairs

Study

Utility Room

Window 1

Window 2

Window 3

Servicing Organisation Details

Servicing Organisation name:

Telephone number:

Date of Installation:

Account Number:
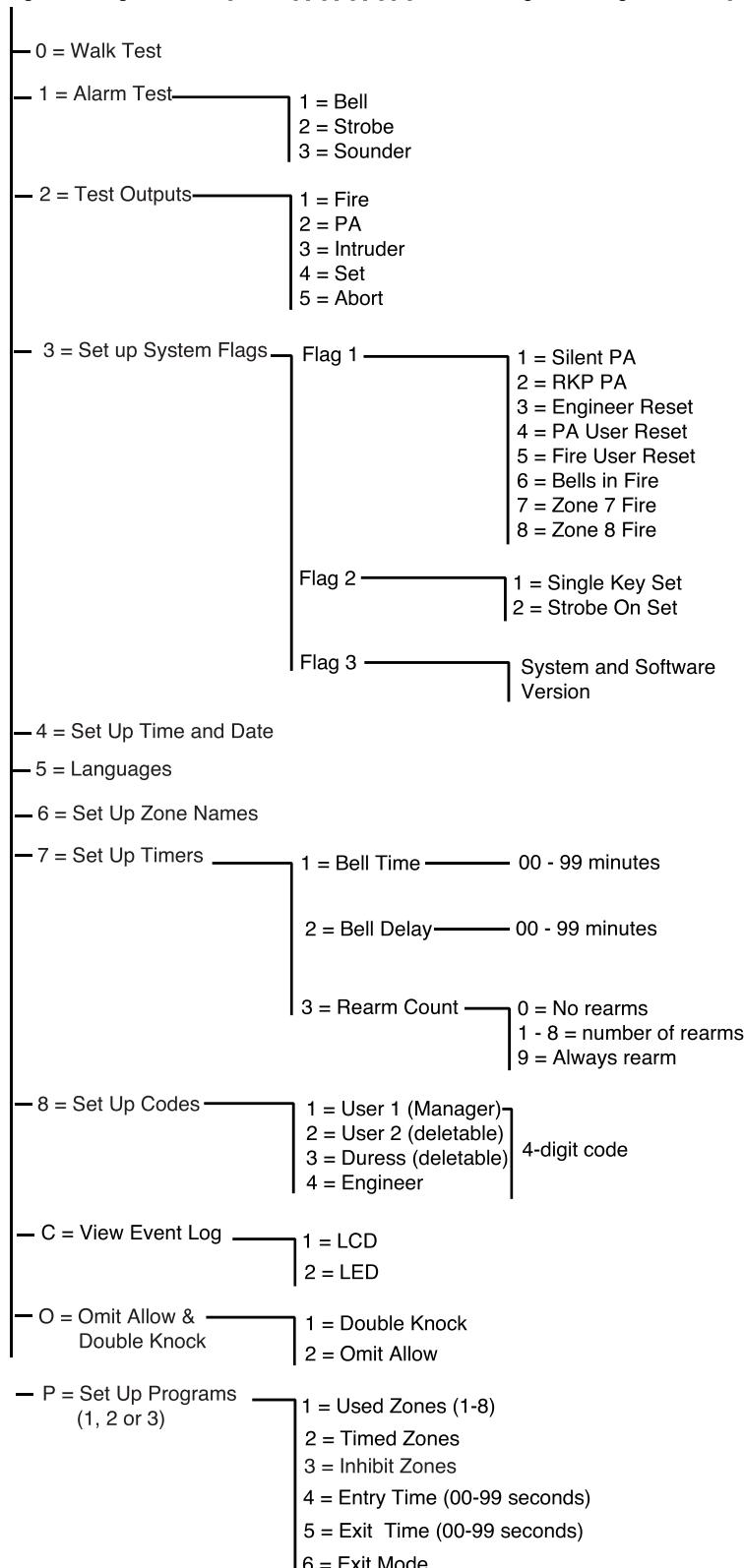
Parts

8SP399A   Accenta mini panel with LCD keypad

8EP396A   Optima compact panel

8EP417A   Accenta LCD remote keypad

8EP416   Accenta LED remote keypad

8EP276A   Informa

8EP289   Extension speaker

IS215T   12 meter PIR

	Resistance(Ω)	Area protection and equipment used (eg PIR, Contacts)
Zone 1		
Zone 2		
Zone 3		
Zone 4		
Zone 5		
Zone 6		
Zone 7		
Zone 8		

Table 5. Zones and Resistance

Engineer Program Mode [**PROG**] [**9**] [**9**] [**9**] [**9**]. To exit Engineer Program Mode [**RESET**]

— 0 = Walk Test

— 1 = Alarm Test————————
                               1 = Bell
                               2 = Strobe
                               3 = Sounder

— 2 = Test Outputs————————
                               1 = Fire
                               2 = PA
                               3 = Intruder
                               4 = Set
                               5 = Abort

— 3 = Set up System Flags——— Flag 1 ——————
                                                      1 = Silent PA
                                                     2 = RKP PA
                                                     3 = Engineer Reset
                                                     4 = PA User Reset
                                                     5 = Fire User Reset
                                                     6 = Bells in Fire
                                                     7 = Zone 7 Fire
                                                     8 = Zone 8 Fire

                                   Flag 2 ——————
                                                      1 = Single Key Set
                                                     2 = Strobe On Set

                                   Flag 3 ——————
                                                      System and Software Version

— 4 = Set Up Time and Date

— 5 = Languages

— 6 = Set Up Zone Names

— 7 = Set Up Timers ———————
                               1 = Bell Time ——————— 00 - 99 minutes

                               2 = Bell Delay——————— 00 - 99 minutes

                               3 = Rearm Count ——— 0 = No rearms
                                                 1 - 8 = number of rearms
                                                 9 = Always rearm

— 8 = Set Up Codes ———————
                               1 = User 1 (Manager)
                               2 = User 2 (deletable)
                               3 = Duress (deletable)   4-digit code
                               4 = Engineer

— C = View Event Log ———————
                               1 = LCD
                               2 = LED

— O = Omit Allow & ———————
       Double Knock   1 = Double Knock
                               2 = Omit Allow

— P = Set Up Programs ———————
       (1, 2 or 3)   1 = Used Zones (1-8)
                               2 = Timed Zones
                               3 = Inhibit Zones
                               4 = Entry Time (00-99 seconds)
                               5 = Exit Time (00-99 seconds)
                               6 = Exit Mode