



**ATTENTION!**  
Only be used with  
Transport-PC (TP 5103)  
and Dialler  
as from Version 6.0

**ADVISOR<sup>®</sup>**

**CD3403**

# **Programming Manual**

**Software from Version: V6.0**

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# TABLE OF CONTENTS

<b>HOW TO USE THE MANUAL .....</b>	<b>5</b>
<b>PROGRAMMING THE SYSTEM.....</b>	<b>7</b>
Putting the system into programming mode.....	8
Resetting to factory default settings .....	8
Programming order .....	9
Exiting programming mode .....	9
The dialler.....	9
Other manuals .....	10
<b>PROGRAMMING MAP CD3403.....</b>	<b>11</b>
Selecting a menu item .....	11
<b>MENU CONTENTS .....</b>	<b>15</b>
Maintenance menu .....	16
Time settings .....	17
Users and codes menu .....	20
Zone menu .....	23
Program outputs and remotes.....	28
Miscellaneous menu.....	31
Go to the dialler .....	38
<b>APPENDIX A: SYSTEM MESSAGES .....</b>	<b>39</b>
<b>INDEX .....</b>	<b>43</b>



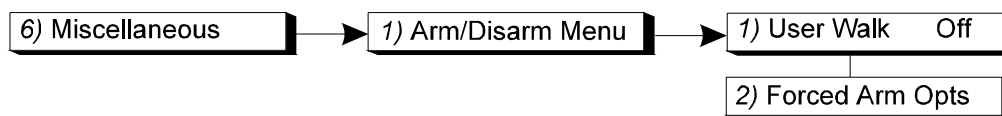
# HOW TO USE THE MANUAL

This programming manual explains all the programming options available for the CD3403 alarm system. Using the menu structured program, in conjunction with the programming map, allows you to easily and quickly select any required option.

All the menu items are explained in the chapter 'Menu Contents,' and they are also listed in the programming map. Each menu item in the map has a quick code number associated with it. These numbers are repeated in the section numbering of the 'Menu Contents' chapter to help you quickly locate information about the menu item.

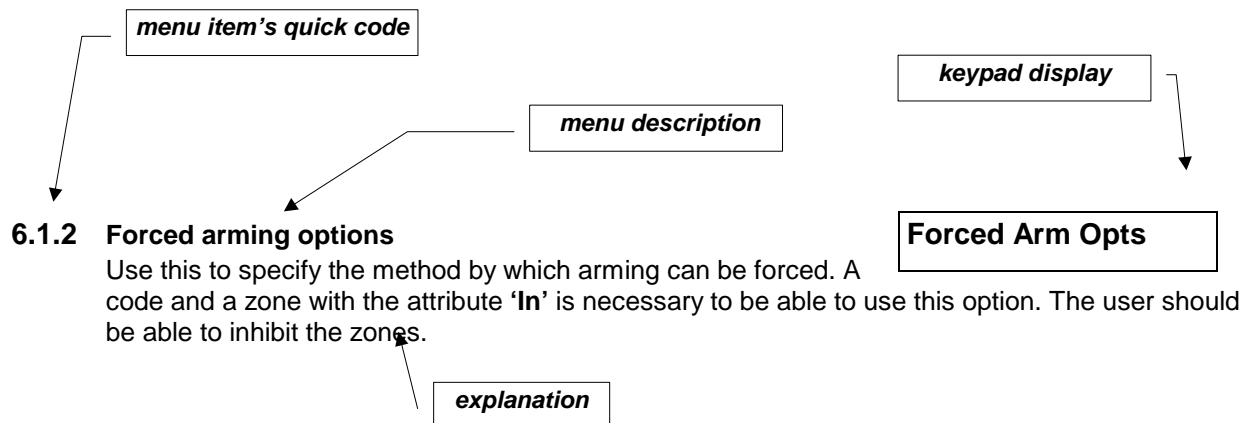
An example of the method used is shown below:

## ***Programming map:***



The quick code of menu item 'Forced Arm Opts' is 6.1.2.

## ***Menu Content's chapter:***



The manual is based on factory default settings.

**Keys used:**

	CD30xx
Move down the menu (forward)	↓
Move up the menu (back)	↑
Accept an option/the programming	✓
Reject a change/the programming	X

# PROGRAMMING THE SYSTEM

1. Read through the entire manual to familiarise yourself with all the system features and procedures before actually beginning the programming.
2. The panel is shipped with a factory default program already installed. You should compare the installation requirements with the factory default settings to determine what, if any, customised programming will be needed to meet the specific installation requirements.
3. You can change an option at any time.
4. The keys you can use are as follows:

**Always press '0' before entering a code to avoid errors !**



You can enter both numbers and letters using the keypad. The letters associated with each key are written above the key.

Depending on the number of times a key is pressed, you get a number, lower case letter or upper case letter in the display. Keys 9 and 0 have special characters such as a comma and space. Table 1 (below) shows how many times a key must be pressed to obtain a specific character.

The arrows move the cursor during entry. To accept an entry press '✓'. Reject an entry by pressing 'X'.

*CD30xx stands for the keypads of type CD3008, CD3048, CD3009 and CD3049*

Figure 1. Keypad of the CD30xx

Key	Number of times to press a key						
	1	2	3	4	5	6	7
1	1	a	b	c	A	B	C
2	2	d	e	f	D	E	F
3	3	g	h	i	G	H	I
4	4	j	k	l	J	K	L
5	5	m	n	o	M	N	O
6	6	p	q	r	P	Q	R
7	7	s	t	u	S	T	U
8	8	v	w	x	V	W	X
9	9	y	z	Y	Z	:	/
0	0		,	.	'	(	)

Table 1: Characters available from the keypad

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## Putting the system into programming mode

---

Before you start programming a new system it is advisable to reset the system to the factory default settings. This is explained in the next section.

To put the system into programming mode, do the following steps:

For full access you should first disarm the armed system. A new system which has just been connected to the power supply will be armed.

1. Enter '**0**' followed by a user code to disarm the system. The default is user code 1 '**1122**'.
2. Enter your engineer code. Ensure that you press '**0**' before entering the code to erase any numbers that may be present in the memory. The default engineer code is '**1278**'.
3. You are now in programming mode. Press '**↓**' at the text '**Eng. Mode Press ↓**'. The display now shows 'Maintenance'.

The system is now in programming mode.

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## Resetting to factory default settings

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There are two methods for resetting an alarm system to the factory default settings (not the dialler).

1. Use jumper **JP1** (CD34). The engineer lock is not used. The advantage of this method is that the engineer code does not need to be known. Proceed as follows:
  - Remove the battery and turn off the mains power.
  - Remove jumper **JP1**.
  - Connect the mains power. The date and time are shown on keypad 1. The software version is shown on other keypads (if present). If there are zones that are activated, the system will be triggered as it is armed in the default settings. Enter '**0**' followed by the default code '**1122**' to disarm the system. Use code '**1278**' to enter programming mode.

If the default codes are invalid, it means that the engineer lock of the system was on. If you do not have the engineer code, the system can only be accessed by changing the P.C.B..

2. Programming. This method can also be used if the engineer lock is active. Proceed as follows:
  - If you are in programming mode but the keypad you are using is not keypad 1, exit programming mode. Press the '**X**' key until '**Goodbye**' appears in the display. Then press accept (✓) to exit programming mode.
  - Go to keypad 1 (this method cannot be used from another keypad).
  - Enter the engineer code.
  - Press '**6**', '**6**' and '**1**' successively. You are now in the '**Misc**', '**Fact. Prog. Menu**', '**Default**' menu. '**Are you sure?**' flashes in the display. If '**No privilege**' appears, you are not at keypad 1.
  - Press accept (✓). In the display '**Wait ...**' appears.
  - The system now has the factory default settings.



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## Programming order

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Once the system is in programming mode, we recommend that you program in the following order to reduce the likelihood of error or omission:

1. Install the connected remote keypads and expanders. Note the dipswitch settings. *(menu 5)*
2. Program a code for the system. *(menu 3)*
3. Program the zones with the required functions. *(menu 4)*
4. Program the zone names. *(menu 4)*
5. Program the zones on a double loop (alarm & tamper). *(menu 4)*
6. Program the outputs with the required functions. *(menu 5)*
7. Program the times (entry/exit, bell, date, time etc.). *(menu 2)*
8. Program the miscellaneous options (miscellaneous menu or extra options in the other menus). *(menu 2-7)*
9. Go into the maintenance menu and test the zones and outputs. *(menu 1)*
10. Exit programming mode and test the system as programmed so far.
11. Go back into programming mode, and program the dialler and test it. *(menu 7)*

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## Exiting programming mode

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When you want to exit the programming mode, you need to check whether there are any open zones. These are 24 hour zones (for example, tamper or fire) that will activate an alarm when you exit programming mode. If an alarm is activated, enter your engineer code and switch off the alarm. The alarm can be switched off using this code only in this situation.

To prevent this occurring, check in the '**Maintenance**' menu under '**Show Open Zones**' (menu 1.3) to see whether any alarms could be activated. Close all zones that could cause an alarm. Also look out for key switches. If zones programmed as key switches with a holding mode or fixed mode operation are open, the system will attempt to arm. You should also close these as a precaution.

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## The dialler

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By preference use the RD6203 dialler. This dialler fits in the panel casing and is connected to the panel's P.C.B. using a cable supplied with it. The dialler can be programmed via the keypad or via up/download. A separate manual is available for the dialler.

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## Other manuals

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***Installation manual CD3403***

Provides installation information.

***User manual***

Gives the options for everyday use.

***Manager manual***

A user manual which examines the options in more depth. Intended for the manager.

***Programming manual RD6203***

Provides information on programming the RD6203 dialler.

# PROGRAMMING MAP CD3403

The following programming map provides an overview of all the menus available from the CD3403 alarm system.

## Selecting a menu item

There are two methods for selecting the different menu items:

1. Use the keypad keys **to scroll through the menu items** (the step-by-step method). The programming map shows the keypad keys you should press in order to arrive at the menu items. When you arrive at the desired item, press the accept key ✓. You will then move to the next set of items.

The symbols used to represent the keys are as follows:

✓ Accept      X Reject      ↓ Move forward      ↑ Move backward

2. Use the menu item's **quick code**. With this method you simply enter the number(s) shown in the menu items' boxes of the programming map and the display will immediately select the item for you. This method is much quicker than scrolling through the items because you press fewer keys. Consequently, it is also less prone to keystroke error.

The quick code numbers do not appear on the keypad display. They are shown on the programming map to help you locate an item.

For example:

To select the item "Alt. Text Off" the keystrokes required are as follows:

Quick code

  
↓

Suppose the following text is displayed: 1) Maintenance

<i>Using the step-by-step method, press:</i>	<i>Using the quick code method, press:</i>
↓            to select <span style="border: 1px solid black; padding: 2px 10px;">2) Timers</span>	2           to select <span style="border: 1px solid black; padding: 2px 10px;">2) Timers</span>
✓↓↓↓↓↓↓   to select <span style="border: 1px solid black; padding: 2px 10px;">6) Date Menu</span>	5           to select <span style="border: 1px solid black; padding: 2px 10px;">6) Date Menu</span>
✓↓        to select <span style="border: 1px solid black; padding: 2px 10px;">2) Alt Text Off</span>	2           to select <span style="border: 1px solid black; padding: 2px 10px;">2) Alt Text Off</span>

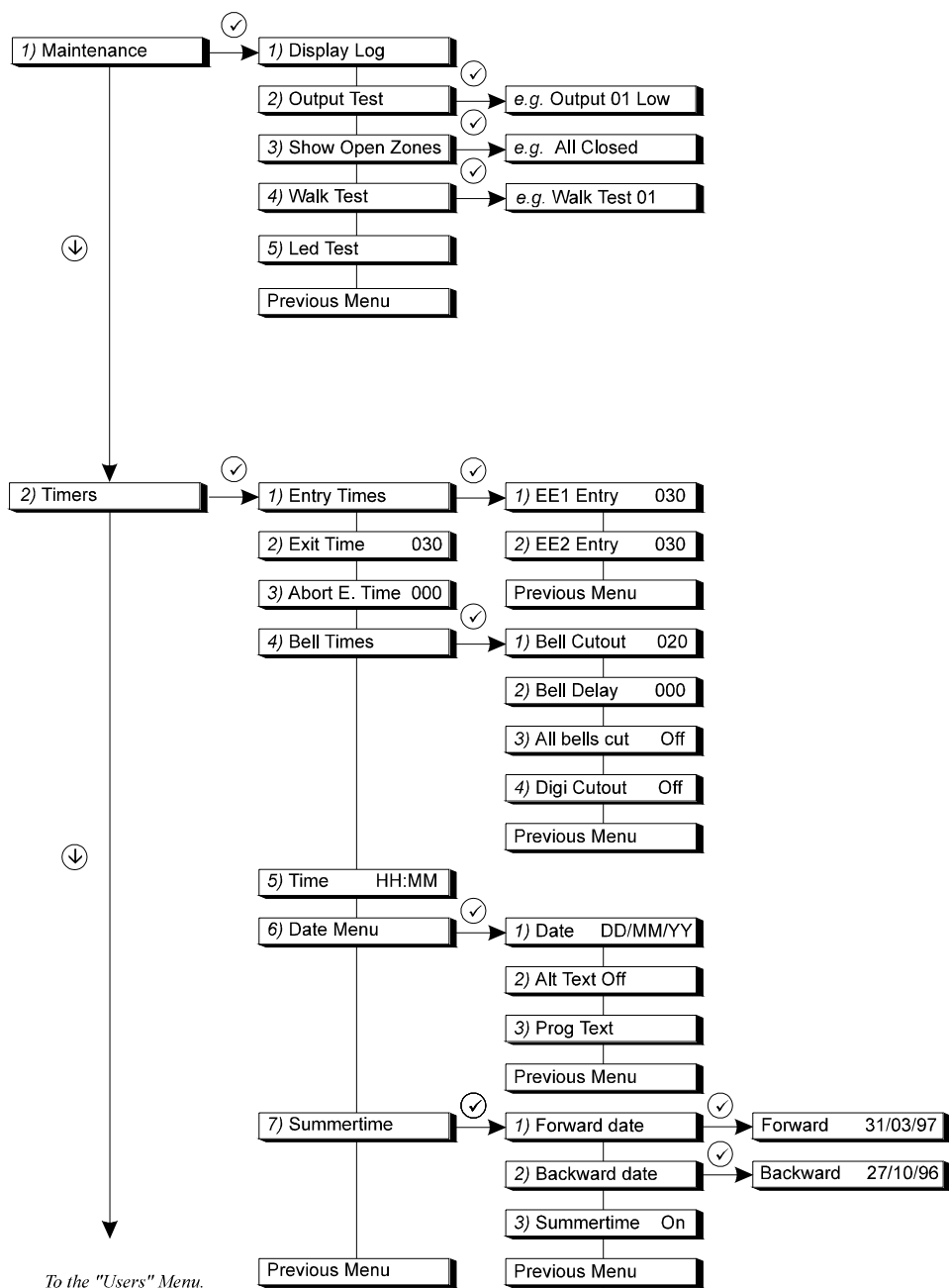
  

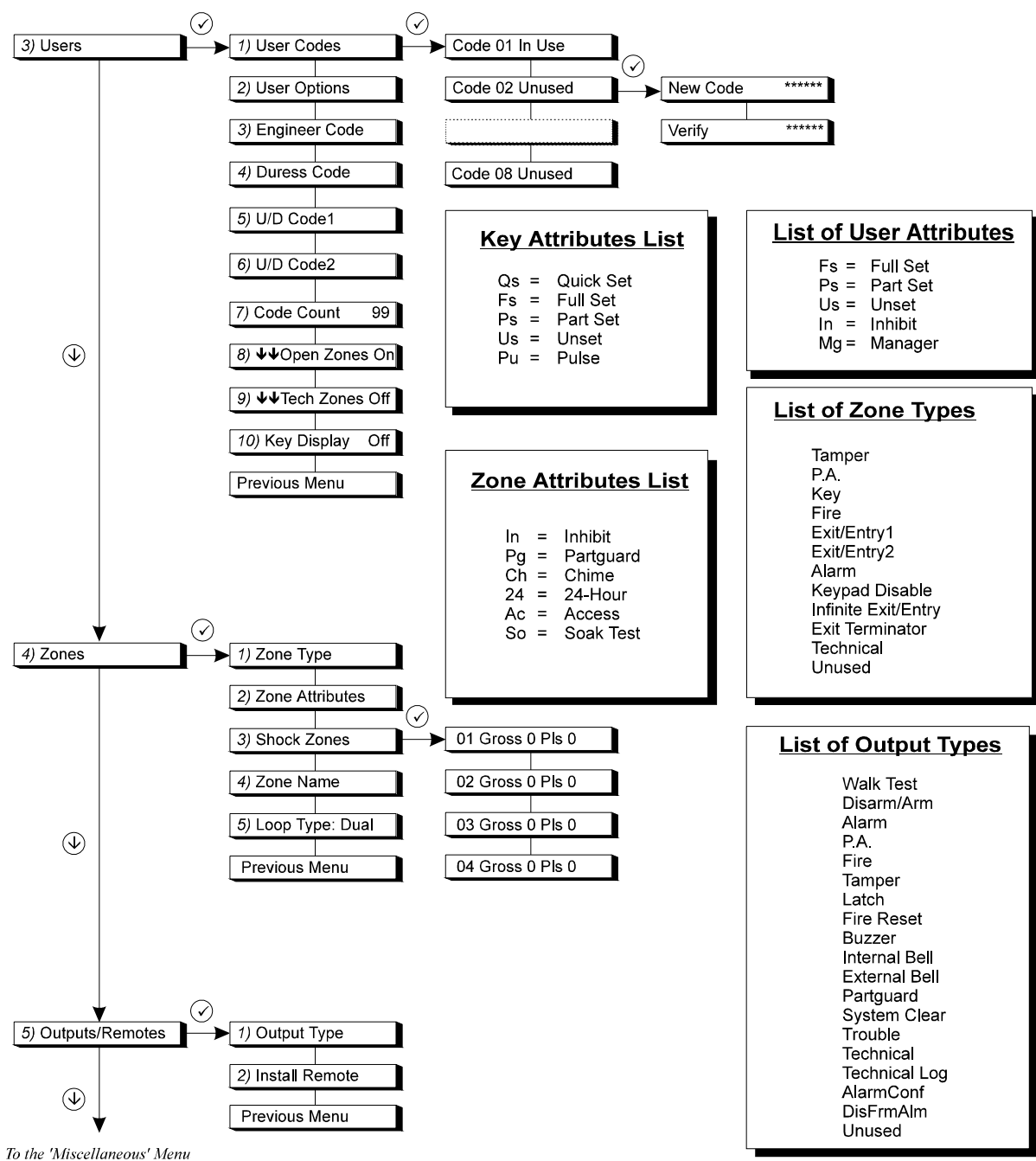
<i>Number of keystrokes:</i>	
9	3

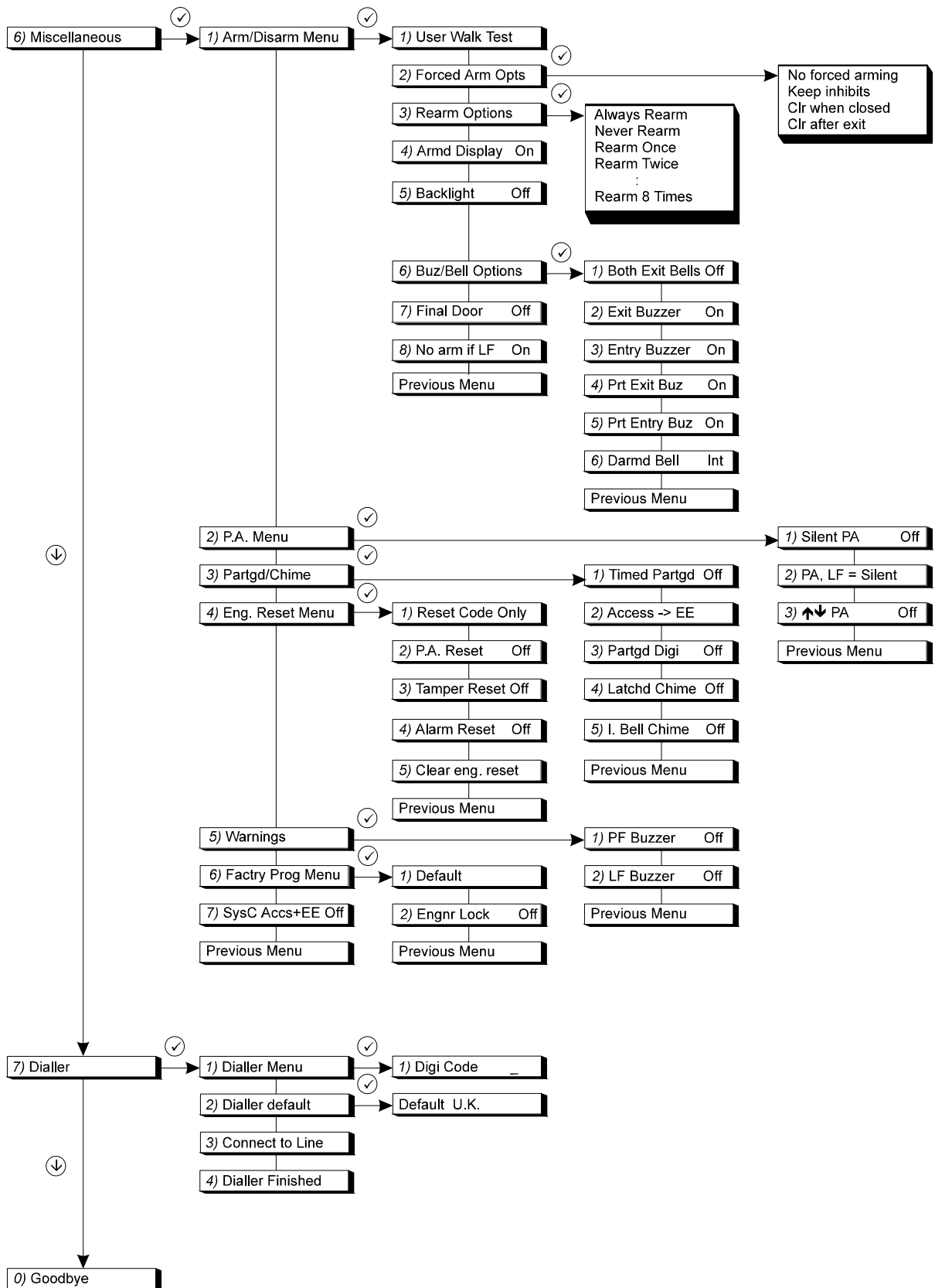
Consequently by using the quick code method, programming is quicker and less prone to error.

The menu items are explained in the chapter "Menu Contents". They are listed in the order of their quick codes (as shown in the programming map).

**Note:** The quick code numbers in front of each menu item are also the section heading numbers in the Menu Contents chapter, i.e. 2 4 4 is the quick code for 'Digi Cutout', which is explained under section 2.4.4 on page 18.







# MENU CONTENTS

The following pages present all the menu items listed in the programming map. Each menu item is presented using its quick code menu number and menu description. An explanation of the item and its keypad display are also included.

<b>1. MAINTENANCE MENU .....</b>	<b>16</b>	<b>6. MISCELLANEOUS MENU .....</b>	<b>31</b>
1.1. Show the engineer's log .....	16	6.1. Arm/disarm options.....	31
1.2. Test the outputs.....	16	6.1.1. Enable the user walk test.....	31
1.3. Show the open zones .....	16	6.1.2. Forced arming options .....	31
1.4. Walk testing of zones .....	16	6.1.3. Options for repeated alarms .....	32
1.5. Test the LED's on the keypads.....	16	6.1.4. Arm status on the display.....	32
<b>2. TIME SETTINGS .....</b>	<b>17</b>	6.1.5. Display light always on .....	32
2.1. Entry times .....	17	6.1.6. Options for buzzers and bells.....	33
2.1.1. Entry time 1 .....	17	6.1.6.1. Exit fault only on internal bell or on	
2.1.2. Entry time 2 .....	17	external bell too .....	33
2.2. Exit time .....	17	6.1.6.2. Buzzer during exit time .....	33
2.3. Abort entry time .....	17	6.1.6.3. Buzzer during the entry time .....	33
2.4. Bell menu.....	18	6.1.6.4. Buzzer during partial exit time .....	33
2.4.1. Bell time .....	18	6.1.6.5. Buzzer during partial entry time .....	33
2.4.2. Bell delay.....	18	6.1.6.6. Disarm bells select .....	33
2.4.3. Stop 'Internal bell' with 'External bell'	18	6.1.7. Last door setting.....	34
2.4.4. Burglar 'alarm' restore with external		6.1.8. Arming possible in the event of a line	
bell .....	18	fault .....	34
2.5. Time.....	18	6.2. P.A. alarm options .....	34
2.6. Date and text menu .....	19	6.2.1. Quiet P.A. alarm.....	34
2.6.1. Date .....	19	6.2.2. Silent P.A. in the event of a line fault	34
2.6.2. Alternate date/text.....	19	6.2.3. P.A. on keypads .....	35
2.6.3. Enter the alternating text.....	19	6.3. Partial arming and doorbell options .....	35
2.7. Settings for summer time/winter time .....	19	6.3.1. Partial arming with exit time .....	35
2.7.1. Summer time setting.....	19	6.3.2. Access zones to entry/exit in partial	
2.7.1.1. Date.....	19	arming .....	35
2.7.2. Winter time setting .....	19	6.3.3. Reporting in partial arming .....	35
2.7.2.1. Date.....	19	6.3.4. Chime on during disarm.....	35
2.7.3. Use summer time.....	19	6.3.5. Chime also on internal bell.....	35
<b>3. USERS AND CODES MENU .....</b>	<b>20</b>	6.4. Engineer reset menu .....	35
3.1. Program the codes and the options.....	20	6.4.1. Engineer reset only with a reset code	36
3.2. Set the attributes for a user .....	20	6.4.2. P.A. alarm causes engineer reset....	36
3.3. Enter an engineer code .....	22	6.4.3. Tamper causes engineer reset .....	36
3.4. Enter a code for duress .....	22	6.4.4. Engineer reset after alarm or tamper	36
3.5. Enter Up/Download code 1.....	22	6.4.5. Clear engineer reset.....	36
3.6. Enter Up/Download code 2.....	22	6.5. Warnings menu .....	36
3.7. Show the open zones (to the user).....	22	6.5.1. Activate the buzzer in the event of a	
3.8. Also show the technical zones.....	22	mains.....	36
3.9. Operation of key switch with display.....	22	6.5.2. Activate the buzzer on-line faults .....	36
<b>4. ZONE MENU .....</b>	<b>23</b>	6.6. Factory settings menu .....	37
4.1. Program the operation of the zone .....	23	6.6.1. Return the panel to default settings ..	37
4.2. Program the zone attributes .....	25	6.6.2. Switch on engineer lock .....	37
4.3. Program the shock zones.....	26	6.7. Entry/exit and access zones on 'System	
4.4. Program the zone name .....	26	clear' .....	37
4.5. Program the zones for dual (double loop) ..	27	<b>7. GO TO THE DIALLER.....</b>	<b>38</b>
<b>5. PROGRAM OUTPUTS AND REMOTES .....</b>	<b>28</b>	7.1.1. Dialler Menu .....	38
5.1. Program the outputs .....	28	7.1.2. Return the dialler to default settings.	38
5.2. Install connected remotes.....	30	7.1.3. Make a line connection .....	38

## 1. Maintenance menu

### Maintenance

This menu contains tools for maintaining the system.

### 1.1. Show the engineer's log

#### Display Log

Use this function to look at the engineer's log. The engineer's log can contain up to 150 events. New events are recorded in the log as event #000. Event 149 becomes event 150, which is consequently deleted from the log.

The event number and the event are shown first. If you want to request extra information, press '**0**', after which the time and date are shown. You can scroll through the log using the '**↑**' and '**↓**' keys. See also "System messages" in Appendix A.

### 1.2. Test the outputs

#### Output Test

Test any output on the panel or a remote. Use the '**↑**' and '**↓**' keys to move to the relevant output. The status of the output ('High' or 'Low') is shown on the display, where 'Low' is negative output and 'High' is negative output switched off. By pressing the '**✓**' key, the output changes from '**High**' to '**Low**' or vice versa. As soon as you move to another output, the output returns to its original status.

### 1.3. Show the open zones

#### Show Open Zones

This allows you to see whether all the zones, zone tampers and casing tampers (including remotes) are closed, for example before exiting programming mode. When exiting programming mode, 24 hour zones will activate an alarm immediately. If everything is quiescent, the text '**All Closed**' appears. Zone tampers are shown as '**nn Tname**', where '**nn**' is the zone number, '**name**' is the zone name and '**T**' stands for tamper.

### 1.4. Walk testing of zones

#### Walk Test

This allows any zone to be tested. Opening a zone will activate the 'Internal bell' output for 3 seconds. The '**Walk Test**' and '**latch**' outputs for detectors with EAM are also controlled with this option. The '**Fire Reset**' output is activated 10 seconds after the input is activated. You can therefore test detectors, such as breaking glass detectors or fire detectors, without needing to reset every detector yourself.

### 1.5. Test the LED's on the keypads

#### Led Test

Use this option to test whether the LED's on the remote keypads are working. The LED's will each be activated in turn and the text '**Testing leds**' appears in the display.



## 2. Time settings

### Timers

In this section all the time functions are programmed.

### 2.1. Entry times

#### Entry Times

Program the entry times here. An entry time is the time available to enter an area via the entry/exit zone and disarm the system. If the entry time is exceeded and no extra entry time has been programmed, an alarm is activated. The same thing happens if the system is entered via an alarm zone. If extra entry time (abort entry time) has been programmed, and an alarm zone is activated (without Ac attribute) then the internal and external bells and keypad buzzer are activated. A report code "BA", with its zone number, will be sent to the central station. If a user code is entered during the abort time, an abort signal will be sent to central station and engineer lockout will not occur.

The system has two entry times available with the corresponding entry/exit zones. This means it is possible to follow two different routes when entering the premises. If both entry routes are used, the actual entry time is always the first to be started.

#### 2.1.1. Entry time 1

EE1 Entry	030
-----------	-----

Enter the entry time for 'Exit/Entry 1'.

Can be set from 0 - 255 seconds.

**Default:** 30 sec.

#### 2.1.2. Entry time 2

EE2 Entry	030
-----------	-----

Enter the entry time for 'Exit/Entry 2'.

Can be set from 0 - 255 seconds. .

**Default:** 30 sec.

### 2.2. Exit time

Exit Time	030
-----------	-----

The exit time is programmed here. The exit time is the time available to exit the system via exit/entry zones and access zones when arming. If the time is exceeded or an alarm zone is entered without an "access" attribute, an exit fault will be caused and an "EE" report code may be sent to the central station.

Can be set from 0 - 255 seconds.

**Default:** 30 sec.

### 2.3. Abort entry time

Abort E. Time	000
---------------	-----

If during or after the abort entry time an alarm zone is activated (without Ac attribute), then the report code "Alarm" (Fast Format channel 3) together with the zone number will be sent to the central station, and an "Alarm" output will be activated. If during the abort entry time the user enters a valid code to disarm the area, the report code "Disarm from alarm" (OR) will be sent to the control station, a "Disarm from alarm" output activated, and engineering lockout will not occur.

This feature is an ACPO requirement to reduce the number of false alarms.

It can be set from 0- 255 seconds.

**Default:** 0 sec.

## 2.4. Bell menu

<b>Bell Times</b>
-------------------

The options for the bells and the dialler reset report after an alarm are programmed here.

### 2.4.1. Bell time

<b>Bell Cutout</b>	<b>020</b>
--------------------	------------

The bell time is the length of time for which the '**External Bell**' output remains activated. The starts of this activation can be postponed with the bell delay. If the '**Internal Bell**' also has to have a time limit, see menu 2.4.3.

This option is programmed from 0 - 255 minutes.

**Default:** 20 min.

### 2.4.2. Bell delay

<b>Bell Delay</b>	<b>000</b>
-------------------	------------

This is the time before the bell is activated after an alarm. This applies to both the 'Internal' and the 'External'. The delay only applies if an alarm occurs in an armed system and is not inhibited by a line fault or no carrier.

The delay must be programmed separately for each system from 0 - 255 min.

**Default:** 0 min.

### 2.4.3. Stop 'Internal bell' with 'External bell'

<b>All Bells Cutout Off</b>
-----------------------------

This is used to set whether both the '**External-**' and the '**Internal Bell**' must stop at the end of the bell time. The '**External bell**' must be activated for this. If it is set to '**Off**' only the '**External bell**' stops. The '**Internal bell**' will stop when the system is disarmed.

**Default:** Off

### 2.4.4. Burglar 'alarm' restore with external bell

<b>Digi Cutout</b>	<b>Off</b>
--------------------	------------

If you set this option to '**On**', as soon as the bell time has expired (menu 2.4.1), the reset report for an alarm report is sent. The '**Alarm**' output will also reset. When this function is off, the reset will take place when the system is disarmed.

**Default:** Off

## 2.5. Time

<b>Time</b>	<b>HH:MM</b>
-------------	--------------

Use this to program the correct time in hours and minutes.  
(24 hour clock method).

## 2.6. Date and text menu

Date Menu

Set the date and specify the text that can be shown alternately with the time/date display.

### 2.6.1. Date

Date DD/MM/YY

The day, month and year are programmed here.

### 2.6.2. Alternate date/text

Alt Text Off

If you want freely programmable text to alternate in the display with the time/date, enter 'On' here. However, if the Armed Display option is 'On' (menu 6.1.4) this option only operates if the system is disarmed.

**Default:** Off

### 2.6.3. Enter the alternating text

Prog. Alt Text

Enter the text that can be shown alternately with the time/date.

**Default:** Aritech

## 2.7. Settings for summer time/winter time

Summertime

The options for summer/winter time.

### 2.7.1. Summer time setting

Forward date

Date on which the clocks are put forward by one hour (start of summer time).

#### 2.7.1.1. Date

Date DD/MM/YY

The date on which the clocks are put forward.

### 2.7.2. Winter time setting

Backward date

Date on which the clocks are put back by one hour (start of winter time).

#### 2.7.2.1. Date

Date DD/MM/YY

The date on which the clocks are put backward.

### 2.7.3. Use summer time

Summertime On

Use the summer time/winter time settings.

**Default:** On

### 3. Users and codes menu

Users

If the wrong code is entered ten times consecutively, the system is automatically locked for 90 seconds.

#### 3.1. Program the codes and the options

User Codes

Set the codes and the associated options.

Code 01 In Use

##### Code 01 is already in use

A new code can be entered here or an existing code can be changed. After '**New Code**' enter at least 4 but no more than 6 digits, but there must be **NO '0's** in the code. After '**Verify**', all codes must be entered a second time to prevent a wrong code being entered. When you enter a code that already exists, '**ERROR**' appears in the display.

**Deleting:** If you want to delete a code, at '**New Code**' press '✓'. The code will then become '**Unused**' again. This option is only available to the engineer and users with the '**Mg**' attribute. Code 1 cannot be deleted.

**Remark:** Code 8 only can be used as a '**Code Count**' (See option 3.7).

The total number of user codes is 8.

**Default:** code 1 is '1122'.

#### 3.2. Set the attributes for a user

User Options

Assign the attributes associated with a code. After the code number has been accepted, '**OK**' flashes on the right of the display while on the left the attributes already programmed can be seen. The required attributes can be selected with the arrow keys and they are added or removed by pressing accept '✓' (see also Example 1 on page 21).

Press accept '✓' when '**OK**' appears on the display.

**Default:** Every Code 1 - 8 : Fs, Us (after the code has been entered)

Option	Gives a code the ability to
Fs	Full Set.(Arm)
Ps	Partially Set. (Partguard)
Us	Unset.(Disarm) Cannot be removed from Code 1.
In	Inhibit zones. Also for forced arming.
Mg	Extra functions. This allows to delete or create codes and assign options. It also gives the option to change the time, date and reading of the engineer memory.

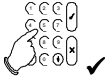
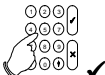
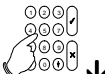
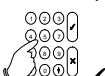
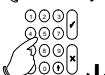
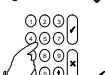
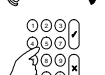
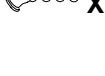
Table 2 : Overview of the code attributes

Name of User Menu option	Code Attributes
1. <b>Arm Menu</b> <ul style="list-style-type: none"> <li>Normal Set</li> <li>Partguard</li> <li>Set (No Buzzer</li> <li>Forced Arm</li> </ul>	Fs, Mg Fs Ps Fs Fs, In, Mg + option 6.1.2.
2. <b>Inhibit</b>	In
3. <b>Chime/Bell Test</b>	Mg
4. <b>E.Log/Time/Date</b>	Mg
5. <b>Change Codes</b> <ul style="list-style-type: none"> <li>Change Own Code</li> <li>Change codes</li> <li>User Options</li> <li>Code Count 99</li> </ul>	PsInFs   Mg -   Mg -   Mg -   Mg
6. <b>Operator Log</b>	PsInFs   Mg

Table 3: Overview of the user menu options

When the tamper alarm has been triggered, it is impossible to inhibit the zone where it is located. Furthermore, the system itself cannot be armed until the tamper alarm has been rectified.

Here is an example how a user attribute 'In' is deleted and an attribute 'Mg' is made:

User Options		Begin with the code whose attributes you want to change. Press accept '✓'.
02 In UsFs		Only options for arming, disarming and inhibiting are active. Press the accept key '✓'.
02 In UsFs OK		'OK' now flashes on the right of the display.
02 In UsFs In		Press '↓' to scroll through the list of attributes until you arrive at 'In'.
02 UsFs Ok		After accept ('✓') has been pressed, 'OK' flashes again. Now add 'Mg'.
02 UsFs Mg		Search for 'Mg' by using '↓'. Press accept '✓'.
02 Mg UsFs Ok		Press accept again when 'OK' flashes to accept the changes.
02 Mg UsFs		Now press 'X' to return to the list of codes.
User options		

Example 1: Changing attribute 'In' to attribute 'Mg'

### 3.3. Enter an engineer code

Engineer Code

The engineer code is programmed here. In order to prevent errors, the code must be entered twice (see also menu 3.1).

**Default:** 1278

### 3.4. Enter a code for duress

Duress Code

With this code the system can be disarmed under duress. If this code is used the 'HA' report code is programmed, this report code will be transmitted to the central station.

In order to prevent errors, the code must be entered twice

### 3.5. Enter Up/Download code 1

U/D Code 1

By entering this Up/Download user code, an end user can start an U/D-connection to U/D telephone number 1. U/D telephone number 1 and the U/D client number must always be programmed in the dialler.

**Default:** not programmed

### 3.6. Enter Up/Download code 2

U/D Code 2

By entering this Up/Download user code, an end user can start a U/D-connection to U/D telephone number 2. U/D telephone number 2 and the U/D client number must always be programmed in the dialler.

**Default:** not programmed

### 3.7. Show the open zones (to the user)

↓↓Open Zones On

If you want the user to see which, if any, zone(s) are still open, for example when using a key switch, you can use this option. Press '↓↓' twice and the open zones will then be shown. All open zones are then displayed.

**Default:** On

### 3.8. Also show the technical zones

↓↓Tech Zones Off

If this option is set to 'On' and '↓↓Open Zones' (menu 3.7) is 'On', the technical zones will also be shown if these inputs are activated. If menu 3.7 is not set to 'On', this option will not work.

**Default:** Off

### 3.9. Operation of key switch with display

Key Display On

If you set this option to 'On', when the key switch is used, zones that are preventing arming are displayed. Technical zones, Entry/Exit or Alarm zones with the zone attribute 'Ac' will not be displayed, because they do not hinder the arming of the system.

If the system is disarmed after an alarm, the contents of the alarm memory will also be shown on the same display.

**Default:** On

## 4. Zone menu

### Zones

All the different possibilities of the attributes for the zones are programmed from this menu. An example is the operation of the zone input, the attributes and the zone names.

It is also used to specify whether the zones work on a double loop principle or use separating loops for the alarm zone and the tamper zone.

If CD3004 input expander is used or a CD3048/CD3049 keypad, the panel can be expanded to 10 zones. (zone 7 - 10).

### 4.1. Program the operation of the zone

### Zone Type

The type of every zone can be specified.

Attributes associated with a zone type are automatically added. By default, the outputs mentioned and dialler reporting options are activated without extra attributes being added. In '**Attributes**' you will find the possible options with the zone type.

The zone types are listed below in the order that they appear in the display when scrolled.

**Default:**     Zone 1                 - Exit/entry 1  
                  Other zones         - Alarm

Zone type	Operation of the zone
Tamper	<p>This is a 24 hour zone which always generates an alarm immediately. When a system is disarmed the zone generates the alarm to the '<b>Internal bell</b>' and possibly the '<b>External bell</b>' (see menu 6.1.6.6) and when the system is armed the alarm is on the '<b>Internal</b>', and '<b>External bell</b>' and the '<b>Alarm</b>' output. No attributes can be assigned to this zone.</p> <p><b>Attributes:</b>   none <b>Output:</b>       alarm, internal bell, external bell, system clear, fire reset <b>Dialler:</b>      TA, TR, TB, TU</p>
P.A.	<p>P.A. is a 24 hour zone which activates a panic alarm. Whether the panic alarm is '<b>Audible</b>' or '<b>Silent</b>' it is set in menu 6.2.1. No attributes can be assigned to this zone.</p> <p><b>Attributes:</b>   none <b>Output:</b>       P.A., system clear, fire reset <b>Dialler:</b>      PA, PR</p>
Key	<p>This zone type gives the option of arming and disarming the system via an external key-switch. Both pulse and holding status contacts can be used. If you use holding status contacts, arming will begin as soon as the zone goes into an alarm condition. If you use a pulse contact, the status of the system will be reversed on every pulse.</p> <p>The system can have 1 holding status switch, but with several pulse contacts.</p> <p><b>Attributes:</b>   Fs, Ps, Us, Pu, Qs <b>Output:</b>       arm/disarm, buzzer, latch <b>Dialler:</b>      BC, CG, CF, CL, OP, OR</p>

Zone type	Operation of the zone
Fire	<p>The fire alarm zone is a 24 hour zone which activates the fire alarm. Only the <b>'Soaktest'</b> attribute can be assigned to this zone.</p> <p>When a fire zone activates an alarm and the user resets it, the fire zone is automatically inhibited to prevent a repeated alarm. When the code is entered after the alarm has been disarmed, the fire zone is included again.</p> <p>It is possible for the alarms to be reset using the output <b>'Fire Reset'</b>.</p> <p><b>Attributes:</b> So  <b>Output:</b> fire, internal bell, external bell, system clear, fire reset  <b>Dialler:</b> FA, FR, FB, FU</p>
Exit/Entry 1	<p>This zone type can only trigger an alarm if the exit time has expired (system armed). On entry, this zone will only trigger an alarm when entry time 1 has expired.</p> <p>If the zone is not closed at the end of the exit time, the system will not arm and will cause an exit fault.</p> <p>The entry and exit times are programmed in menu 2.1.1 and 2.2.</p> <p><b>Attributes:</b> In, Pg, Ch  <b>Output:</b> buzzer, alarm, internal bell, external bell, fire reset  <b>Dialler:</b> BA, BR, BB, BU, EE</p>
Exit/Entry 2	<p>This zone type can only trigger an alarm if the exit time has expired (system armed). On entry, this zone will only trigger an alarm when entry time 2 has expired.</p> <p>If the zone is not closed at the end of the exit time, the system will not arm and will cause an exit fault.</p> <p>The entry and exit times are programmed in menu 2.1.2 and 2.2.</p> <p><b>Attributes:</b> In, Pg, Ch  <b>Output:</b> buzzer, alarm, internal bell, external bell, fire reset  <b>Dialler:</b> BA, BR, BB, BU, EE</p>
Alarm	<p>An alarm zone only reacts when the system is armed, unless the 24 hour attribute is added. Any extra attributes are programmed with the zone attributes in menu 4.2. See also menu 6.1.6.</p> <p><b>Attributes:</b> In, 24, Ps, Ac, Ch, So  <b>Output:</b> alarm, internal bell, external bell, system clear, fire reset  <b>Dialler:</b> BA, BR, BB, BU, EE</p>
Keypad Disable	<p>24 hour zone which, if opened, puts the keypads out of order. Only when this zone is closed can the keypads be used. This can be used to make arming/disarming possible only with a code <b>AND</b> key switch.</p> <p>No attributes and outputs can be assigned to this zone.</p> <p><b>Attributes:</b> none  <b>Output:</b> none  <b>Dialler:</b> none</p>
Infinite Exit/ Entry	<p>When this type of input is programmed the panel has an endless exit time, irrespective of the programmed exit time. When this input closed will the panel arm after 4 seconds. If the zone is opened when the system is armed, the entry time begins but is endless. The entry time stops when the system is disarmed or when the zone is closed again.</p> <p>No attributes and outputs can be assigned to this zone.</p> <p><b>Attributes:</b> none  <b>Output:</b> none  <b>Dialler:</b> none</p>
Exit Terminator	<p>In this zone type the exit time will stop 4 seconds after the zone is (<b>opened and</b>) closed and the system will arm. If this zone is not closed, the exit time will continue. Once the system is armed, this zone will have no effect.</p> <p><b>Attributes:</b> none  <b>Output:</b> none  <b>Dialler:</b> none</p>



Zone type	Operation of the zone
Technical	<p>This 24 hour zone input directly activates an output '<b>Technical</b>' or '<b>Tech Log</b>' (see menu 5.1) and the dialler. The number of this output is immediately requested when programming this zone.</p> <p>If the zone is opened, the output will be activated and the dialler can send a report. In the case of the output '<b>Tech Log</b>' this is also recorded in the engineer's log.</p> <p>No attributes can be assigned to this zone.</p> <p><b>Attributes:</b> None  <b>Output:</b> technical, tech log  <b>Dialler:</b> ZA, ZR</p>
Unused	<p>The programmed input is not used. Will not cause any alarm or zone tamper.</p> <p><b>Attributes:</b> none  <b>Output:</b> none  <b>Dialler:</b> none</p>

Table 4: Overview of the zone types

## 4.2. Program the zone attributes

### Zone Attributes

These attributes are extra possibilities for a zone. Only the assigned attributes for an input can be chosen. When you cannot program any options for a zone the text '**None**' appears in the display.

After the zone number has been accepted, '**OK**' flashes on the right of the display whilst the attributes already programmed appear on the left (only if attributes can be programmed for this zone). The arrow keys can be used to select the required attribute and they are added or deleted using the accept '**✓**' key.

For an example of programming attributes see Example 1: Changing attribute 'In' to attribute 'Mg' on page 21.

**Default:** Zone 1 - In  
Other zones - In

Attribute	Used for
In	Enabling a user to inhibit an ' <b>Alarm</b> ' or ' <b>Exit/Entry</b> ' zone.
24	Making a 24 hour zone (only applicable for alarm zones).
Pg	Partial arming. This zone is inhibited during partial arming.
Ac	Access zones. These always have an exit inhibit but only have an entry inhibit when the entry/exit zone is the first to be activated. In other cases this zone will generate an immediate alarm. Can operate as entry/exit zone 1 in partial arming (menu 6.3.2).
Ch	A chime will be activated when the zone is activated.
So	Testing a zone. A zone set for soak test does not generate an alarm or a zone tamper, but the activation recorded in the engineer's log if it would have normally caused an alarm.

Table 5: Overview of zone attributes

Zone attributes only available for key switches	
Fs	The key switch arms fully.
Ps	The key switch arms partially.
Us	This key switch can be used to disarm.
Pu	The key switch used is a pulse switch. When this has not been programmed, the zone operates as a holding status key switch. Only 1 zone of the system can be programmed for holding status.
Qs	Full set without exit times.

Table 5: Overview of the zone attributes (continued)

#### 4.3. Program the shock zones

#### Shock Zones

(INERTIA ZONES) The following zone inputs can be programmed to accept GS 600/700 series inertia shock sensors directly when already programmed as ALARM or EXIT/ENTRY type.

Zones 1 to 4 on the CD34 can be programmed as an inertia zone. They can also be used to check values already programmed for existing shock sensor zones during servicing. For full details regarding the installation/specification of the sensors themselves, consult the information manual that accompanies the units.

When an inertia zone is put into walk test (menu 1.4.), the size of the shock level registered on the structure is displayed together with a "W", which flashes to indicate the zone is in "Walk Test". If an inertia zone causes an alarm activation, then the value of any "Gross" level responsible for an alarm will be stored in the Engineer's log, replacing the month part of the date stored. The level of a gross attack ranges from "1" (maximum security) to "9" (minimum security). A pulse count is the number of small shocks within a 30 second MME window (1 to 9).

Since this level can again be simulated during walk test of the zone by the engineer, this provides an advantage when ascertaining the cause of any particular inertia zone activation.

**Default:** zone 1 - 4 : Gross 0 Pls 0

#### 4.4. Program the zone name

#### Zone Name

Use this to give a zone a name. By default a zone has the name '**Zone**' which can be changed to any text up to a maximum of 13 characters. You can enter text using the 0-9 keys. The different letters are obtained by pressing the number keys several times (see Table 1). The '↓' key is used to move to the next position and when the text is correct, press accept. To delete a character, overwrite it with another character or space.

See page 7, Table 1 for an overview of the characters.

**Default:** Zone nn (nn is the zone number)

#### 4.5. Program the zones for dual (double loop)

**Loop Type: Dual**

Enter here whether all the zones on the panel are a single loop (**Alarm**) or whether they are dual zones (**Dual**). In a dual zone the alarm and the tamper contact are connected to the unit with two wires, in conjunction with two 4k7 resistors.

The principle is based on 2 x 4k7 resistors placed in series. One of these resistors is bridged by the alarm contacts, the tamper contacts are connected in series with the two resistors. See diagram for this principle.

**Default:**     *Dual*

The zone is	Resistor	Power supply panel	Power supply remotes	Reaction
on standby	3k5 - 6k2	2.1 - 2.8 V	4.7 - 6.8 V	none
triggered	6k6 - 11k7	2.9 - 3.6 V	6.9 - 8.6 V	alarm
open	> 12k7	> 3.7 V	> 8.7 V	tamper
short-circuited	< 2k9	< 1.9 V	< 4.6 V	tamper

Table 6: Operation of the dual zones

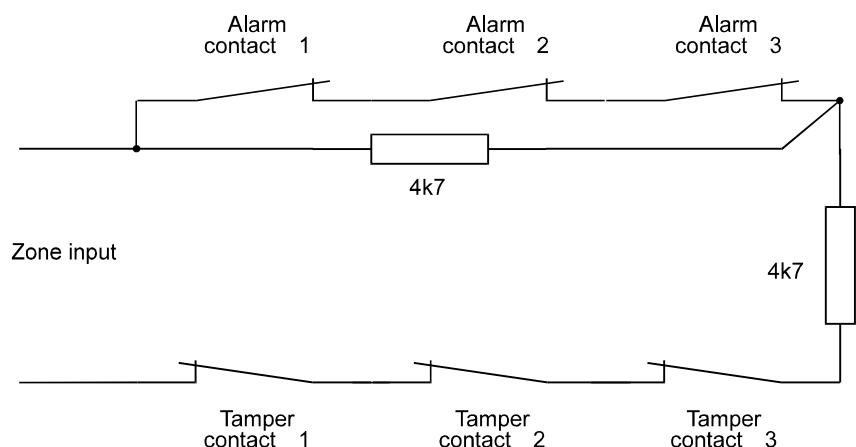


Figure 2. Principle for dual connection

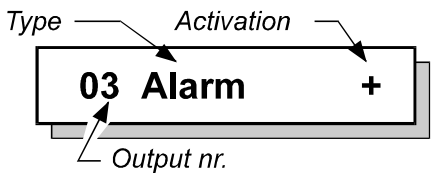
5. Program outputs and remotes

In this menu you can program outputs and install remotes.

5.1. Program the outputs

Use this to set the function of an output. You can find the location of the outputs in the table below. The maximum current is 100 mA for outputs on the panel and 40 mA for outputs on remotes.

Exceptions: outputs 5 and 6 which may switch 1 A .



The outputs can be represented as switches that connect the output to 'GND'. Between the output and the '+ 12 Vdc' there is a 4k7 resistor (this does not apply to the 1A outputs). If you program an output for activation as '-', the switch is closed on activation and the output is therefore in contact with the minus (NO-terminal). If it is programmed as '+', on activation the switch is open and the output is in contact with the '+12 Vdc' (NC-terminal) via the 4k7.

**Note:** The outputs are connected with the minus, Therefore connect everything between the + 12V and the output. See also Figure 3.

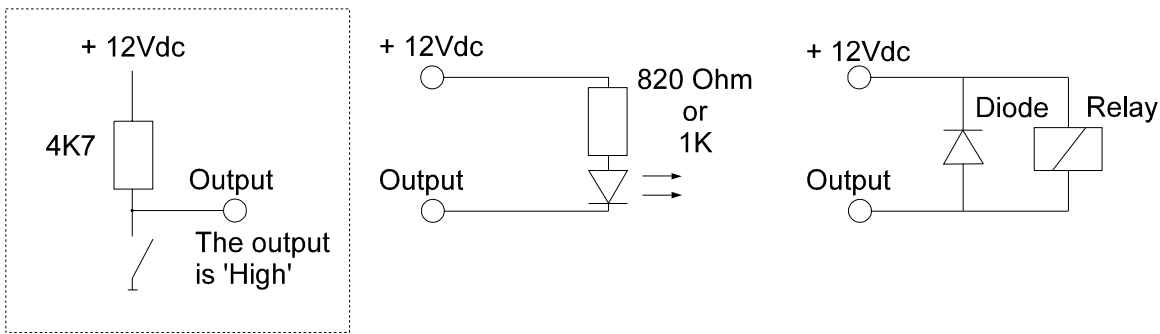


Figure 3. Connection of LED's or relays to the outputs (the boxed area is the principle of an output)

Outputs on panel:	1 to 4 (terminal 31 to 34), 5 (terminal 24) and 6 (terminal 26)		
Default programming:			
1 = P.A.	+	3 = Alarm	+
2 = Fire	+	4 = Disarm/arm	+
5 = Internal Bell	-	6 = External Bell	-

Table 7: Overview of the outputs on the CD34

The output types are listed below in the order that they appear in the display when scrolled.

Type of output	Output is activated
Disarm/Arm	As soon as the exit time has expired and the system is armed.
Alarm	<p>In the event of an alarm or, if the area is armed, a tamper alarm. Reset follows when the alarm is disarmed or at the end of the bell time (see menu 2.4.4, p. 18).</p> <p>Can be inhibited when using partial arming (see menu 6.3.3)</p> <p><b>Note:</b> A 24 hour alarm zone only activates this output when the system is armed.</p>
P.A.	When a panic alarm occurs through activation of a P.A. zone, an '↑↓ P.A.' via the keypad or when a duress disarm occurs.
Fire	As soon as there is a fire alarm. Reset follows when the alarm is disarmed.
Tamper	In the event of a tamper alarm or an alarm in a 24 hour zone. Reset follows when the alarm is disarmed.
Latch	<p>At the end of the exit time. The output is reset as soon as the entry time begins or after disarming. Used to operate detectors with memory (latch).</p> <p>In a walk test the memory is used to indicate, via the LED, that the detector has been triggered.</p>
Fire Reset	After the second time a valid user or engineer code is entered and also when exiting the "Operator Log", the fire reset output is activated (for 4 seconds), provided the system is not armed and not in alarm.
Buzzer	<p>During entry and exit time during a "Normal set" as well as "Partguard" and when using the chime option on the buzzer of the keypads.</p> <p>For extra options see menu 6.1.6 ('<b>Buz/Bell Options</b>') and menu 6.5 ('<b>Warnings</b>')</p>
Internal Bell	<p>In the event of tamper, P.A. (see menu 6.2), fire, and if armed, alarm and exit/entry.</p> <p>In the event of a fire alarm the bell pulsates.</p> <p>Reset is set in menu 2.4.4. Any bell delay (menu 2.4.2) also affects this output.</p> <p>The various extra signals can be set up in menu 6.3.5 ('<b>I. Bell Chime</b>'), menu 6.1.6 ('<b>Buz/Bell Options</b>')</p> <p>Also during the standard walk test (menu 1.4).</p>
External Bell	<p>In the event of fire alarm, P.A., and if armed, alarm, tamper, exit/entry and fire door.</p> <p>In menu 6.1.6 ('<b>Buz/Bell Options</b>') you can set whether the external bell should activate during the day and in the event of exit faults.</p> <p>In the event of a fire alarm the bell pulsates. The bell time and the bell delay are set in menu 2.4.</p>
Partguard	After the system has been partially armed.
System Clear	<p>When an alarm, P.A., fire zone is activated or when a zone is in tamper.</p> <p>When the main power, battery or a fuse fails.</p> <p>As option the Exit/Entry and Access zone can be added (menu 6.7. "SysC Accs + EE").</p>
Trouble	<p>When a trouble is detected, the trouble LED is activated on the keypad.</p> <p>This output is activated when having a line fault, EEPROM fault, RKP-fault, a battery fault and a power fail.</p>

Type of output	Output is activated
Technical	As soon as a technical zone assigned to this output is activated. If the zone is closed, the output is reset. This output can also be reset via Transport-PC.
Technical Log	Such as ' <b>Technical</b> '. Every activity is now recorded in the engineer's log (Display log). However, this output cannot be affected by Transport-PC.
Alarm Confirm	The first time an alarm zone is triggered in an armed area the "Alarm output" is triggered. If another alarm zone (second time) is also triggered in the same armed area, then the "Alarm Confirm" output is activated. These outputs remain activated until the area is disarmed.
DisFrmAlm	'Disarm from alarm' (abort) output is activated when the system is disarmed and an alarm was activated when the system was armed. The output deactivates only at the next arming.
Unused	The output is not used.
Walk Test	If a zone being tested is activated during a walk test, the output is then activated for 4 seconds. This output is activated continuously during a walk test. If a zone is activated during arming, the walk test is activated continuously. This gives the possibility of checking detectors with anti-masking (menu 6.1.1.).

Table 8: Overview of the output types

## 5.2. Install connected remotes

### Install Remote

This function allows remotes to be read into the system. By default, only the first keypad is active on start-up. Other remotes have to be installed before the system can communicate with them or read from them. Before installation, the remotes should be set up on a unique number. For possible settings, for an overview of the connection and the possible dipswitch settings, also see the wiring diagrams.

After accept has been pressed, the panel shows which remotes are connected. A '**k**' means a CD3008 or CD3009, a '**K**' a CD3048, CD3049 or CD9038 and a '**E**' a CD9031. The location of the letter indicates the remote number for which it has been set.

If the list shown matches, wait for about 3 seconds until the keypad has flashed briefly and accepted, after which the panel will communicate with and read from these remotes.

If a remote keypad (still) has not been installed, the text '\*\*\*\* **V06.00** \*\*\*\*' appears in the display.

**Default:** Only remote 1 (keypad) installed.

## 6. Miscellaneous menu

### Miscellaneous

Programming menu with all other miscellaneous functions.

### 6.1. Arm/disarm options

#### Arm/Disarm Menu

Programming related to arming/disarming.

#### 6.1.1. Enable the user walk test

##### User Walk Test

With this option you determine whether a user is able to do a walk test when arming the system or not.

If a zone is open when arming, the user will not be able to arm the system and an internal siren will be activated for 2 seconds when this zone is closed. For every "Exit/Entry" and "Alarm" zone which is opened and closed an internal siren will be activated.

#### 6.1.2. Forced arming options

##### Forced Arm Options

Use this to specify the method by which arming can be forced. A code and a zone with the attribute 'In' is necessary to be able to use this option. The user should be able to inhibit the zones.

A user can perform a forced arming in the arming menu or by pressing the '↑' key twice when 'Normal Set ↑' appears in the display.

It is not possible to perform a forced arming on exit/entry zones or access zones.

**Default:** No forced arming

Option		Operation
0	No forced arming	Forced arming not possible (default).
1	Keep inhibits	Open zones remain inhibited until the area is disarmed.
2	Clr when closed	Open zones are inhibited until these zones are closed. From that moment they can cause an alarm.
3	Clr after exit	Open zones are inhibited until the exit time has expired. From that moment they can cause an alarm.

Table 9: Overview of options for forced arming

### 6.1.3. Options for repeated alarms

#### Rearm Options

Use this to specify whether or not there can be repeated alarms from the outputs programmed as external bells. Before an alarm is repeated, it is necessary for the bell time to have elapsed. A new alarm during the bell time will not affect the bell time.

Select an option by scrolling down the list using the ↓ key.

**Default:** Always Rearm

	Option	Operation
0	Never Rearm Rearm once	Alarms are never repeated
1 to 8	... Rearm 8 Times	Alarm repeated 1 to 8 times
9	Always Rearm	Alarms always repeated (default)

Table 10: Overview of options for repeated alarms

### 6.1.4. Arm status on the display

#### Armed Display Off

When the option 'Armed Display' is 'On' the status of the system will be shown on the display when the system is armed. However, if the system is disarmed the time/date is displayed, not the system status. If the option 'Armed Display Off' is selected, only the time/date is displayed (unless the option alternate date/text (menu 2.6.2) is 'On' whereupon the time/date will alternate with the chosen text).

This option applies to the whole system.

**Default:** Off

### 6.1.5. Display light always on

#### Backlight Off

This option allows you to leave the display background lighting on all the time, which increases the display power consumption. The lighting will therefore be switched off if the mains fails, and the system will run off the battery only. However, the backlight will not be switched off when the mains fails if the 'PF buzzer' option is set to 'On' (menu 6.5.1.).

**Default:** Off



#### 6.1.6. Options for buzzers and bells

#### Buz/Bell Options

This menu allows the operation of the buzzers and bells to be modified.

##### 6.1.6.1. Exit fault only on internal bell or on external bell too

#### BothExitBells

This option specifies whether only the '**Internal Bell**' output in the area concerned is activated in the event of an exit fault or whether the '**External Bell**' output is also activated.

An exit fault occurs if:

- The '**Exit/Entry**' zone is still open at the end of the exit time, an alarm is caused (also when using the '**Final Door**' option, see menu 6.1.7.)
- An '**Alarm**' zone opens during the exit time.

In the event of an exit fault, the buzzer stops, the bells are activated as specified in this option, the exit fault is recorded in the operator's and engineer's log, and the exit fault is reported.

**Default:** Off

##### 6.1.6.2. Buzzer during exit time

#### Exit Buzzer

Specify whether or not the buzzer should be activated during the exit time (full arming).

**Default:** On

##### 6.1.6.3. Buzzer during the entry time

#### Entry Buzzer

Specify whether or not the buzzer should be activated during the entry time (full arming).

**Default:** On

##### 6.1.6.4. Buzzer during partial exit time

#### Prt Exit Buzzer

Specify whether or not the buzzer should be activated during the partial exit time.

**Default:** Off

##### 6.1.6.5. Buzzer during partial entry time

#### Prt Entry Buzzer

Specify whether or not the buzzer should be activated during the partial entry time.

**Default:** On

##### 6.1.6.6. Disarm bells select

#### Darmed Bell Int

Specify whether alarms occurring when the system is disarmed activate only the '**Internal bell**' output or also the '**External bell**' output. It therefore relates to 24 hour alarms, such as 24 hour alarm zones, tampers etc..

**Default:** Internal

#### 6.1.7. Last door setting

Final Door	Off
------------	-----

The last door setting is intended to terminate the exit time and arm the system immediately (4 seconds) after the exit/entry zone has been closed. If the zone is closed within the exit time, the system will arm after 4 seconds. If the zone remains open after the exit time, an exit fault will be caused.

With this option it is important to consider zones with the attribute '**Ac**', (access zones). If an access zone is connected to a P.I.R. it may still be activated at the end of the 4 seconds and cause an exit fault.

**Default:** Off

#### 6.1.8. Arming possible in the event of a line fault

No arm if LF	Off
--------------	-----

Specify here whether it is possible to arm the system with a line fault.

If this option is 'On', it is not possible to arm the system when there is a line fault.

**Default:** Off

### 6.2. P.A. alarm options

P.A. Menu
-----------

Menu with functions for P.A. alarms.

#### 6.2.1. Quiet P.A. alarm

Silent PA	Off
-----------	-----

Specify here whether or not a P.A. alarm should activate the bells. P.A. silent is set by default to '**Off**' and thus, in the event of a raid, gives an audible alarm.

**Default:** Off

#### 6.2.2. Silent P.A. in the event of a line fault

PA, LF Silent	Off
---------------	-----

A P.A. alarm should give an audible alarm when there is a line fault. For this, also switch on the line monitor in the dialler. By default the setting is for an audible alarm ('**Off**') when there is a line fault.

**Default:** Off

### 6.2.3. P.A. on keypads

↑↓ PA Off

Specify here whether pressing the '↑' and '↓' keys simultaneously on the keypad should cause a P.A. alarm.

**Default:** Off

## 6.3. Partial arming and doorbell options

Partguard/Chime

Options relating to partial arming and the chime.

### 6.3.1. Partial arming with exit time

Timed Partguard

The system is partially armed with an exit time or *immediately without an exit time*. If an exit time is chosen, the buzzer will be activated during this exit time depending on the settings in menu 7.1.5.4..

**Default:** Off

### 6.3.2. Access zones to entry/exit in partial arming

Accs -> EE

This function is used to specify whether access zones ('**Accs**') in partial arming should remain access zones or change to entry/exit zones.

**Default:** EE

### 6.3.3. Reporting in partial arming

Partguard Digi

Specify here whether or not an alarm in partial arming is reported to the monitoring station and/or the '**Alarm**' output is activated.

**Default:** Off

### 6.3.4. Chime on during disarm

Latched Chime

The chime is normally disarmed automatically as soon as the system is armed. When the system disarms, the chime can be automatically armed again. This option allows this to be done automatically if set to 'On'.

**Default:** Off

### 6.3.5. Chime also on internal bell

I. Bell Chime

The chime may activate the '**Buzzer**' output or also the '**Internal Bell**' output.

**Default:** Off

## 6.4. Engineer reset menu

Eng. Reset Menu

The engineer reset menu is used to specify which types of alarm should be reset by the user and which by the engineer (engineer reset). When the panel requests an engineer, the end user can no longer arm the panel. The text '**Call Alarm Co.**' appears in the display.

An engineer reset can also be done via Transport PC.

#### 6.4.1. Engineer reset only with a reset code

Reset Code Only

There is an input, 'FTC' (18), on the panel. If this option is changed in 'Code / FTC', an engineer reset will take place by a negative 2 second pulse on this input during disarm, in the event of a 'FTC' fault or by entering a reset code.

**Default:** Code only

#### 6.4.2. P.A. alarm causes engineer reset

PA - Reset Off

P.A. alarms and duress disarms require an engineer reset.

**Default:** Off

#### 6.4.3. Tamper causes engineer reset

Tamper Reset Off

An engineer reset is required after tamper alarms during the disarm period.

**Default:** Off

#### 6.4.4. Engineer reset after alarm or tamper

Alarm Reset Off

Alarms (and also tamper alarms in areas which are armed) require an engineer reset.

**Default:** Off

#### 6.4.5. Clear engineer reset

Clear Eng. Reset

If an engineer reset is active, the required engineer reset can be carried out here. The system can now be rearmed.

### 6.5. Warnings menu

Warnings

Specify here which faults should activate the buzzer.

#### 6.5.1. Activate the buzzer in the event of a mains power failure

PF Buzzer Off

The buzzer will activate in the event of a power failure. Both the fault and the reset are recorded in the memory. By default the buzzer will not sound.

**Default:** Off

#### 6.5.2. Activate the buzzer on-line faults

LF Buzzer Off

The buzzer is activated if there is a line fault. The line monitor in the dialler must be on for this. Both the fault and the reset are recorded in the memory. By default the buzzer will not sound.

**Default:** Off

## 6.6. Factory settings menu

Factory Prog. Menu

In this section the panel can be returned to default settings.

### 6.6.1. Return the panel to default settings

Default Settings

This option returns the panel settings to those that were programmed when it was delivered. When this function is accepted the panel asks '**Are you sure?**'. If you press accept, the old settings are deleted and the default settings are programmed, just as if JP1 has been removed. In contrast to jumper JP1, this option is also possible if an engineer lock is programmed.

**Note:** *This is only possible via keypad 1*

### 6.6.2. Switch on engineer lock

Eng. Lock Off

When the engineer lock is programmed to '**On**', it is not possible to return to the default settings by removing jumper JP1 procedure. The panel can only be returned to default settings via menu 6.6.1. If you lose the engineer code, the P.C.B. will have to be replaced or returned.

**Note:** *Test whether the engineer code works before programming this option!*

**Default:** Off

## 6.7. Entry/exit and access zones on 'System clear'

SysC Accs+EE Off

Activates the output when an entry/exit zone or an access zone is activated.

**Default:** Off

## 7. Go to the dialler

### Dialler

The dialler can only be programmed if there is a dialler present. See the description of the RD6203 to program the dialler.

The V6.0 diallers must be defaulted before initial programming, thereafter defaulting may be done as and when required.

**Note:** Only to be used with Transport-PC (TP 5103) and dialler as from version 6.0.

### 7.1.1. Dialler Menu

#### Dialler Menu

With this option you get into programming mode for the dialler.

#### Dialler code

#### Digi Code

Enter your engineer code. Ensure that you press '0' before entering the code to erase any numbers that may be present in the memory. The default engineer code for the dialler is '7812'.

Refer to the 'RD6203 Programming Manual' for more information.

**Default:** 7812

### 7.1.2. Return the dialler to default settings

#### Dialler default

This option is intended to return the dialler settings to those which were programmed when it was delivered, if the 'Dialler Lock' is not programmed ( menu 7.2. of the dialler). If so, this lock has to be removed. When removing JP1, only the panel settings will return to the factory settings. When this function is accepted the panel asks 'Default IRL'. If you press accept, the factory settings for Ireland are programmed. Go to 'Default UK' for the UK settings using the ↓ key.

### 7.1.3. Make a line connection

#### Connect to Line

The control panel can be programmed via Up/Download with this option. Make a direct connection between the dialler and the MODEM of your PC. In this way we have a modem-to-modem connection.

To activate this function there must be programmed at least one account and one telephone number for Up and Download.

# APPENDIX A: SYSTEM MESSAGES

Information on alarms and faults in the system will be stored in the logs of the ADVISOR panels. A total of 150 events can be stored in the CD34 engineer's log.

In the log a report/message consists of two or three parts. First there is a serial number followed by a description of the event, for example **'#001 Arm'**. If key **'0'** is pressed a more detailed description of the event appears, such as the zone name or user name. If **'0'** is then pressed again, the time and an abbreviation for the event are displayed. If this is, for example **'Fri 01 Mar 17:28'**, the event took place on Friday 1 March at 17:28.

Faults often require no extra information, such as **'#002 No Message'**, which means that there was a problem with the report. **'0'** now only needs to be pressed once to obtain the time and date.

The sequence of events in both the engineer's log and the operator's log is chronological. The first event is the most recent and the higher the number of the event, the further back in time.

If a memory is empty, the message **'No events'** is displayed. After the last event **'No more events'** appears.

The operator's log only contains faults or alarms since the last arming. The engineer's log is much more extensive. It also contains arming, disarming and faults, and the log is not deleted by an arming or by returning the panel to default settings.

The operator's log can contain up to 10 events.

Below is a list of the codes/abbreviations of the messages in the operator's and engineer's logs and the messages which are displayed. The column **'Message'** shows the text of the message, **'Comment before/after'** is the number which appears in front or after the message, and **'Description'** is a short explanation.

Message	Comment before/after	Description
22 Key Arm	none	The key switch in this zone has fully armed the system.
22 Key Off	none	The key switch in this zone has disarmed the system.
27 Key Part.	none	The key switch in this zone has partially armed the system.
Alarm	zone	There has been a break-in alarm in this zone
Arm	000	The system has been fully armed via upload/download.
Arm	user	The user has fully armed the system.
Batt.Fault	--	There has been a battery fault.
Batt.OK	--	The battery fault has been resolved.
Remote No.	code tamper	A wrong code has been entered 10 times on a remote panel.
Digi Coms	none	The panel can no longer communicate with the dialler.
Disarm	000	The system has been disarmed via upload/download.
Disarm	user	The user has disarmed the system.
Duress	none	The system has had a duress disarm.
Eng Here	--	The engineer code has been entered and the panel is in engineer mode that moment.
Eng Left	--	The engineer has left engineer mode.
Eng. Res	--	An alarm was triggered when the engineer exited engineer mode. This has been reset using the engineer code.
Eng. Res	system	There has been a raid, tamper or break-in alarm in the system requiring engineer reset.

Message	Comment before/after	Description
Entry/Exit	zone	There has been a break-in alarm in this entry/exit zone
Exit fault	000	Arming using upload/download resulted in an exit fault.
Exit fault	user	The user attempted to arm the system, causing an exit fault.
Exit fault	zone	Arming using the key switch in this zone resulted in an exit fault.
Fire	zone	There has been a fire alarm in this zone.
F.T.C.	none	The dialler has reached the number of attempts at which this message be generated. Depending on the set-up, the dialler may make more attempts and thus be able to report its message.
Fuse	none	The fuse is defective.
Inhibit	zone	This zone is inhibited. The following display indicates who inhibited the zone. If the display shows ' <b>Up/Download</b> ', the inhibit was carried out using upload/download.
Keypad P.A.	remote	A Panic Alarm has been activated using the <b>↑↓</b> keys on the keypad.
KeyRst	zone	There was an alarm while the system was disarmed. This alarm has been reset using the key switch in this zone.
Line fault	none	The dialler detects that the telephone line is not working correctly.
Line clear	none	The line fault has been resolved.
Mains Fail	--	Mains power failed
Mains OK	--	Mains power restored
P.A.	zone	There has been a raid or 'Panic Alarm' in this zone.
Partarm	000	The system has been partially armed via upload/download.
Partarm	user	The user has partially armed the system.
Power Fail	system	The panel is completely without power or there was a watchdog restart.
Remote	rem. discom.	The system no longer has a connection with a keypad/expander.
Res-FTC	system	The system has had an engineer reset via the GD-input (18).
SystRst	000	There was an alarm while the system was disarmed. This alarm has been reset using upload/download.
SystRst	user	There was an alarm while the system was disarmed. This alarm has been reset by the user.
Tam.CD3004	--	The zone expander CD3004 has been removed without it being indicated in the programming.
Tamper	location	There has been a housing tamper. After this message the housing is displayed ('Cabinet Tamper', 'Zone Expander' or 'Remote tamper'). 'Cabinet tamper' comprises of the tamper switch in the cabinet and the inputs 'External tamper' and 'Bell tamper'.
Tamper	zone	There has been a tamper alarm in this zone.
Technical	zone	There has been a technical alarm in this zone.
U/D End	--	Upload/download finished.
U/D Start	--	Upload/download started.
Uninhibit	zone	The inhibit has been removed from this zone- the next display indicates the zone removed the inhibit from the zone. If ' <b>Upload/Download</b> ' is displayed, the inhibit was done using upload/download.

Table 11: Messages in the engineer's log



Other messages which can occur in the system are as follows:

Text	Description
**** V6.00 ****	The control panel is not installed.
Bad e2prom	There is a fault in the programming data in the panel or the panel detects a problem with the data in its e2prom.
Call alarm co.	An engineer reset is necessary. The client cannot arm until this has been done.
Cannot Disarm	It is not possible to disarm with this code.
Cannot Inhibit	The required bridging has not been authorised.
Dialler EEPROM	A fault has been found in the programming data in the dialler.
Error	The new code entered already exists or has not been authorised.
Nd-No Panel Data	The control panel is receiving no more data from the panel.
nnTZone name	During display of open zones. The zone has had a tamper. A double loop connection has been used.
No Ack detect.	During manual test report. The dialler sees no acknowledgement of the report. Possibly wrong protocol.
No dialling tone	During manual test report. The dialler detects no dialling tone.
No handshake	During manual test report. The dialler does not receive a handshake. Possibly wrong telephone number or wrong report bank/protocol.
RKP fault	One or more control panels/expanders are no longer reacting.
RKP locked	The control panel has been blocked via an 'RKP Disable' zone.
U/D busy	An up/download connection has been made.
Verify	Enter your code again (to verify a new or changed code).

Table 12: Other messages displayed



# INDEX

#	
↑↓ PA .....	35
<b>A</b>	
Abort entry time .....	17
Access zones	
with partial arming .....	35
Accs -> EE .....	35
Alarm	
output .....	29
zone .....	24
Alarm confirm	
output .....	30
Alarm messages.....	39
Alarm reset.....	36
All bells cutout.....	18
Alternate date/text .....	19
Arm menu	
user menu options.....	21
Arm/disarm .....	31
Armed display .....	32
Arming with line fault .....	34
Attributes	
example of changing user attributes .....	21
user .....	20
zone .....	25
<b>B</b>	
Backlight .....	32
Backward date.....	19
Bell cutout .....	18
Bell delay .....	18
Bell times .....	18
burglar alarm restore .....	18
failure to communicate .....	18
stop internal bell with external bell .....	18
BothExitBells .....	33
Buz/Bell options.....	33
Buzzer	
output .....	29
Buzzer/Bells options	
entry buzzer.....	33
exit buzzer .....	33
exit fault .....	33
partguard entry buzzer.....	33
partguard exit buzzer.....	33
<b>C</b>	
Change Codes (user menu).....	21
Chime	
automatically armed when system disarms.....	35
Chime on internal bell .....	35
Chime/Bell Test (user menu) .....	21
Clear eng. reset.....	36
Code 01 in use.....	20
Code attribute	
Fs20	
In 20	
Mg .....	20
Ps20	
Us .....	20
Code attributes	
overview of codes available .....	20
Codes	
changing .....	20
deleting .....	20
<i>factory setting</i> .....	20
forced arming .....	20
Connect to line .....	38
<b>D</b>	
Date setting.....	19
Date/text menu .....	19
Default settings	
engineer lock .....	37
returning to .....	8, 37
Default settings of the dialler.....	38
Deleting codes .....	20
<b>Detectors with EAM</b>	
<b>controlled from Walk test</b> .....	16
Dialler.....	38
Dialler code .....	38
Dialler default.....	38
Dialler menu .....	38
Digi code .....	38
Digi cutout.....	18
Disarm from alarm	
output.....	30
Disarm/Arm	
output.....	29
Display	
backlight .....	32
status.....	32
Display Log .....	16
Dual connection	
illustration of principle .....	27
Duress code .....	22
<b>E</b>	
E. Log/Time/Date (user menu).....	21
EE1 Entry .....	17
EE2 Entry .....	17
Eng. Lock .....	37
Eng. reset menu .....	35
Engineer code.....	22
programming .....	22
Engineer lock.....	37
Engineer reset.....	35
Engineer's log	
showing .....	16
Entry buzzer .....	33
Entry time	
buzzer on/off .....	33
programming exit/entry 1 .....	17
programming exit/entry 2 .....	17

Entry times	
programming .....	17
Exit buzzer .....	33
Exit terminator	
zone .....	24
Exit time	
buzzer on/off .....	33
programming .....	17
Exit/Entry 1	
zone .....	24
Exit/Entry 2	
zone .....	24
External bell	
disarmed .....	33
length of time before being activated .....	18
length of time remains activated .....	18
output .....	29
<b>F</b>	
Factory default settings	
returning to .....	8
Factory prog. menu .....	37
Factory settings .....	37
Fault messages .....	39
Final door .....	34
Fire	
Output .....	29
zone .....	24
Fire reset	
output .....	29
Forced arm options .....	31
Forced arming .....	31
options .....	31
Forward date .....	19
<b>I</b>	
I. bell chime .....	35
Infinite exit/entry	
zone .....	24
Inhibit (user menu) .....	21
Install remote .....	30
Internal bell	
output .....	29
<b>K</b>	
Key	
zone .....	23
Key display .....	22
Key switch	
hold/pulse .....	26
showing open zones .....	22
Keypad	
characters available from the keypad .....	7
Keypad disable	
zone .....	24
Keypad keys	
what they mean .....	6
<b>L</b>	
Latch	
output .....	29
Latched chime .....	35

LED test .....	16
Line fault	
arming .....	34
Loop type- Dual .....	27
<b>M</b>	
Maintenance .....	16
Menu item	
selecting .....	11
Messages	
miscellaneous system messages displayed .....	41
system messages displayed .....	39
Miscellaneous .....	31
Miscellaneous functions	
programming .....	31
<b>N</b>	
No arm if LF .....	34
<b>O</b>	
Open zones .....	22
showing .....	22
Operator's log (user menu) .....	21
Options	
buzzer with line fault .....	36
final door .....	34
Other manuals available .....	10
Output	
alarm .....	35
alarm confirm .....	30
buzzer .....	29, 33
Clear output .....	37
external bell .....	18, 29
internal bell .....	18
Output test .....	16
Output type .....	28
alarm .....	29
disarm from alarm .....	30
disarm/arm .....	29
fire .....	29
fire reset .....	29
internal bell .....	29
latch .....	29
P.A. ....	29
partguard .....	29
system clear .....	29
tamper .....	29
tech log .....	30
technical .....	30
trouble .....	30
unused .....	30
walk test .....	30
Outputs/ remotes .....	28
<b>P</b>	
P.A.	
activation on keypad .....	35
options .....	34
output .....	29
silent alarm .....	34
silent P.A. with line fault .....	34
zone .....	23

P.A. menu.....	34
PA - reset.....	36
PA, LF silent .....	34
Partguard	
buzzer during entry time.....	33
buzzer during exit time.....	33
output .....	29
Partguard digi.....	35
Partguard/chime .....	35
Partial arming	
operating access zones .....	35
reporting alarm.....	35
Partial arming/chime .....	35
PF buzzer .....	36
Power fail	
buzzer .....	36
Prog. Alt Text.....	19
Programming map for the CD3403 .....	11
Programming mode	
exiting.....	9
putting the system into.....	8
Programming the system	
recommended order to program .....	9
Prt entry buzzer .....	33
Prt exit buzzer .....	33

## Q

### Quick codes

compared to step-by-step method.....	11
explanation .....	5

## R

RD6203 dialler	
description.....	9
Rearm options .....	32
Rearming (repeated alarms) .....	32
Remotes	
installation.....	30
Remotes connected	
CD3008/CD3009 .....	30
CD3048/CD3049 .....	30
CD9031 .....	30
Repeated alarms	
options.....	32
Reporting	
burglar alarm restore .....	18
failure to communicate .....	18
no report.....	18
Reset code only .....	36

## S

Setting codes .....	20
Shock zones.....	26
<b>Show open zones</b> .....	16
Silent PA .....	34
Summer time .....	19
Summer time setting.....	19
Summertime On .....	19
SysC Accs+EE .....	37
System clear	
output .....	29
System messages .....	39

System test	
LED on remote keypads .....	16
outputs .....	16
<b>showing open zones</b> .....	16
<b>walk test</b> .....	16

## T

Tamper	
output.....	29
zone .....	23
Tamper reset.....	36
Tech log	
output.....	30
Tech zones.....	22
Technical	
output.....	30
zone .....	25
Technical zones	
showing .....	22
Time .....	18
Timed partguard .....	35
Timers .....	17
burglar alarm restore .....	18
enter the alternating text .....	19
entry time 1 .....	24
entry time 2.....	24
forward date.....	19
time setting .....	18
Trouble	
output.....	30

## U

Unused	
output.....	30
zone .....	25
Up/download	
starting up/download with user code .....	22
Up/download code 1.....	22
Up/download code 2.....	22
User codes .....	20
User menu	
arm menu .....	21
change codes .....	21
chime/bell test.....	21
E.log/time/date .....	21
inhibit .....	21
operator log .....	21
User menu options	
overview of user menu options available.....	21
User options .....	20
Users.....	20
starting up/download .....	22

## W

<b>Walk test</b> .....	16
output.....	30
<b>testing detectors</b> .....	16
user able to do .....	31
Walk test menu.....	31
Warnings .....	36
which faults will activate buzzer.....	36
Winter time setting .....	19

## Z

### Zone

loop type(dual/alarm) ..... 27

### Zone attribute

Ac ..... 34

### Zone attribute for key switch

Fs26

Ps26

Pu ..... 26

Qs ..... 26

Us ..... 26

### Zone attributes..... 25

24 ..... 25

Ac ..... 25

Ch ..... 25

In 25

Pg ..... 25

programming ..... 25

So ..... 25

Zone name ..... 26

Zone type ..... 23

Alarm ..... 24

exit terminator ..... 24

exit/entry 1 ..... 24

exit/entry 2 ..... 24

fire ..... 24

infinite exit entry ..... 24

key ..... 23

keypad disable ..... 24

overview of types ..... 23

P.A..... 23

tamper ..... 23

technical ..... 25

unused..... 25

Zones ..... 23

operating the zones ..... 27

shock zones ..... 26

zone name ..... 26



