



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

**ADVISOR<sup>®</sup>**  
**CD72/95/15003**

# **Programming Manual**

**Software from Version: V6.0**

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# HOW TO USE THE MANUAL

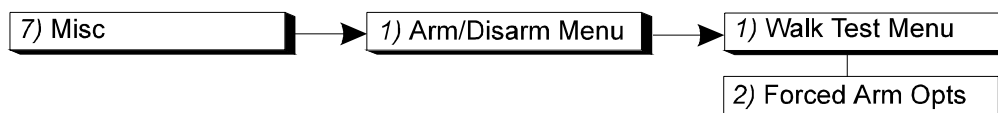
This programming manual explains all the programming options available for the CD95/15003 alarm system. Using the menu structured program, in conjunction with the programming map, allows you to easily and quickly select any required option.

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.

References to the CD95 also apply to the CD150 unless otherwise stated.

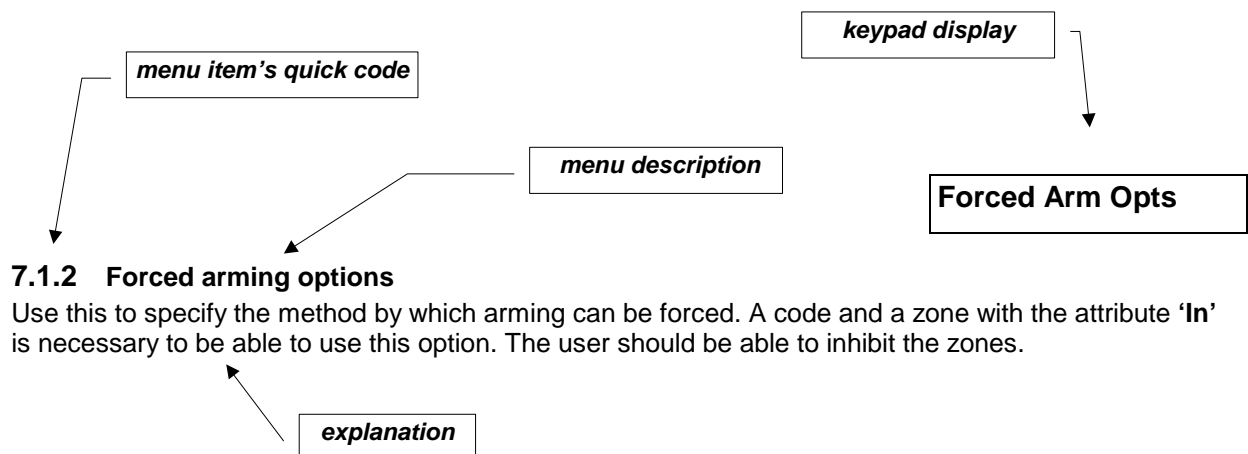
An example of the method used is shown below:

## **Programming map:**



The quick code of menu item 'Forced Arm Opts' is 7.1.2.

## **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

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

# 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'.

Figure 1. Keypad of the CD3008 and CD3048

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

## 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:

1. No areas should be armed as you can only access unarmed areas. 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. Enter '0' followed by a user code to disarm the system (the standard is user code 001 '1122')
2. None of the available areas should be in a triggered state. You will also be unable to access them until the alarm is disarmed.
3. 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 standard engineer code is '1278'.
4. The system may have been programmed so that a user must be entered before granting you access. If so, you should ask a user to enter his code.
5. You are now in programming mode. If a split system is programmed, press '↓' at the text '**Eng.Mode Press ↓**'. The display now shows '**Maintenance**'. Press accept (✓). Use the '↓' key to move to the option '**Extended Access**'. Press accept (✓) again and the system shows which area you gained access to. Areas that do not appear in the display are armed or triggered, or you have no access to them.
6. 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.

1. Use jumper **LK1** (CD95/150). The prerequisite is that the engineer lock is not used. The advantage 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 **LK1**.
  - 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 disturbed, the system will be triggered as it is armed in the standard settings. Enter '0' followed by the standard code '1122' to disarm the system. Use code '1278' to enter programming mode.

If the standard 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 for repair.



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.
  - In a split system, enter a system number if this is requested. In the 'Maintenance' menu you must then accept 'Extended access'. If this has been done, press 'X'
  - Press '7', '6' and '1' successively. You are now in the 'Other', 'Fact. Prog. Menu', 'Standard settings' menu. 'Are you sure?' flashes in the display. If 'No privilege' appears, there are two possibilities:
    - ◇ You are not at keypad 1
    - ◇ The system is split and you have no access to any of the systems. Check this using 'Extended Access'.
  - 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 in order to reduce the likelihood of error or omission:

1. Install the connected remote keypads and expanders, Note the dipswitch settings.
2. Enter the number of systems and common areas.
3. Program a code for every system programmed in point 2 or a code which gives access to all these systems.
4. Indicate which zones belong to which systems.
5. Program the zones with the required functions.
6. Program the zone names.
7. Program the zones on a double loop (alarm & tamper).
8. Program the outputs with the required functions.
9. Program the times (entry/exit, bell, date, time etc.). Do not program any timeslots yet.
10. Program the other options (other menu or extra options in the other menus). Do not program any action lists yet.

11. Go into the maintenance menu and test the zones and outputs.
12. Exit programming mode and test the system as programmed so far.
13. Go back into programming mode and, if necessary, request extended access .
14. Program the dialler and test.
15. Program any timeslots and test them thoroughly.

**NB** *Programming of action lists is only possible with Transport-PC.*

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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 trigger an alarm when you exit programming mode. If an alarm is triggered, 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 triggered. Close all zones that could cause an alarm. Also look out for key switches. If zones are programmed open as key switches with a holding mode or fixed mode operation, 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 keypad casing and is connected to the keypad 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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<b><i>Installation manual CD7203 and CD95/15003</i></b>	Mainly provides installation information.
<b><i>User manual</i></b>	Gives the options for everyday use.
<b><i>Manager manual</i></b>	A user manual which examines the options in more depth. Intended for the manager.
<b><i>Programming manual RD6203</i></b>	Provides information on programming the RD6203 dialler.

# PROGRAMMING MAP CD95/15003

The following programming map provides an overview of all the menus available from the CD95/15003 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 errors.

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 “Def. Holidays” the keystrokes required are as follows:

Using the step-by-step method:

Using the quick code method:

- ↓ to select TIMERS
- ✓↓↓↓↓ to select TIMECLOCK
- ✓↓ to select DEFINE TIMESLOTS
- ✓↓↓ to select DEF. HOLIDAYS

```

2      to select TIMERS
5      to select TIMECLOCK
2      to select DEFINE TIMESLOTS
3      to select DEF. HOLIDAYS

```

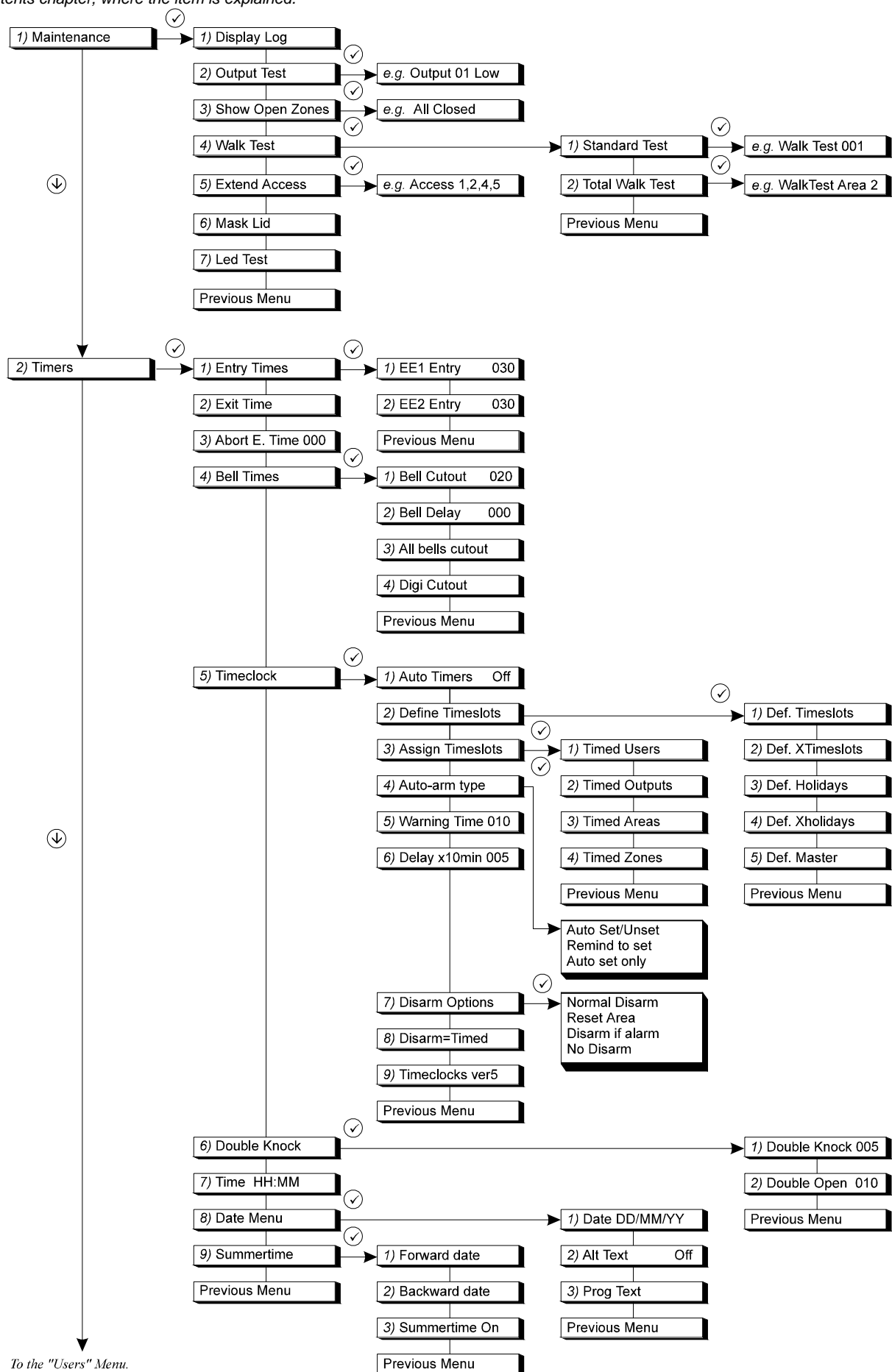
Number of keystrokes:

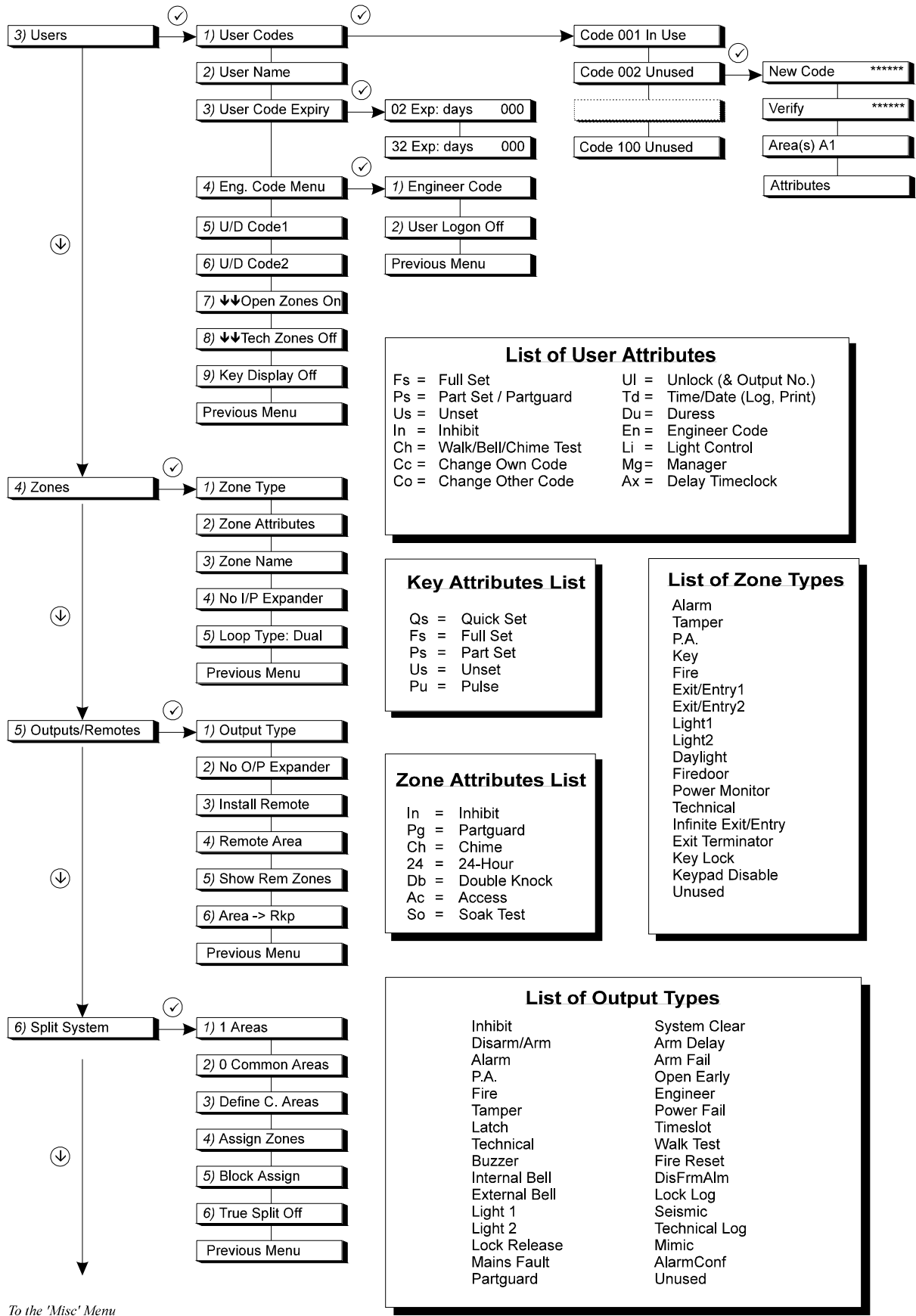
11 4

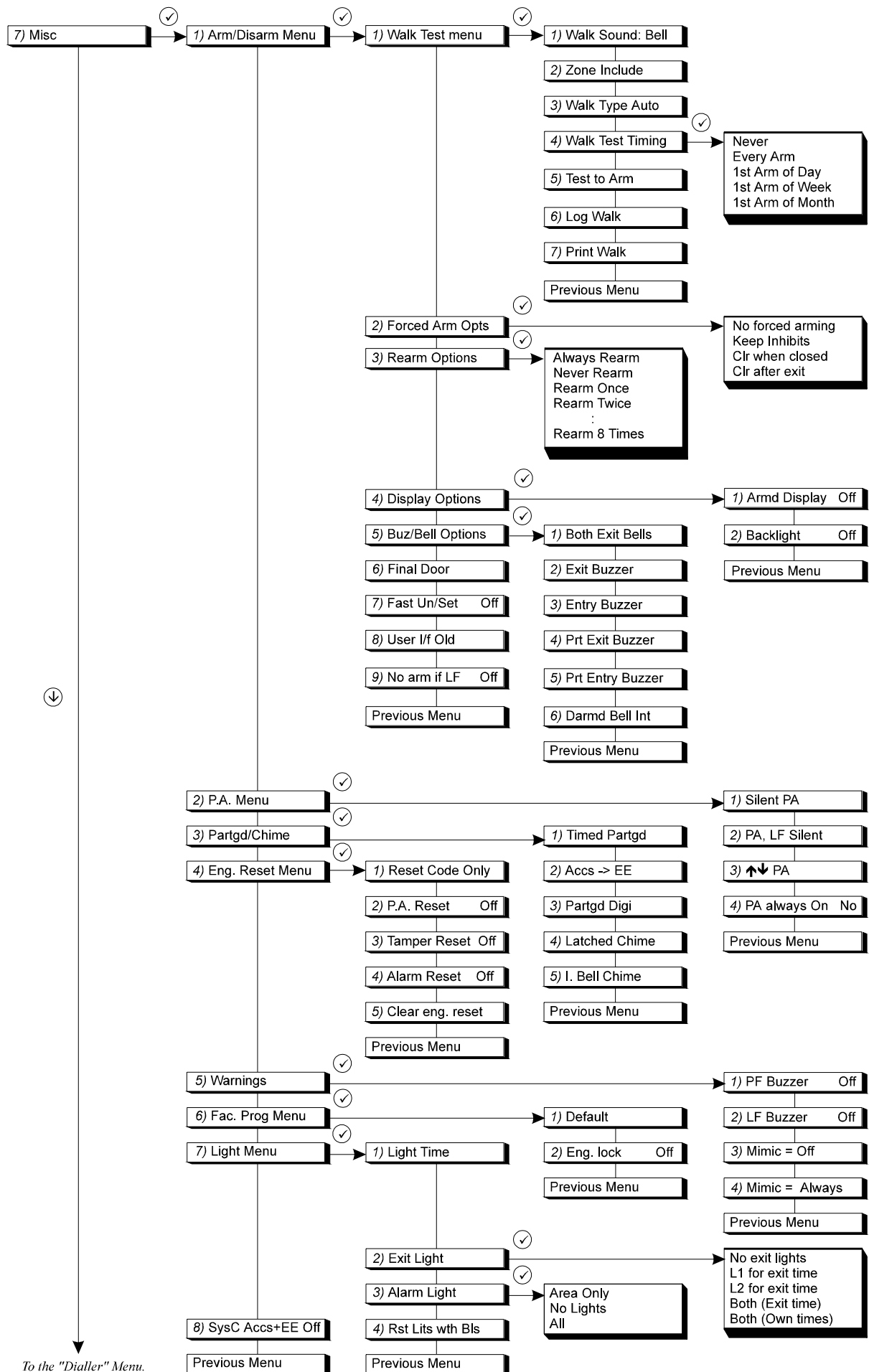
Consequently by using the quick code method, programming is quicker and less prone to error.

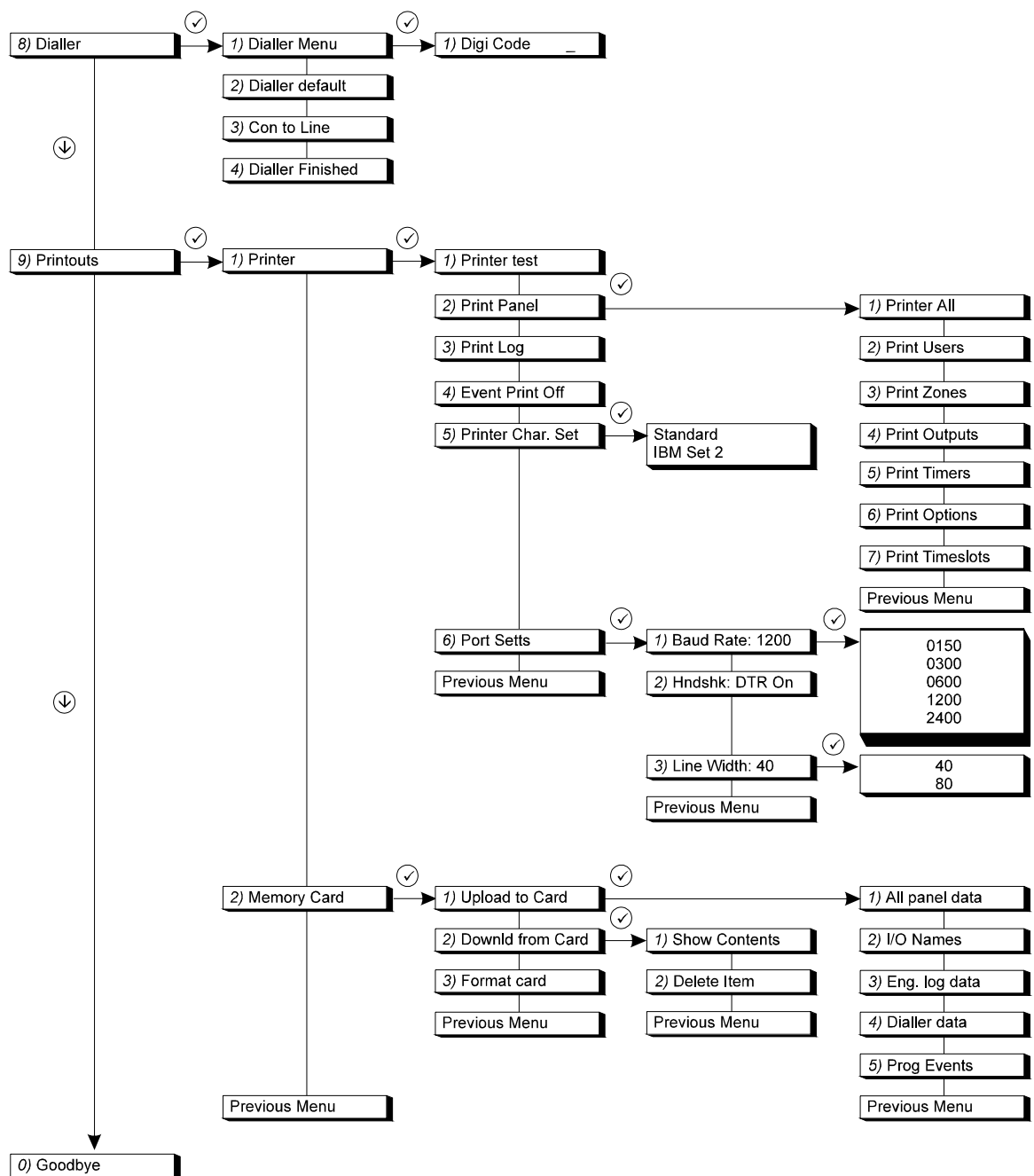
The menu items are explained in the chapter “Menu Contents”. They are listed in the order of their quick codes (as shown in the programming map).

**Note:** The quick code numbers in front of each menu item (7.1.2 Forced Arm Opt's) are also the section heading numbers in the Menu Contents chapter, where the item is explained.













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The menu items are listed in the order of their quick codes (as shown in the programming map).

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## 1. Maintenance menu

### Maintenance

This menu contains tools for maintaining the system.

### 1.1. Show the engineer memory

#### Display Log

Use this function to look at the engineer memory. The engineer memory can contain up to 1000 events. New events are recorded in the memory as event #000. Event 999 becomes event 1000 and thus is deleted from the memory.

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 memory using the '↑' and '↓' keys. See also "**System messages**" in Appendix 3. If you want a printout, use menu 9.1.3, '**Print Log**.'

### 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. 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 trigger an alarm immediately. If everything is on standby, the text '**All Closed**' appears. Zone tampers are shown as '**nnn Tname**', where '**nnn**' is the zone number, '**name**' is the zone name and '**T**' stands for tamper.

### 1.4. Walk testing of zones

#### Walk Test

Using this menu, the operation of the inputs can be checked by the engineer. The Normal and Automatic walk tests are available to the user. See also menu 7.1.1 on page 48.

#### 1.4.1. Standard walk test

#### Standard test

This allows any zone input to be tested. Opening a zone will activate the 'Internal bell' or '**Buzzer**' output for 3 seconds. The choice of buzzer or internal bell is made in menu 7.1.1.1 on page 48. The '**Walk Test**' and '**Memory**' 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.

#### 1.4.2. Full walk test

#### Total Walk Test

This allows a walk test to be carried out by area. By default, this walk test is only valid for zones programmed as '**Exit/Entry**' or '**Alarm**'. In menu 7.1.1, '**Walktest Menu**' extra options can be assigned to this walk test. In this menu, it is also possible to specify which zones are to be tested during the walk test.

You can test every area separately using this option. After you have entered the area to be tested, all the zones not yet tested appear alternately in the display. Zones are regarded as

tested if they have been both triggered and on standby (tamper is not valid when using a double loop).

When all the zones have been tested, the text '**All tested**' appears in the display. After the accept key has been pressed, the text '**Walk Test Pass**' appears. The messages '**255 E-Walkt**' and '**Passed**' are recorded in the engineer memory (Display Log). If programmed in menu 7.1.1.7, the tested zones will be printed.

If the test is aborted before all the zones have been tested, the panel asks '**Abort Walk Test?**'. If this is confirmed, the text '**255 E-Walkt**' and '**Failed**' is recorded in the engineer memory (Display Log). If programmed in menu 7.1.1.7, the tested zones will be printed at the end of the walk test.

### 1.5. Request extended access

#### Extend Access

If several systems are programmed, you can enter engineer mode via one of these systems. However, you can only change the programming for THAT system. You cannot programme more than one system at a time without extended access. Also, you can only gain access to those systems which are not armed or triggered. To gain extended access select this menu option and the enabled systems are then shown, for example, as '**Access 145**'.

### 1.6. Mask lid tamper

#### Mask Lid Tamper

When you accept this function, the tamper switch of the panel, the '**External Tamper**' input and the '**Bell Tamper**' input are automatically inhibited, but only when they are open. They remain inhibited when you exit programming mode so that you can arm and disarm the panel. The inhibited is cancelled when the tamper switches and the inputs are closed again. This is only possible if the tamper is actually open. If this is not the case, the text '**Error Lid Closed**' appears in the display.

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

#### Led Test

Use this option to test whether the LED's on the remote keypads are still 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 and the timeslots 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 triggered (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.

Every system (including the common areas) 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 for each system and each common area.

**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 for each system and each common area.

**Default:** 30 sec.

### 2.2. Exit time

#### Exit Time

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 will be sent to the central station (as well as Fast Format "BA" event: channel 3).

Common areas can be used in a split system. A common area is made up of at least 2 systems. As soon as the exit time for both systems has expired, the exit time for the common area begins.

Can be set from 0 - 255 seconds for each system and each common area.

**Default:** 30 sec.

### 2.3. Extension of the 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 Confirm" (Fast Format channel 7) together with the zone number will be sent to the central station, and an "Alarm Confirm" output will be triggered. 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 and a "Disarm from alarm" output triggered.

It can be set from 0- 255 seconds for each system and each common area. This feature is an ACPO requirement to reduce the number of false alarms.

**Default:** 0 sec.

## 2.4. Bell menu

### Bell Times

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

### 2.4.1. Bell time

#### Bell Cutout 020

The bell time is the length of time for which the '**External Bell**' output remains activated. The start 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 for each system.

**Default:** 3 min.

### 2.4.2. Bell delay

#### Bell Delay 000

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 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'

#### All Bells Cutout

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**' then stops as soon as the system is disarmed.

Every system must be programmed separately for this option.

**Default:** Off

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

#### Digi Cutout

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.

This option must be specified for each system.

**Default:** Off

## 2.5. Timer menu

### Timeclock

The CD95 series has the option of allowing certain operations to take place automatically. The switching method is comparable with a mechanical timer. In order to make the timers comprehensive, not only days of the week but also holiday periods can be entered. An automatic operation will not take place during these holiday periods.

The timeslots can arm/disarm systems, operate outputs, block codes or ignore key switch circuits. Below you will find an overview of what a timeslot does if it is active (between start and stop times).

Timeslot assigned to a	Between start and stop time is
System	Disarmed
Output	Activated
Key switch	Enabled
Code	Enabled

For more information and the use of timeslots, refer to Appendix A, 'Using timeslots' on page 63.

### 2.5.1. Timers active

Auto Timers Off

Set all functions operated by timers to 'On' or 'Off'. If this option is 'Off' the keypad will not react to any timeslots. This option may also need to be active for the programmable action list (refer to Appendix B, on page 69).

**Default:** Off

### 2.5.2. Programming times for the timer

Define Timeslots

Programming timeslots and holidays.

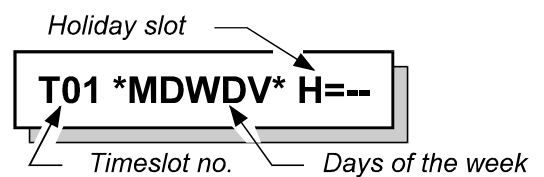
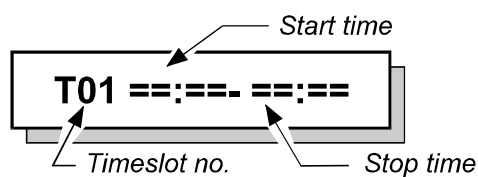
**Default** no timeslots or holidays are programmed.

#### 2.5.2.1. Program timeslot

Def. Timeslots

Program the standard timeslots (maximum 20). First enter the **start time** and then the **stop time**. After pressing accept, you enter the days of the week and holidays on which the timeslot must operate. When programming days of the week use the '0' key to exclude days ('\*' appears for these days) or add days (a letter appears for these days). See also the example on page 65.

**Note:** The start time is the time for disarming, the stop time is the time for arming. The start time should be earlier than the stop time.



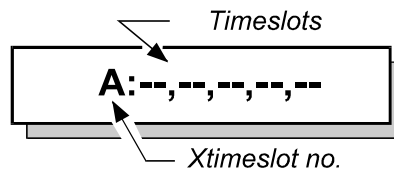
#### 2.5.2.2. Combine timeslots

Def. Xtimeslots

Make a combined timeslot that consists of at least 2 but no more than 5 standard timeslots (see Appendix A). This timeslot will activate during the combined times of the standard timeslots from menu 2.5.2.1. See also the example on page 65.

4 Xtimeslots can be programmed (slots A to D).

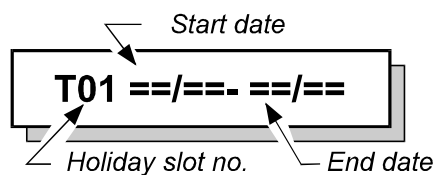
**Note:** A is timeslot 21, B is 22 etc.



### 2.5.2.3. Program holiday blocks

#### Def. Holidays

Holidays are programmed here. They always have a start date and an end date. A timeslot is not active during these programmed days, (providing it is assigned to a holiday, see menu 2.5.2.1). A holiday period is entered in the timeslots with 'H=--' (see the example of timeslot programming on page 65) or is combined first in menu 2.5.2.4. A total of 31 holiday blocks are available. There is also a holiday slot that can be programmed by a manager with the options 'Ax' and 'Mg' (Holiday slot 31).



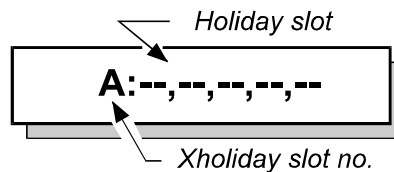
### 2.5.2.4. Combine holidays

#### Def. XHolidays

Programming a combined holiday slot that consists of at least 2 but no more than 5 holiday slots. The programming method is the same as in Appendix 1. A holiday period is entered with "H=--" (see the example on page 59).

8 Xholidayslots can be programmed (slot A to H).

**Note:** A is holiday slot 32, B is 33 etc.



### 2.5.2.5. Extra extended XHoliday slot

#### Def. Master

In this extra extended XHoliday slot (nr. 40), a maximum of 5 XHoliday slots can be combined into 1 EXHoliday slot. The programming is the same as for Xholiday slots. However, the values to be programmed should be between 32 and 39.

### 2.5.3. Set the operation of the timeslot

#### Assign Timeslots

Assign a timeslot to a function. The Xtimeslots use numbers 21 (A) to 24 (D).

**Default** the timeslots are not assigned to anything

#### Timed Users



### 2.5.3.1. User codes with timeslot

A timeslot is linked to user codes. The code can only be used between the **start-** and **stop times** (if the timeslot is active). Outside this period the text '**Timed Code Off**' appears to indicate that the code is not available.

### 2.5.3.2. Output with timeslot

#### Timed Outputs

Link an output to a timeslot. The output concerned must already have been programmed as a '**Time Slot**' before it is assigned to a timeslot or this option cannot be assigned. The output will activate at the **start time** and reset at the **stop time**.

### 2.5.3.3. Area with timeslot

#### Timed Areas

Assign one or more areas to a timeslot so that the system can be armed and disarmed by a timeslot. **The area is disarmed between the start and stop time.**

### 2.5.3.4. Key switch with timeslot

#### Timed Zones

Only allows key switches to be used on this zone input between the **start** and **stop time**. Affects zone types '**Key**', '**Key Lock**' and '**Keypad Disable**'.

## 2.5.4. Operation with a system on timeslot

#### Auto-Arm Type

This option determines whether a system arms and disarms automatically or whether only a signal is given. The arming warning is used to indicate that a system must be armed, thus preventing the user arming too late and being called by the central station. For more information, refer to Appendix A, "**Using timeslots.**"

**Default:** Auto Set/Unset (option 0)

Option		Operation
0	Auto Set/Unset	The system will start arming after the warning time (including the exit time). The system will be disarmed by the timer in the morning.
1	Remind to set	The system will only give a warning to indicate that it must be armed, for example to prevent the central station arming time being exceeded.
2	Auto set only	The system will start arming after the warning time (including the exit time). However, the system will NOT be disarmed by the timer in the morning.

Table 2. Options for automatic arming

## 2.5.5. Warning time auto-arming

#### Warning Time 010

Use this to set the duration of the arming warning. The warning time is intended to indicate that the system will arm after the warning time or that the system should be armed before the end of the warning time. This depends on the programming in menu 2.5.4. The warning time is also used in programming the action '**Auto Arm**' in the '**Action Lists**' (refer to page 69, Appendix B).

The warning time begins at the **stop time** of a timeslot and during the warning time the buzzers of the system will sound a warning. Furthermore, during the warning time the text '**AutoArm Area n**' will appear on the keypads, which have been set up in menu 5.5 (page 46).

Program the warning time from 0 - 255 minutes for each system.

**Default:** 10 min

See figure 2 for a schematic diagram of the times.

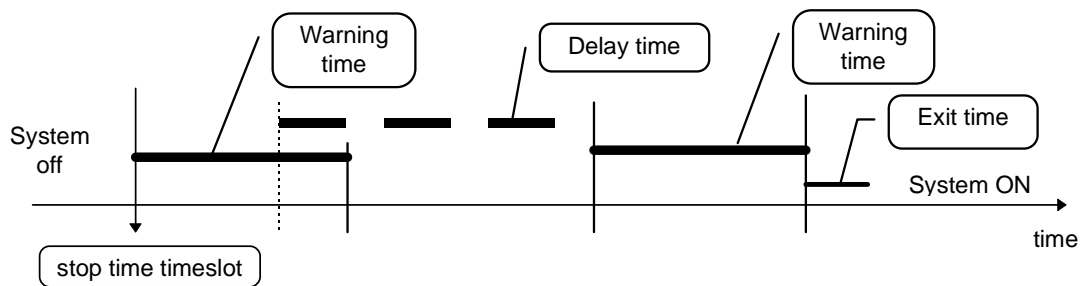


Figure 2. Times in automatic arming

The warning time will begin at the stop time of a timeslot. Arming can be delayed during the warning time with the delay time from menu 2.5.6 or by a user with the options '**Ax**' and '**Mg**' to a time to be set by this user (menu 2.5.9). If this delay time has expired, the warning time will begin again. Arming cannot be delayed again. If the warning time has expired, the exit time will begin and the timeslot will arm the system.

### 2.5.6. Delay time automatic arming

**Delay x10min 005**

If a user has the option '**Ax**' (see menu 3.1, p. 30), the arming time can be postponed during the warning time. Depending on the programming in menu 2.5.9, '**Timeclock is working with Version 5 or Version 6**' the delay can be used only once (software version 5) or more often (software version 6) for each arming time slot.

During the warning time, '**Delay AutoArm**' will be visible in the user's arming menu. Accept this and the arming time will be delayed by the programmed time. The delay time is programmed in increments of 10 minutes for each system.

**Default:** 6 x 10 = 60 minutes

### 2.5.7. Disarming options when using timeslots

**Disarm Options**

Use this to set how the system should react to disarming when a timeslot is active. Four options are available.

**Default:** Normal Disarm (option 0)

Option	Operation
0 Normal Disarm	If a timeslot is active, the system can be disarmed as usual.
1 Reset Area	If a system is armed by a timeslot, an alarm can be reset. The system does not disarm.
2 Disarm if alarm	If a system has been armed by a timeslot, it can only be disarmed after an alarm.
3 No Disarm	As long as a system is armed by a timeslot, the system cannot be disarmed.

Table 2. Disarming options for automatic arming/disarming

### 2.5.8. Disarming before timeslot active

Use this to set whether it is possible to disarm a system when the system has been armed by a user before the timeslot arms it. This option is only available if **‘Normal Disarm’** is not programmed in menu 2.5.7.

**Default:**      *Off*

### 2.5.9.      **Timer operates under version 5 or version 6**

Use this to select whether the timeslots operate under software version 5.x, or whether you want to use the new options in version 6.x. Under version 6 the user can now:

- ✧ Cancel automatic arming for 1 timeslot arming
- ✧ Delay arming to a time to be entered
- ✧ Activate arming delay several times

**Default:**      *Version 5*

## 2.6.      **Options for double knock**

The times for zones programmed with double pulse. Double pulse can be used in zone types **‘Alarm’**, **‘Technical’** and **‘Power Monitor’**. See also menu 4.2 on p.38.

### 2.6.1.      **Double pulse reset time**

This is the maximum permitted time between two pulses to obtain an alarm. If the time between two pulses is longer, there will be no alarm. If you enter **‘0’** here, the zone must remain disturbed during the double pulse open time before an alarm is generated.

In zone types **‘Technical’** and **‘Power Monitor’** this setting is assumed to be **‘0’** irrespective of the programming. Set between 0 - 255 min.

**Default:**      *5 min*

### 2.6.2.      **Double pulse open time**

It is possible to deceive the double pulse function by keeping a zone with the double pulse option triggered. Thus the system only sees 1 pulse. To prevent this, a maximum time should be set for this open time. If this time is exceeded, an alarm is caused.

If the double pulse reset time is set to **‘0’**, an alarm is triggered only if the open time is exceeded (this is always the case in Technical and Power Monitor zones).

Can be set between 0 - 255 sec.

**Default:**      *10 sec*

## 2.7.      **Time**

Use this to program the correct time in hours and minutes.

## 2.8. Date and text menu

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

Date Menu

### 2.8.1. Date

The day, month and year are programmed here.

Date DD/MM/YY

### 2.8.2. Alternate date/text

If you want freely programmable text to alternate in the display with the time/date, enter 'On' here. This option cannot be used if you have already chosen to show the status in the display (menu 7.1.4).

**Default:** Off

Alt Text Off

### 2.8.3. Enter the alternating text

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

**Default:** Aritech

Prog. Alt Text

## 2.9. Settings for summer time/winter time

The options for summer/winter time.

Summertime

### 2.9.1. Summer time setting

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

Forward date

#### 2.9.1.1. Date

The date on which the clocks are put forward.

Date DD/MM/YY

#### 2.9.1.2. Time

The time at which the clocks are put forward.

Time HH:MM

### 2.9.2. Winter time setting

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

Backward date

#### 2.9.2.1. Date

The date on which the clocks are put backward.

Date DD/MM/YY

#### 2.9.2.2. Time

The time at which the clocks are put backward.

Time	HH:MM
------	-------

#### 2.9.3. Use summer time

Use the summer time/winter time settings.

*Default:* On

Summertime 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 001 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.

If you want to change the area the code is assigned to or the attributes of the code, at '**New Code**' enter a '↓'. The code remains unchanged but you can now change the selected area or attributes.

**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 '**Co**' and '**Mg**' attributes.

The total number of user codes is 100.

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

##### Linking areas to a user code"

Area(s) A1

Determine here which area(s) may be operated by a user. Program the required area number by entering the appropriate number. Only programmed areas can be entered.

**Default:** Area 1

##### Set the attributes for a user

Attributes

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

**Default:** Code 1 - Fs, Us

Other codes - Fs, Us after the code has been entered

Option	Gives a code the ability to
Fs	Full Set.(Arm)
Ps	Partially Set.
Us	Unset.(Disarm)
In	Inhibit zones. Also for forced arming.
Ch	Enable and disable the chime function, test the bells and walk test the area (normal and automatic walk test). If the automatic walk test is activated and an walk test must be performed, after entering his code, the user will see the text ' <b>Walk Test Area</b> ' in the display. See also menu 7.1.1 on p. 48.
Cc	Change own code. Do not use if option ' <b>Co</b> ' or ' <b>Mg</b> ' is assigned.
Co	Change all other codes and the associated attributes/areas. No code can be deleted using this option. Only the attributes and areas of this code can be assigned to other users.

Option	Gives a code the ability to
UI	Unlock an output programmed as ' <b>Lock Release</b> ' or ' <b>Lock Log</b> '
Td	Change the time, date and reading of the engineer memory.
Du <sup>1</sup>	Duress.(Forced disarm)
En <sup>2</sup>	Make an extra engineer code.
LI	Connect the Nightwatch external lighting.
Mg	Extra functions. This allows the ' <b>Co</b> ' option to delete or create codes and assign options. It also gives the option ' <b>Ax</b> ' the ability to set the extra holiday slot.
Ax	During the warning time, automatic arming can be delayed or disarmed, or arming can be delayed to a set time. Uses the delay time programmed in menu 2.5.6 (page 26).

<sup>1</sup> If you choose **Du**, no other options are possible, except **Us**. The forced attribute will disarm the system and activate the '**P.A.**' output when the code is entered and send the report '**HA**' (Holdup Activation) to the central station, if programmed (see dialler).

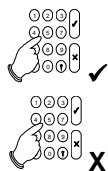
<sup>2</sup> With the attribute **En** no other attribute is possible.

Table 3. Overview of the code attributes

Code 002 In Use		Begin with the code whose attributes you want to change. Press accept '✓'.
New Code _		A new code may be entered. If no new code is necessary, then press '↓'.
A1A*A*		Each ' <b>A</b> ' represents a programmed areas (here 3 areas). Press accept '✓' and give then the number of the area you want to add to or remove from the code. If it is correct, press accept '✓'.
Attributes		Press '↓' to go to ' <b>Attributes</b> '. Press accept '✓' to adjust the attributes.
02 FsUsIn		Only options for arming, disarming and bridging are active. Press the accept key '✓'.
02 FsUsIn OK		'OK' now flashes on the right of the display.
02 FsUsIn In		Press '↓' to scroll through the list of attributes until you arrive at ' <b>In</b> '.
02 FsUs OK		After accept ('✓') has been pressed, 'OK' flashes again. Now add ' <b>Cc</b> '.
02 FsUs Cc		Search for ' <b>Cc</b> ' by using '↓'. Press accept '✓'.
02 FsUsCc OK		Press accept again when 'OK' flashes to accept the changes.

02 FsUsCc

Code 002 In Use



Now press 'X' to return to the list of codes.

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

Name of User Menu option	Code Attributes
1. Arm Menu	Fs, Us
• Normal Set	Fs
• Partguard	Ps
• Set (No Buzzer)	Fs
• Forced Arm	Fs, In
• Delay AutoArm	Ax
• AADlyUntil	Ax
• AA Ignore Off	Ax
• Set Manager Slot	Ax, Mg
2. Inhibit	In
3. Walk/Bell/Chime Test	Ch
4. Light Menu	Li
5. Unlock	UI
6. E.Log/Time/Date	Td
7. Change Codes	
• Change Own Code	Cc
• Change Own Code / User codes / User names	Co
• Change Own Code / User codes / User names Create/Delete codes	Mg
8. Operator Log	Fs, Ps, Us, In

Table 4. 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.

### 3.2. Program the user name

User Name

Here every user can acquire a name which, for instance, is added to the engineer memory after arming or disarming (so it can be printed). The default here is 'Code 001', where '001' stands for the number of the code. The different letters are obtained by pressing a number key several times e.g. 5, m, n, o, M, N, O . With the '↓' key you can move to the next position and when the name is correct, accept by pressing '✓'. For an overview of the location of the letters under the numbers, see the introduction at page 7.

**Default:** Code nnn (nnn is code number)



### 3.3. Automatic deletion of code 2-32

#### User Code Expiry

Codes 2 to 32 can be set up in such a way that the code must be changed within 1 - 255 days. From 8 days before the code expires, the text “**Renew Code Now**” appears in the display. If the code has still not been changed by the last day, the code will then be deleted. These codes must have the option ‘Cc’, ‘Co’ or ‘Mg’.

In order to prevent there being no more codes available, code 1 cannot be deleted or programmed for automatic deletion.

**Default:**      *No code for automatic deletion*

### 3.4. Set the options for the engineer code

#### Eng. Code Menu

This is used to set the engineer code and/or a user who must be granted engineer access.

#### 3.4.1. 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

#### 3.4.2. Access with engineer code and user code

#### User Logon Off

If the attribute is ‘On’, a user code has to be entered after the engineer code. The message ‘**User Reqd:**’ will appear. Only after this user code has been entered is access granted to programming mode.

**Default:**      *Off*

### 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 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. If a split system is programmed you will need to select the area that interests you. This option is only available for areas which are not triggered or armed. 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 disrupted. 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 also displayed. If the system is disarmed after an alarm, the contents of the alarm memory will also be shown on the same display. The display on which this information is shown can be programmed in menu 5.6 on page 46.

**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. Normally the zones work so that the tamper contacts have to be connected to a separate zone.

If CP4003 input expanders are used, these should be activated in menu 4.4.

### 4.1. Program the operation of the input

### Zone Type

The type of every zone can be specified. If the option '**MimicMenu**' (menu 7.5.3, p.57) is set to '**On**', after the zone type has been accepted the question for the Mimic output will appear. The output you specify here is activated if there is an '**Mimic**' output (menu 5.1, p.41) and if the zone input is disturbed. Depending on the programming, only in an armed system or always (menu 7.5.4). Only the '**Technical**', '**Fire Door**', '**Key**' and '**Key Lock**' zone types cannot have this option.

Attributes associated with a program 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
<b>Alarm</b>	<p>An alarm zone only reacts when an area 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 7.1.5.</p> <p><b>Attributes:</b>   In, 24, Ps, Db, Ac, Ch, So <b>Output:</b>       alarm, internal bell, external bell, system OK, fire reset, mimic <b>Dialler:</b>      BA, BR, BB, BU</p>
<b>Tamper</b>	<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 7.1.5.6) 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 options can be assigned to this zone.</p> <p><b>Attributes:</b>   none <b>Output:</b>       alarm, internal bell, external bell, system OK, fire reset, mimic <b>Dialler:</b>      TA, TR, TB, TU</p>
<b>P.A.</b>	<p>P.A. is a 24 hour zone which activates the raid alarm. Whether the raid is '<b>Loud</b>' or '<b>Silent</b>' it is set in menu 7.2.1. It is even possible for the zone to operate in programming mode or during up/download (see menu 7.2.4). No options can be assigned to this zone.</p> <p><b>Attributes:</b>   none <b>Output:</b>       P.A., system OK, fire reset, mimic <b>Dialler:</b>      PA, PR</p>

Zone type	Operation of the zone
<b>Key</b>	<p>This zone type gives the option of arming and disarming areas via an external contact. 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>Each system can have 1 holding status switch.</p> <p>Key zones cannot activate any mimics.</p> <p><b>Attributes:</b> <i>Fs, Ps, Us, Pu, Qs</i>  <b>Output:</b> <i>arm/disarm, buzzer, latch, timeslot, open early</i>  <b>Dialler:</b> <i>BC, CG, CF, CL, OP, OR, OE</i></p>
<b>Fire</b>	<p>The fire alarm zone is a 24 hour zone which activates the fire alarm. Only the <b>'Soaktest'</b> option can be assigned to this zone.</p> <p>When a fire zone triggers 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> <i>So</i>  <b>Output:</b> <i>fire, internal bell, external bell, system clear, fire reset, mimic</i>  <b>Dialler:</b> <i>FA, FR, FB, FU</i></p>
<b>Exit/Entry 1</b>	<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> <i>In, Pg, Ch</i>  <b>Output:</b> <i>buzzer, alarm, internal bell, external bell, fire reset, mimic</i>  <b>Dialler:</b> <i>BA, BR, BB, BU</i></p>
<b>Exit/Entry 2</b>	<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> <i>In, Pg, Ch</i>  <b>Output:</b> <i>buzzer, alarm, internal bell, external bell, fire reset, mimic</i>  <b>Dialler:</b> <i>BA, BR, BB, BU</i></p>
<b>Light 1</b>	<p>An external light detector which operates output <b>'Light 1'</b> can be connected to this zone. This is specifically intended for the Nightwatch system. Other external light options are programmed in menu 7.7.</p> <p><b>Attributes:</b> <i>none</i>  <b>Output:</b> <i>light 1, mimic</i>  <b>Dialler:</b> <i>none</i></p>
<b>Light 2</b>	<p>Similar to <b>'Light 1'</b>, but operates output <b>'Light 2'</b>.</p> <p><b>Attributes:</b> <i>none</i>  <b>Output:</b> <i>light 2, LED driver</i>  <b>Dialler:</b> <i>none</i></p>
<b>Daylight</b>	<p>Input which indicates to the external lighting whether it is day or night. This allows the system to determine whether the lighting should be operated or not. Specifically intended for the Nightwatch system.</p> <p><b>Attributes:</b> <i>none</i>  <b>Output:</b> <i>none</i>  <b>Dialler:</b> <i>none</i></p>

Zone type	Operation of the zone
<b>Firedoor</b>	<p>When the system is disarmed, these zones only activate a previously programmed output and show the zone name on a specified keypad.</p> <p>Thus, when programming this zone type, you are asked for an '<b>Rkp No.</b>' (keypad no.) and then an '<b>Output No.</b>'.</p> <p>An alarm during the day can be reset by entering a valid user code in the keypad specified here. If the system is armed, activation is as for a normal alarm zone. Only the '<b>Soaktest</b>' and '<b>Inhibit</b>' options are available. Inhibiting is only possible when the system is disarmed and is cancelled as soon as the system is armed.</p> <p><b>Attributes:</b> <i>So, In</i>  <b>Output:</b> <i>alarm, internal bell, external bell, system clear, fire reset</i>  <b>Dialler:</b> <i>BA, BR</i></p>
<b>Power Monitor</b>	<p>24 hour zone for checking an external auxiliary supply. This must be supplied without potential and if this zone is disturbed, it displays '<b>Aux Power</b>' on the keypad and a '<b>Aux Pwr</b>' will be reported. The '<b>Trouble</b>' LED will also illuminate as long as there is a fault.</p> <p>The attribute '<b>Double Knock</b>' can be used to indicate how long the input must remain activated before a fault arises.</p> <p><b>Attributes:</b> <i>Db</i>  <b>Output:</b> <i>power fail, mimic</i>  <b>Dialler:</b> <i>AT, AR</i></p>
<b>Technical</b>	<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, the dialler can send a report and the activation is sent to the printer. In the case of the output '<b>Tech Log</b>' this is also recorded in the engineer memory.</p> <p>The attribute '<b>Double Knock</b>' can be used to indicate how long the input must remain activated before a fault arises.</p> <p><b>Attributes:</b> <i>Db</i>  <b>Output:</b> <i>technical, tech log</i>  <b>Dialler:</b> <i>ZA, ZR</i></p>
<b>Infinite Exit/Entry</b>	<p>When this type of input is programmed the panel has an endless exit time, irrespective of the programmed exit time. Only when this input is opened and 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><b>Attributes:</b> <i>none</i>  <b>Output;:</b> <i>mimic</i>  <b>Dialler:</b> <i>none</i></p>
<b>Exit Terminator</b>	<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> <i>none</i>  <b>Output;:</b> <i>mimic</i>  <b>Dialler:</b> <i>none</i></p>
<b>Key Lock</b>	<p>A zone of this type will activate the associated '<b>Lock Release</b>' or '<b>Lock Log</b>' output during the programmed time as soon as this zone is opened. This zone type can, for example, be used as a door opener.</p> <p>The number of the output to be operated is requested during programming. The output must be also be programmed in menu 5.1 as '<b>Lock Release</b>' or '<b>Lock Log</b>' with the required time also being entered.</p> <p><b>Attributes:</b> <i>none</i>  <b>Output:</b> <i>lock release, lock log</i>  <b>Dialler:</b> <i>none</i></p>

Zone type	Operation of the zone
<b>Keypad Disable</b>	24 hour zone which, if opened, puts the associated keypad out of order. Only when this zone is closed can the keypad be used. This can be used to make arming/disarming possible only with a code <b>AND</b> key switch. Keypads are assigned to systems in menu 5.4.  <i>Attributes: none</i> <i>Output: none</i> <i>Dialler: none</i>
<b>Unused</b>	The programmed input is not used. Will not cause any alarm or zone tamper.  <i>Attributes: none</i> <i>Output: none</i> <i>Dialler: none</i>

Table 5. 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 options 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.

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

For an example of programming attributes see "Example 1: Changing attribute 'In' to attribute 'Cc' on page 31.

Attribute	Used for
<b>In</b>	Inhibiting the ' <b>Alarm</b> ', ' <b>Fire Door</b> ' or ' <b>Exit/Entry</b> ' zone. A fire door can only be inhibited as long as the system is disarmed.
<b>24</b>	Making a 24 hour zone (only applicable for alarm zones).
<b>Pg</b>	Partial arming. This zone is inhibited during partial arming.
<b>Db</b>	When the zone may only react after 2 pulses. By setting the ' <b>Double knock reset time</b> ' (menu 2.6.1) to ' <b>0</b> ' the system will only react to a zone when the ' <b>Double knock open time</b> ' (menu 2.6.2) has expired.
<b>Ac</b>	Access zones. These always have an exit delay but only have an entry delay when the entry/exit zone is the first to be disturbed. In other cases this zone will generate an alarm immediately. Can operate as entry/exit zone 1 in partial arming (menu 7.3.2).
<b>Ch</b>	A chime will be activated when the zone is disturbed.
<b>So</b>	Testing a zone. A zone set in a soak test does not generate an alarm or a zone tamper outside, but a disturbance is recorded in the engineer memory if the disturbance would normally have caused an alarm.

Only available for key switches	
<b>Fs</b>	The key switch arms fully.
<b>Ps</b>	The key switch arms partially.
<b>Us</b>	This key switch can be used to disarm.
<b>Pu</b>	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 per system can be programmed for holding status.
<b>Qs</b>	Exit times are not used.

Table 6. Overview of the zone attributes

#### 4.3. 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. When you have accepted the text, the display is empty. You can now enter other 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.

See page 5, table 1 for an overview of the characters.

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

#### 4.4. Install the input expander

No I/P Expander

This is used to set a plug-in input expander (CP4003) on the panel of the CD95/150. The zone numbers used are 145 to 152.

**Note:** When this is not programmed but is present, the unit will not see the zones. If the expander is absent but programmed, zone 145-152 will appear in the display at most when arming. Do not use this option for remote expanders.

**Default:** No CP4003

#### 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. The connection resistor remains 4k7.

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 (based on a 12.7 V power supply between **A** and **B** of the remotes)

**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 7. Operation of the zones

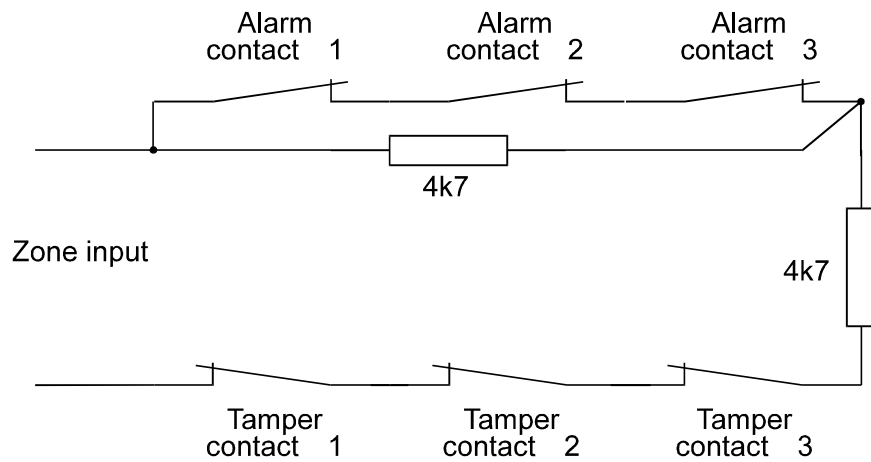


Figure 2. Principle for dual connection



## 5. Program outputs and remotes

### Outputs/Remotes

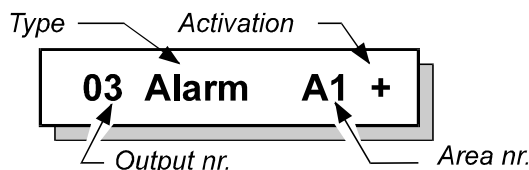
In this menu you can program outputs, install remotes and assign them to areas.

### 5.1. Program the outputs

#### Output Type

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 8 and 49, 50 which are 1 A outputs.



All outputs must be assigned to a specific system. It is not possible to assign outputs to more than one area, except those of the type 'Internal-' and 'External Bell', 'Buzzer' and 'Alarm'. These can be named as 'System'. This means that they react as soon as this event occurs in an area. Normally this only applies to events that are not linked to a single area, such as "Technical" or "Door Open".

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.

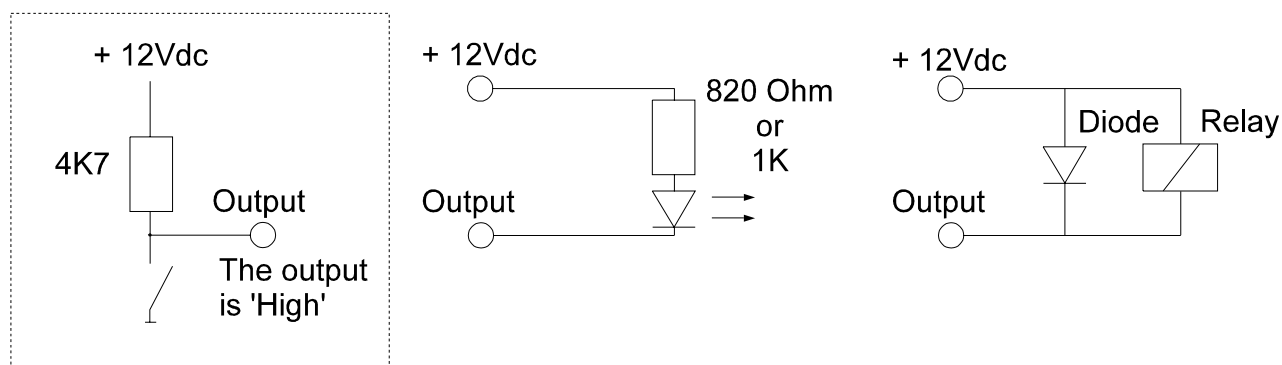


Figure 3. Connection of LED's or relays to the outputs  
(the boxed area is the principle of an output)

Outputs on panel: **1 to 8** (terminal 39 to 46), **49** (terminal 51) and **50** (terminal 53)  
 Default programming:

<b>1</b> = Inhibit	A1 +	<b>5</b> = Fire	A1 +
<b>2</b> = Dis/Arm	A1 +	<b>6</b> = Tamper	A1 +
<b>3</b> = Alarm	A1 +	<b>7</b> = Latch	A1 +
<b>4</b> = P.A.	A1 +	<b>8</b> = Technical	Sy +
<b>49</b> = Int. Bell	Sy -	<b>50</b> = Ext Bell	Sy -

Remote 1		Remote 2		Remote 3		Remote 4		Remote 5		Remote 6		Remote 7		Remote 8	
OA	OB	OA	OB	OA	OB	OA	OB	OA	OB	OA	OB	OA	OB	OA	OB
9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Remote 9		Remote 10		Remote 11		Remote 12		Remote 13		Remote 14		Remote 15		Remote 16	
OA	OB	OA	OB	OA	OB	OA	OB	OA	OB	OA	OB	OA	OB	OA	OB
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

*In remote keypads, OA is the buzzer. In a CD300x keypad Ob is not available.*

Default programming:

**OA** = Buzzer A1 -                      **OB** = Not used

Outputs on the plug-in expander CD9005:                      **41 t/m 48**  
 Default programming:                      Not used

*Table 8. Overview of the outputs on the CD95/150*

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

Type of output	Syst	Output activated
Inhibit	An	Arming when zones are inhibited.
Disarm/Arm	An	As soon as the exit time has expired and the system is armed.
Alarm	Sy, An	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. 22). Can be disarmed with partial arming (see menu 7.3.3) <b>Note:</b> A 24 hour alarm zone only activates this output when the system is armed.
P.A.	An	When a raid alarm occurs through activation of a P.A. zone, an '↑↓ P.A.' via the keypad or when a forced disarm.
Fire	An	As soon as there is a fire alarm. Reset follows when the alarm is disarmed.
Tamper	An	In the event of a tamper alarm or an alarm in a 24 hour zone. Reset follows when the alarm is disarmed.

Type of output	Syst	Output activated
Latch	An	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). In a walk test the memory is used to indicate, via the LED, that the detector has been triggered.
Technical	Sy	As soon as a technical zone assigned to this output is disturbed. If the zone is closed, the output is reset. This output can also be reset via Transport-PC.
Buzzer	Sy, An, Cn	During entry and exit time and when using the chime option on the buzzer of the keypads. Selected by area, common areas or for all the areas via ' <b>Sy</b> '. In remote keypads the first output is always the buzzer. For extra options see menu 7.1.5 (' <b>Buz/Bell Options</b> ') and menu 7.5 (' <b>Warnings</b> ')
Internal Bell	An	In the event of tamper, raid (see menu 7.2), fire, medical (see menu 7.2) and, if armed, alarm, exit/entry, fire door. In the event of a fire alarm the bell pulsates. Reset is set in menu 2.4.3. Any bell delay (menu 2.4.2) also affects this output. The various extra signals can be set up in menu 7.1.1.1 (' <b>Walk Sound . Bell</b> '), menu 7.3.5 (' <b>I. Bell Chime</b> '), menu 7.1.5 (' <b>Buz/Bell Options</b> ') Also during the standard walk test (menu 1.4) if menu 7.1.1.1 is set to internal bell.
External Bell	An	In the event of fire alarm, raid, medical and, if armed, alarm, tamper, exit/entry and fire door. In menu 7.1.5 (' <b>Buzz/Bell Options</b> ') you can set whether the external bell should activate during the day and in the event of exit faults. In the event of a fire alarm the bell pulsates. The bell time and the bell delay are set in menu 2.4.
Light 1	An	When external light 1 zone is disturbed and possibly during exit times and alarms (see menu 7.7). The duration can be set in menu 7.7.1.
Light 2	An	See output ' <b>Light 1</b> '.
Lock Release	Sy	If a zone programmed for ' <b>Key Lock</b> ' (menu 4.1) is opened or if a code with the attribute ' <b>UI</b> ' (menu 3.1) is entered. After a programmed number of seconds the output will reset, unless the time is set to ' <b>0</b> '. In that case it is necessary to enter the code again (holding status operation). Only 1 output of this type can be active but several outputs can be programmed with this type.
Mains Fault	Sy	When the mains power fails. The output resets as soon as it is restored.
Partguard	An	After the system has been partially armed.
System Clear	An	By the option as listed in menu 7.8 and when an alarm, P.A., fire door or medical zone is not on standby or when a zone is in tamper. When the main power, battery or a fuse fails,
Arm Delay	An	If arming is postponed by a timeslot using a code with the option ' <b>Ax</b> ' during the time programmed in menu 2.5.6.
Arm Fail	An	When a timeslot has not been able to arm a system as a result of disturbed zones.

Type of output	Syst	Output activated
Open Early	An	As soon as a system is disarmed before a timeslot would have disarmed it.
Engineer	Sy	If the engineer code is entered and you are in programming mode. When exiting programming mode the output is reset.
Power Fail	Sy	When the panel is restarted after a complete power failure, when a ' <b>Power Monitor</b> ' zone is disturbed or in the event of a battery fault.
Timeslot	Sy	By a timeslot. Is active between the <b>start-</b> and <b>stop time</b> of a timeslot.
Walk Test	An	If a zone being tested is disturbed during a walk test. The output is then activated for 4 seconds.  This output is triggered continuously during a 'standard' or a 'total walk test'  If a zone is disturbed during arming, the walk test is activated continuously. This gives the possibility of checking detectors with anti-masking.
Fire Reset	An	When a valid user or engineer code is entered, the fire reset output for that area is activated (for 4 seconds), provided the area is not armed and not in alarm.
DisFrmAlm	An	'Disarm from alarm' output is activated when the system is disarmed and an alarm was activated when the system was armed. The output disactivates only at the next arming.
Lock Log	Sy	Such as ' <b>Lock Release</b> '. Every activity is now printed and recorded in the engineer memory.
Seismic	An	As soon as a system starts an standard or a total walk test. The output remains activated for 30 seconds. In this way the test equipment for vibration detectors can be activated. If the walk test is completed within 30 seconds, the output will also reset.
Technical Log	Sy	Such as ' <b>Technical</b> '. Every activity is now printed and recorded in the engineer memory(Display log). However, this output cannot be affected by Transport-PC.
Mimic	Sy	As soon as an input referring to this output is disturbed. Whether this always occurs or only during arming depends on the settings in menu 7.5.4.
Alarm Confirm	An	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.
Unused		The output is not used.

Table 9. Overview of the output types

In the list above, **An** stands for system 1 to 8 (*n* is an area number between 1 and 8), **Sy** stands for **System**, and **Cn** stands for common area 1 to 5 (*n* is between 1 and 5)

## 5.2. Install a CD 9005 output expander

No O/P Expander

If there is an output expander present (CD9005), the system should be notified of this using this option. If one is present but not programmed, the outputs will not work.

If the expander is programmed (if present) but is not actually installed, a '**Fuse**' fault in fuse 8 occurs. The outputs are numbered from 41 to 48.

**Default:** No O/P Expander

### 5.3. 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 which has been set up.

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.

Only use dipswitch address 1-8 for the remote keypads (CD3008, CD3009, CD3048 and CD3049). On remote numbers 9 to 16 only the CD9031 can be used.

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

### 5.4. Assign remotes to an area

#### Remote Area

This indicates the destination of '**Lid Tamper**' reports from the remotes themselves. In a single system this can only be to area 1. Where there is more than one area, you can set the area where the tamper from the remote goes to.

In the event of '**Keypad Disable**' the keypad belonging to the same area will not operate if the zone is open.

In the event of '**↑↓ P.A.**' a report will go to the same area as that to which the keypad is assigned.

After accept has been pressed, by default you will see a '**1**' for every installed remote, and the display can look like this with 3 remotes: '**1100000000000010**', 3 x **1** and 13 x **0**. The remotes are located at numbers 1, 2 and 15. All remotes are assigned to area 1. If you have programmed a split system, you can change the remotes indicated with a 1 to another area.

Undo this programming by selecting '**Install Remote**' again and then pressing accept.

**Default:** All remotes to area 1

### 5.5. Show the zones of a remote

#### Show Remote Zones

This function allows you to see which zones are on which remote. This prevents unnecessary counting.

## 5.6. Assign display/keypad to an area

This program line has two options depending on the setting in menu 6.6 '**True Split**'. If this option is set to '**Off**', you assign a keypad to an area. The result is that display texts are sent to the relevant keypad during the warning time or when using the key switch (see menu 3.9 for the key switch).

If the option is set to '**On**', only operations for the areas concerned can be performed on this keypad. If you try to operate an area that is not assigned to this keypad, the text '**No Privilege**' appears.

The only exception is the red alarm LED. This LED always operates for the whole system. This is to indicate that a system is triggered when the bells activate. The bells are reset by entering a code. Only the user of the area concerned can reset the alarm.

**Default:**     *All areas on keypad 1*

## 6. Settings for a split system

### Split System

This section establishes the functions for a split system. You can program a maximum of 8 areas and 5 common areas. This menu is also used to link zones to a system.

A common area is an area which is armed when the systems making up the common area are all armed. This menu is also used to assign zones to an area. You assign the codes to an area as soon as you program the code. If you have divided the system into several areas, most options ask you which area you want to change.

**Ensure** that you have programmed at least one code for every area programmed!

### 6.1. Number of areas

#### 1 Areas

Program the number of areas into which you require the panel to be divided. Adjustable from 1 - 8.

**Default:** 1 Areas

### 6.2. Number of common areas

#### 0 Common Areas

Indicate how many common areas there are. There may be a maximum of 5 common areas.

**Default:** No common areas

### 6.3. Define the common area

#### Define C. Areas

A common area is armed when all the systems belonging to the area are armed. The minimum number of areas for a common area is 2. Any combination of areas is possible.

**Default:** No systems assigned to a common area

### 6.4. Assign zones to systems

#### Assign Zones

Use this option if you want to assign only some zones to an area. It is only possible to assign zones to programmed areas.

A zone is assigned to an area (A1 to A8) or to a common area (C1 to C5). Every area must have at least one alarm zone or entry/exit zone. This applies both to areas 1 to 8 and to the common areas.

**Default:** All zones linked to Area 1

### 6.5. Assign a group of zones to a system

#### Block Assign

This function can be used to assign a group of zones to an area in a single operation. Thus you do not need to enter them separately via menu 6.4. Choose an area and program the first and last zone for the area.

**Tip:** if you want to assign many zones to an area but there are some zones to be omitted, use this menu first and use menu 6.4 to assign the zones to be omitted to other areas.

### 6.6. Splitting keypads

#### True Split Off

Once this option is 'On', the operation of an area will only be possible from keypads that are assigned to the area via menu 5.6

## 7. Miscellaneous menu

Miscellaneous

Programming block with all other functions.

### 7.1. Arm/disarm options

Arm/Disarm Menu

Programming related to arming/disarming.

#### 7.1.1. Options for the walk test

Walk Test Menu

This menu is used to set the options for the walk test. There are four types of walk tests:

- The **standard** walk test. In this all zones are tested separately.
- The **full** walk test. In this each system is tested. This test is not performed if the zones to be tested (can be set) have all been both closed and opened.
- The **automatic** walk test operates in the same way as the full walk test but is intended for the end user. The automatic walk test should be performed at pre-set times. Zones which have already been opened/closed during the day do not need to be tested again.
- The **normal** walk test is similar to the full walk test but is available to the end user.

##### 7.1.1.1. Walk test on buzzer or internal bell

Walk Sound: Bell

If the '**Standard test**' is used (menu 1.4.1), activating a zone will set off the internal bell. It is possible to activate the buzzers on all the keypads instead of the internal bell.

**Default:** *internal bell*

##### 7.1.1.2. Adding zones for the walk test

Zone Include

In the full and automatic walk tests, zones 1 to 16 are selected by default for the walk test. Also the zones on the CD9031 remote line expander and the CP4003 input expander. This means that before the test is cancelled, these zones must have been both on standby and in triggered state. If you want to exclude or add zones to this test, you can indicate this here for each system.

**Default:** *Zones 1 to 16*

##### 7.1.1.3. Activate automatic walk test

Walk Type Auto Off

The automatic walk test is one that the user must carry out at set times (see menu 7.1.1.4). If the walk test is successful, this is recorded in the memory. If the test does not cancel, this is recorded in the memory. It is also possible to set whether the user can arm the system or not (see menu 7.1.1.5).

Zones which have already been triggered and on standby during the disarmed period do not need to be tested by the user.

The automatic walk test can be set up for each area.

**Default:** *Off*



#### 7.1.1.4. When the automatic walk test starts

Walk Test Timing

If an automatic walk test is necessary, you can specify here when the test must be carried out. If the user (only with code attribute 'Ch') wants to arm the system, the message '**Require WalkTest**' appears in the display. Before the test is cancelled it is necessary for all the zones listed (in menu 7.1.1.2) to be both triggered and on standby. Both cancellation and failure are recorded in the memory. If the automatic walk test does not cancel, arming by the user can be blocked (menu 7.1.1.5)

The following options are available for times for the walk test:

Options		Time
0	Never	Never perform an automatic walk test
1	Every Arm	An automatic walk test must take place before every arming by a user.
2	1st Arm of Day	An automatic walk test must take place the first time the system is armed by a user in a day.
3	1st Arm of Week	An automatic walk test must take place the first time the system is armed by a user in a week (as from Sunday).
4	1st Arm of Month	An automatic walk test must take place the first time the system is armed by a user in a month.

Table 10. Overview of the walk test timing

**Default:**      *never*

These options should be set for each area.

#### 7.1.1.5. Automatic walk test before arming

Test to Arm

A cancelled automatic walk test must have taken place before the system can be armed by a user with the code attribute 'Ch'. If the system uses automatic arming by a timeslot, no automatic walk test is necessary, nor is it necessary if a user code is entered during the warning time.

A user who still wants to arm will see the message '**Cannot Arm: WalkT**'.

Set up for each area.

**Default:**      *Off*

#### 7.1.1.6. Untested zones in memory

Log Walk

If this option is on, and if the automatic walk test does not cancel, the zones that were not correctly tested will be recorded in the memory.

Set up for each area.

**Default:**      *Off*

#### 7.1.1.7. Prints zones during walk test

Print Walk

Use this option to specify whether zones that have been tested are printed at the end of a full walk test. Tested zones are not recorded in the engineer memory.

**Default:** Off

## Forced Arm Options

### 7.1.2. Forced arming options

Use this to specify the method by which arming can be forced. A code 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 if 'Normal In ↑' appears in the display.

Set up for each area.

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

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 11. Overview of options for forced arming

**Default:** No forced arming

## Rearm Options

### 7.1.3. Options for repeated alarms

Use this to specify whether or not there must 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.

The option should be specified for each area. Select an option by scrolling down the list using the ↓ key.

**Default:** Always Rearm

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

Table 12. Overview of options for repeated alarms

### 7.1.4. Display options

## Display Options

Settings for the display

#### 7.1.4.1. Status on the display

Armed Display Off

When 'Armed Display On' the system indicates whether the status of the areas should be shown on the display. This makes it possible to see at all times whether an area is disarmed, fully or partially armed or whether an area has been triggered.

This option is for the whole system.

The texts which appear in the display are:

One Area	Split system	Status
System Disarmed	1 2	Areas (1 & 2) disarmed
Leave now	=1= 2	Area 1 is arming (see also menu 7.1.7)
System Armed	[1] 2	Area 1 is fully armed
System Partguard	[1]<2>	Area 2 is partially armed
System Alarm	[1]<2> (1 flashes)	Alarm in Area 1

Table 13. Overview of the options for the status display

If there are more than 4 systems, the display is split and information about systems 1 to 3 or 1 to 4 alternates with the remaining systems.

If the status is 'Armed Display Off', the time/date appears in the display. Otherwise it alternates with the text chosen in menu 2.7.

**Default:** Off

#### 7.1.4.2. Display light always on

Backlight Off

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

**Default:** Off

#### 7.1.5. Options for buzzers and bells

Buz/Bell Options

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

##### 7.1.5.1. 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. This option should be set up for each area. 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 7.1.6.)
- 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 alarm and engineer memories, and the exit fault is reported.

**Default:** Off

#### 7.1.5.2. Buzzer during exit time

#### Exit Buzzer

Specify whether or not the buzzer should be activated during the exit time (full arming). This option should be programmed for each area, including the common areas.

If an area has the option set to 'ON', all 'buzzer' outputs assigned to this area and Sy, will sound.

If an area has the option set to 'OFF', all 'buzzer' outputs assigned to this area and Sy, will not sound for this area. If another area with the option switched 'ON' starts exit, all 'Sy' assigned buzzer outputs will sound.

Refer to page 41 for programming the '**Buzzer**' output.

**Default:** On

#### 7.1.5.3. Buzzer during the entry time

#### Entry Buzzer

Specify whether or not the buzzer should be activated during the entry time (full arming). This option should be programmed for each system, including the common areas.

If an area has the option set to 'ON', all 'buzzer' outputs assigned to this area and Sy, will sound.

If an area has the option set to 'OFF', all 'buzzer' outputs assigned to this area and Sy, will not sound for this area. If another area with the option switched 'ON' starts entry, all 'Sy' assigned buzzer outputs will sound.

Refer to page 41 for programming the '**Buzzer**' output.

**Default:** On

#### 7.1.5.4. Buzzer during partial exit time

#### Prt Exit Buzzer

Specify whether or not the buzzer should be activated during the partial exit time. This option should be programmed for each area.

With the '**Timed Partguard**' set to 'ON', see menu 7.3.1. page 55, and an area has the option set to 'ON', all 'buzzer' outputs assigned to this area and Sy, will sound.

If an area has the option set to 'OFF', all 'buzzer' outputs assigned to this area and Sy, will not sound for this area. If another area with the option switched 'ON' starts exit, all 'Sy' assigned buzzer outputs will sound.

With the **'Timed Partguard'** set to 'OFF', no buzzer will sound for partguard exit, there will be no exit time and the system will immediately partguarded.

Refer to page 41 for programming the **'Buzzer'** output.

**Default:** Off

#### 7.1.5.5. Buzzer during partial entry time

#### Prt Entry Buzzer

Specify whether or not the buzzer should be activated during the partial exit time. This option should be programmed for each system.

If an area has the option set to 'ON', all 'buzzer' outputs assigned to this area and Sy, will sound.

If an area has the option set to 'OFF', all 'buzzer' outputs assigned to this area and Sy, will not sound for this area. If another area with the option switched 'ON' starts entry, all 'Sy' assigned buzzer outputs will sound.

Refer to page 41 for programming the **'Buzzer'** output.

**Default:** On

#### 7.1.5.6. Activating bell

#### Darmed Bell Int

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

**Default:** Internal

#### 7.1.6. Last door setting

#### Final Door

The last door setting is intended to arm the system immediately (4 seconds) after the exit/entry zone has been closed. The exit time will normally be finished if the zone remains 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 that zones with the attribute **'Ac'**, or access zones, are really direct zones and thus must remain closed in the 4 seconds after the entry/exit zone has closed.

This option is available for every area.

**Default:** Off

#### 7.1.7. Fast arm/disarm

#### Fast Un/set Off

Allows several systems to be armed more quickly. The status now appears in the display during arming. The text **'Leave now'** is no longer used. When the status of the areas appears you can immediately indicate another area you want to operate.

When the area is arming, the status of the system appears before the code in the display. You can see from the symbols whether the system is arming (see also menu 7.1.4, p. 50)

The settings apply to the whole system.

**Default:** Off

### 7.1.8. Old or new user interface

User i/f Old

If the 'Old' user interface is being used, the text 'Area 1 Disarmed', 'Area 2 Disarmed', 'Enter Area No.' appears. You can then select and operate the required system.

If the 'New' user interface is being used, all the programmed systems appear on a row and the symbols listed in menu 7.1.4 are used (see p. 50). A line appears under every number in turn to indicate that you should enter a system.

This option applies to the whole system.

**Default:** Old

### 7.1.9. 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 'Off', it is not possible to arm the system when there is a line fault.

**Default:** Off

## 7.2. Raid alarm options

P.A. Menu

Menu with functions for raid alarms.

### 7.2.1. Quiet raid alarm

Silent PA

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

This function can be set for each area.

**Default:** Off

### 7.2.2. Silent raid in the event of a line fault

PA, LF Silent

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

The function should be specified for each area.

**Default:** Off

↑↓ PA

### 7.2.3. Raid on keypads

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

**Default:** Off

PA Always On No

### 7.2.4. Raid alarm always active

If you set this option to 'Yes', a raid alarm will remain active even during up/download or if you are in programming mode.

**Default:** No

## 7.3. Partial arming and doorbell options

Partguard/Chime

Options relating to partial arming and the chime.

### 7.3.1. Partial arming with exit time

Timed Partguard

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

Specify for each area.

**Default:** Off

### 7.3.2. Access zones in partial arming

Accs -> EE

This function is used to specify whether access zones ('Acces') in partial arming should remain as exit/entry zones ('EE') or access zones.

This function should be programmed for each area.

**Default:** EE

### 7.3.3. 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.

Latched Chime

Program for each area.

**Default:** Off

### 7.3.4. Chime with memory

The doorbell is normally disarmed automatically as soon as the system is armed. If the system disarms, the doorbell should be armed again, if required. This option allows this to be done automatically.

The option can be set up for each area.

**Default:** Off

### 7.3.5. Chime also on internal bell

#### I. Bell Chime

The doorbell only activates the '**Buzzer**' output or also the '**Internal Bell**' output.

Program this for each system.

**Default:** Off

### 7.4. 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.

#### 7.4.1. Engineer reset only with engineer code

#### Reset Code Only

There is an input, '**FTC**' (38), on the panel. If this option is changed in '**Code / FTC**', an engineer reset will take place by setting this input to 'min' or in the event of a '**FTC**' fault or by entering a code.

**Default:** Code only

#### 7.4.2. Raid alarm causes engineer reset

#### PA - Reset On

Raid alarms and forced disarms require an engineer reset.

**Default:** On

#### 7.4.3. Tamper causes engineer reset

#### Tamper Reset Off

An engineer reset is required after tamper alarms.

**Default:** Off

#### 7.4.4. 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

#### 7.4.5. 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.

#### Warnings



## 7.5. Warnings menu

Specify here which faults should activate the buzzer and how mimic outputs should react.

### 7.5.1. 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 this is only the fault.

**Default:** Off

### 7.5.2. 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 this is only the fault.

**Default:** Off

### 7.5.3. Menu for mimic programming

MimicMenu = Off

The outputs '**Mimic**' are intended to link alarm zone inputs directly to outputs. During the programming of the zone types, you can link the inputs to the '**Mimic**' output.

**Default:** Off

### 7.5.4. Mimic output always or only during arming

Mimic = Always

You can specify here whether the activation of the '**Mimic**' output happens only when the system is armed or all the time. If '**Armed**' is specified, when the system is disarmed, only 24 hour zones will activate the output.

**Default:** Always

## 7.6. Factory settings menu

Factory Prog. Menu

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

### 7.6.1. Return the panel to factory settings

Default Settings

This option is intended to return 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 factory settings are programmed, just as if LK1 has been removed. In contrast to jumper LK1, this option is also possible if an engineer lock is programmed.

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

Eng. Lock Off

### 7.6.2. Switch on engineer lock

When the engineer lock is programmed to '**On**', it is not possible to return to the factory default settings by removing jumper LK1 and then putting a voltage across the panel. The panel can only be returned to factory default settings via menu 7.6.1. If you lose the engineer code, the panel will have to be sent for repair.

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

**Default:** Off

## Light Menu

### 7.7. External light menu

Use this menu to program the external light options. These external lights are of the Nitewatch type and are connected to the CD95 via an interface (CP4005). There are two light inputs and one daylight input in each system (see also menu 4.1 on page 35). Each system also has two outputs available (see menu 5.1 on p. 41), possible via a type CP2005 220 V relay.

#### 7.7.1. Duration of external light

## Light Time

This is the duration in minutes for which '**Light 1**' and '**Light 2**' are active. These times apply to all systems.

**Default:** 001 min.

#### 7.7.2. External light option during exit time

## Exit Light

Specify the operation of the external light outputs during the exit time.

**Default:** No Exit lights

	Option	Operation
0	No Exit lights	Outputs are not activated during exit time.
1	L1 for exit time	' <b>Light 1</b> ' output active during exit time.
2	L2 for exit time	' <b>Light 2</b> ' output active during exit time.
3	Both (Exit time)	Both outputs active during exit time.
4	Both (own times)	Both outputs active during times set in menu 7.7.1

Table 14. External light options during the exit time

#### 7.7.3. External light options during an alarm

## Alarm Light

If the external light output(s) is/are to be activated during an alarm, this option is used

.

If option 0 or 2 is chosen, the external lighting remains active during the time programmed in Menu 7.7.1.

**Default:** Area Only

Option		Operation
0	Area Only	External lighting in an area are active during an alarm.
1	Common area	External lighting in all the systems associated with a common area are activated by an alarm.
2	All Lights	An alarm in an area activates all external lights, even in another system.
3	No Lights	No external lighting in the event of an alarm.

Table 15. External light options during an alarm

#### 7.7.4. Reset the external light with the external bell

**Rst Lits with BIs**

Reset the external lighting with the '**External Bell**'. In the other case this remains active during the time programmed in menu 7.7.1.

**Default:** Off

#### 7.8. Entry/exit and access zones on 'System OK'

**SysC Accs+EE Off**

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

**Default:** Off

## 8. 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.

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

### 8.1.1. Dialler Menu

Dialler Menu

With this option you get in the programming mode of the dialler.

#### Dialler 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 standard engineer code for the dialler is '7812'.

Digi Code

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

**Default:** 7812

### 8.1.2. Return the dialler to factory 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 LK1, 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.

### 8.1.3. 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.

## 9. Menu for printer and memory card

### Printouts

All the printer functions are programmed in this section. The functions for the memory card are also listed here.

### 9.1. Printer menu

#### Printer

The printer options relate to printing and the settings.

The default printer settings are:

#### 9.1.1. Print a test line on the printer

#### Printer Test

Function to check whether the printer works on the panel. When the settings are correct the text 'CD95 Printer Test' or 'CD150 Printer Test' appears on the printer.

#### 9.1.2. Print panel data

#### Print Panel

This section allows you to choose which sections of the programming you want to print on the printer.

##### 9.1.2.1. Print the complete programming

#### Print All

All the data in the panel is printed.

##### 9.1.2.2. Print the user names and options

#### Print Users

Only the programmed users are printed with name and attributes. The codes themselves will **NOT** be printed.

##### 9.1.2.3. Print the zone programming

#### Print Zones

Prints all the zone types with text and attributes.

##### 9.1.2.4. Print the outputs

#### Print Outputs

Prints the data for all the outputs.

##### 9.1.2.5. Print all the times

#### Print Timers

Prints all the time functions.

##### 9.1.2.6. Print all other functions

#### Print Options

All other options are printed.

#### 9.1.2.7. Print the timeslots

Print Timeslots

The timeslots are printed with all the associated options.

#### 9.1.3. Print the engineer memory

Print Log

Prints the contents of the engineer memory. The entire memory is printed with this option.

#### 9.1.4. On-line printing

Event Print Off

If you want events to be printed at the same time as they are recorded in the engineer memory, this option should be set to 'On'.

**Default:** Off

#### 9.1.5. Use the IBM2/Standard character set

Printer Char. Set

A choice is made here between whether the printer has a standard character set or an IBM 2 character set.

#### 9.1.6. Settings for the RS232 port

Port Settings

The settings for the RS232 port are entered here.

### 9.2. Memory card menu

Memory Card

Here you will find the programming options for up/download to the programming tool.

#### 9.2.1. Save data on the memory card

Upload to Card

It is possible here to save part or all of the programming in the memory card. Before you can save anything, you must first format the card in menu 9.2.1.9. When you choose one of the uploads, the panel asks for a data name. This can be entered in the same way as a zone name. When downloading later you can search for and retrieve the relevant name. Several data blocks can be saved on the card under different names. This can therefore be used, for example, to save different central stations on one card. "T= " is saved after the data name, followed by a letter. This letter stands for the option with which the data has been saved.

##### 9.2.1.1. Save all panel data

All Panel Data

All panel data is copied. **Note:** this is **WITHOUT** the dialler programming as this is saved separately with the next option. The engineer memory is now also excluded.

Gives T=E.

##### 9.2.1.2. Save the zone names

I/O Names

Names of the inputs and outputs.

Gives T=B.

### 9.2.1.3. Save panel data & memory

Eng. log data

Now all the panel data (without the dialler) and the engineer memory are copied to the card.

Gives T=G.

### 9.2.1.4. Save the dialler programming

Dialler Data

The data in the dialler is saved.

Gives T=F.

## 9.2.2. Read data from the memory card

Download from Card

Use these options to read data from the memory card.

### 9.2.2.1. Show the contents

Show Contents

The data on the card can be read using this option. Use the '↑' and '↓' keys to move to the correct name and press accept. The text 'T= ' indicates what data has been saved.

### 9.2.2.2. Delete data from the memory card

Delete Item

If you press accept you will see the contents of the card and you can move through them using the '↑' and '↓' keys. Select the item to be deleted from the card by accepting the name.

## 9.2.3. Format memory card

Format card

When this function is executed, the card is formatted. This should **ALWAYS** be done before the card is used for the first time. When a card is not formatted, the display indicates '**Card fault**'. When the card is formatted, all the data on the card is deleted. Therefore the panel asks for confirmation with '**Are you sure?**' before formatting is executed.





# APPENDIX A: USE OF TIMESLOTS

The term '**Timeslots**' represents a collection of functions that are present in the CD95 to automate periodically recurring operations. If these operations take place at fixed times, they can in many cases be performed by the system. Consider, for example:

- ◆ Opening an access door
- ◆ Activating lighting
- ◆ Automatic arming/disarming of systems
- ◆ Granting access to users only at set times

The CD95/150 has a timer in order to carry out these functions correctly. You can set up this timer yourself by combining a collection of times, days of the week and holidays. Together, these form a year clock.

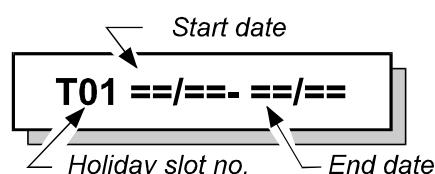
Imagine, for example, that this year clock must work according to the following settings:

DAY OF WEEK	FROM	To	
Sunday	Armed all day		<b>Holidays</b> 1 January 8 April 4 & 5 May 1 July to 20 July 25 & 26 December 31 December
Monday	12:30	18:45	
Tuesday	08:30	18:45	
Wednesday	08:30	18:45	
Thursday	08:30	21:45	
Friday	08:30	18:45	
Saturday	08:30	17:45	

Table 16. Required programming

This table show the times during which the timeslots will be active.

It can clearly be seen from this table that the times on Tuesday, Wednesday and Friday can have the same setting. Monday, Thursday and Saturday should each have a separate timeslot. No timeslot is necessary for Sunday because no timeslot needs to be active on that day.



If you are going to program this, begin with the holiday periods. Go to menu 2.5.2.3, '**Define Holidays**'. The display now shows 'T01 ...' and as soon as you press Accept (✓), you can enter the first holiday period. You should enter the programming as follows:

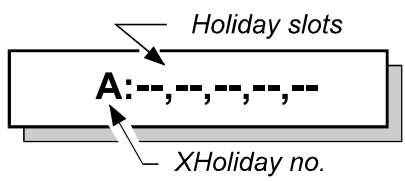
Holiday slot	Start date	End date
T01	01/01	01/01
T02	08/04	08/04
T03	04/05	05/05
T04	01/07	20/07
T05	25/12	26/12
T06	31/12	31/12

Table 17. Programming holiday slots

The programming of the holiday slots is now almost finished. In order to be able to modify the holiday slots, they must first be combined. This is done in two stages. Holiday slots 1, 2 and 3 should be combined first, followed by holiday slots 4, 5 and 6 in an XHoliday slot. Press **X** to exit programming of the holiday slots. Press the ↓ key and go to menu 2.5.2.4, '**Def. XHolidays**'. In the display you will now see:

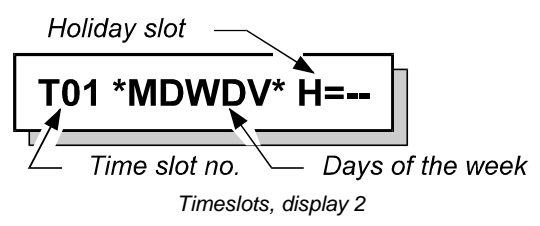
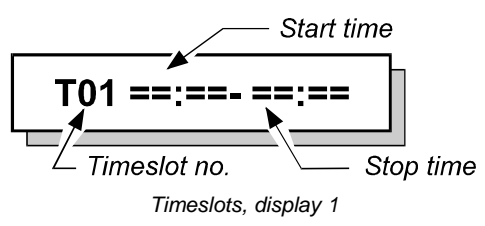
Press **✓**, enter **0, 1, 0, 2, 0, 3** successively and then press **✓** again.  
 Press **↓** and you can now enter XHoliday slot **B**. Press **✓** again and enter **0, 4, 0, 5, 0, 6** successively. Press **✓** again.

These XHoliday slots can be combined again in the Master holiday slot.  
 Press **X** to end programming of the XHoliday slots. Use the **↓** key to move down to menu 2.5.2.5, '**Define Master**'. Press **✓** and then enter **3, 2, 3, 3**. Accept with **✓**.



Holiday slots A and B are now combined in the EXHoliday slot 40.

By assigning this Extended XHoliday slot to individual timeslots, these timeslots will not become active on these days.

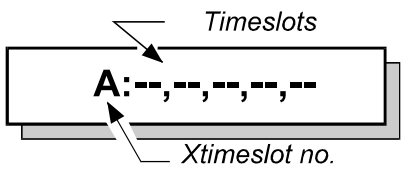


The timeslots are programmed in menu 2.5.2.1, '**Def. Timeslots**'. Press **X** and use **↑** to search for this menu. Accept with **✓**. The display shows '**T01 ...**'. You can now enter the timeslots. The information you should enter is split across two displays. First program the times, followed by the days of the week and holiday periods. Table 3 shows the programming of the timeslots.

Timeslot	Start time	Stop time	Days	Holiday (H=)
T01	12:30	18:45	*M*****	40
T02	08:30	18:45	**TW*F*	40
T03	08:30	21:45	****T**	40
T04	08:30	17:45	*****S	40

Table 18. Entering timeslots

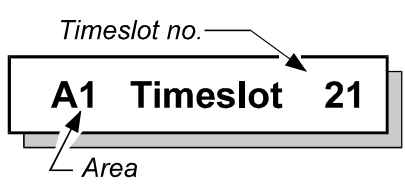
When you see the display that is illustrated as display 1, first enter the start time and then the stop time. Accept this and use the arrow keys and the **0** to select the days of the week. Finally, enter the holiday slot and then press **✓**.



The timeslots are now combined in menu 2.5.2.2, '**Def. XTimeslot**'. Press **X** and move down with the **↓** key. Press **✓**. You will now see '**A: ....**'. Press **✓** and press **0, 1, 0, 2, 0, 3, 0, 4** successively. Press **✓** again.

The timer is now ready and can be linked to a function. This is done in menu 2.5.3, '**Assign timeslots**'. If the timeslot should arm and disarm Area 1, proceed as follows:

Press **X** to finish programming the XTimeslots. Press **X** again to exit timeslot programming and use **↓** to move to '**Assign Timeslots**'. Press **✓** and go to menu 2.5.3.3, '**Timed Areas**'. Press **✓**. You will now see '**A1 ....**'. Press **✓** again and enter **2, 1**. Timeslot 21 is XTimeslot A, 22 XTimeslot B, etc.. If desired, you can also assign another area to the same timeslot or to a totally different timeslot. You can also use this, for example, to control an output or to grant access to users only at certain times.  
 Before the timer can work you must set '**Auto Timers**' in menu 2.5.1 to '**On**'.



### How will automatic arming now work?

On the days you have entered, the timeslot will automatically disarm the system at 08.30 or 12.30. The system remains disarmed until 18:45 or 21:45. At that point the warning time begins. This time is intended to

indicate that the system will automatically arm in the near future. The indication is given by the buzzers on the keypads beeping, first at long intervals and then increasingly quickly. In the area keypads (menu 5.6, '**Syst -> RKP**') the text '**AutoArm Area 1**' will appear.

During the warning time it is possible to delay the automatic arming, but only by users with option '**Ax**' and possibly '**Mg**'. A user with option '**Ax**' can do this only for a set time. A user with both option '**Ax**' and '**Mg**' can also postpone arming to a time to be set by himself.

At the end of this delay period, the warning time begins again. If the timer is using version 6, the delay can be activated again. This is not possible under version 5.

For more options, see the programming in menu 2.5.



# APPENDIX B: PROGRAMMABLE ACTION LISTS

The CD95/150 has the option of initiating a series of actions as the result of an event. A total of 12 action lists can be entered.

These action lists cannot be programmed via the keypad, but only via Transport-PC.

Examples of the options offered by the action lists are as follows:

- ◆ **Arming several systems by one code**
- ◆ **Disarming of timeslots**
- ◆ **Temporary disarming of a system**

The events that can initiate an action list are:

- ◆ **Entering a user code**
- ◆ **Arming a system**
- ◆ **Disarming a system**

The actions which can be initiated by these are:

- 1. Arm**  
Arming a system as if this were being done by a key switch. The option '**Key Display**' (menu 3.9, p. 33) is not operational so the use of '↓↓' is recommended before checking for open zones.  
*Report: CP*
- 2. AutoArm**  
Arming a system as if this were being done via timeslots. The warning period is therefore used and arming can be delayed. The '**Auto Timers**' option (menu 2.5.1, p. 23) should be '**On**'.  
*Report: CP,CE,OT*
- 3. Disarm**  
Disarms a system.  
*Report: OA,OR*
- 4. H:M**  
Waits for '**H**' hours and '**M**' minutes for the list to be processed further.
- 5. M:S**  
Waits for '**M**' minutes and '**S**' seconds for the list to be processed further.
- 6. O/p On**  
Controls an output. Ignores the operations already programmed but can be affected by them. The restore follows with an action '**O/p Off**' or through the programmed operation of this output.

## 7. **O/p Off**

Deactivates an output. Ignores the operations already programmed but can be affected by them. Is used to restore an output that has been activated by '**O/p On**'.

## 8. **O/p Int.**

Activates an output intermittently. Ignores the operations already programmed but can be affected by them. The restore follows with an action '**O/p Off**' or through the programmed operations of this output.

## 9. **SlotOff**

Deactivates the operation of a timeslot for a system. This applies during one timeslot activation. This option will become inoperative at the '**Start time**' of the next timeslot. Has no effect on the '**AutoArm**' action by an action list.

## 10. **SlotOn**

Reactivates the operation of a timeslot. Only affects a previous '**SlotOff**' action.

## 11. **StopEv**

Stops an action list. The action list will only operate again after '**Let Ev**'

## 12. **Let Ev**

Enables a previously stopped (with '**StopEv**') action list. Using a '**Let Ev**' the action list will once again operate and react to the programmed event.

### **Note:**

- ◆ When you want to arm a system using an action list and a code, do not program the code used for that system nor should you program without attributes. This is because the action list will first start the action list and then perform the attributes for the code. Thus arming the system concerned via an action list in this way will immediately lead to disarming by the code.
- ◆ If you use a '**StopEv**' in an action list you should use a '**Let Ev**' in another action list. Otherwise an action list will no longer react.
- ◆ An output that is activated by an action list should, by preference, be restored by the action list. Otherwise the output will only be restored by its programmed operation.
- ◆ Arming or disarming using an action list will not show an alarm memory or open zones. For this to occur, observe the necessary programming.

### **Example 1.**

Deactivate automatic arming when code 10 is entered.

**Start list:** User 10

- |                  |            |  |
|------------------|------------|--|
| <b>Action 1:</b> | O/p On 9   | - Activate output 9 (buzzer keypad 1)    |
| <b>Action 2:</b> | SlotOff A1 | - Arming by timeslot Area 1 deactivated  |
| <b>Action 3:</b> | M:S 00:10  | - Wait 10 sec.                           |
| <b>Action 4:</b> | O/p Off 9  | - Deactivate output 9                    |
| <b>Action 5:</b> | Finish     | - Last event should be ' <b>Finish</b> ' |

### **Example 2.**

Arm Area 2 when Area 1 is armed.

**Start list:** Arm: Area 01

**Action 1:** Arm A2 - Arm Area 2  
**Action 2:** Finish - Last event should be '**Finish**'

### **Example 3.**

When code 10 is entered, area 2 should be disarmed for 10 minutes. After 10 minutes have elapsed, area 2 should be rearmed. The buzzer on keypad 2 should sound intermittently.

**Start list:** User 10

**Action 1:** Disarm A2 - Disarm Area 2  
**Action 2:** O/p Int 11 - Output 11 (buzzer remote 2) sounds intermittently  
**Action 3:** H:M 00:10 - Wait 10 minutes  
**Action 4:** Arm A2 - Rearm Area 2  
**Action 5:** O/p Off 11 - Deactivate output 11  
**Action 6:** Finish - Last event should be '**Finish**'





## APPENDIX C: SYSTEM MESSAGES

Information about alarms and faults in the system are stored in the memories of the ADVISOR panels. A total of 1000 events can be stored in the CD95 series.

A report/message in the memory consists of two or three parts: the event number followed by a description of the event, for example **'#001 Eng Here'**. If key **'0'** is then pressed a more detailed description of the event appears, such as the zone name or user name. In this case it could be **'1st Engineer'** which means that the engineer code has been entered. If **'0'** is pressed again, the time and the system in which the event took place will appear. If, for example, this is **'Fr 01 Mar 17:28 Sy'**, the event took place in system 1 on Friday 1 March at 17:28.

Faults often require no extra information, such as **'#002 A1 FTC'**, 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 memory and the alarm memory is chronological. The first event is the most recent and the higher the number for the event, the further back in time.

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

The same events are found in the engineer and operator memories, except that the former is more extensive. Arms/disarms and faults are also stored here. The operator memory is erased after arming while the engineer memory stores events for long periods of time. The operator memory can contain up to 15 events.

The table below lists the codes/abbreviations of messages in the alarm and engineer memories as well as the displayed messages. The column **'Message'** lists the text of the message, **'Comment before/after'** lists the number displayed before or after the text, and **'Description'** provides short explanation of the message.

Message	Comment before/after	Description
AA Delay	user	The user has delayed automatic arming. This can be a fixed time or the user has entered a new time.
Access	user	The user has entered a code with the <b>'Unlock'</b> option.
Act. Cancel	action list	The action list has been started as the result of a code being entered or a system being armed/disarmed.
Act.Cancelt	--	There was an alarm while the area was disarmed. This alarm was restored using an action list.
Alarm	zone	There has been an alarm in this zone.
Arm	000	The system has been fully armed via up/download.
Arm	action list	The system has been armed using the action list.
Arm	user	The user has fully armed the system.
Arm Fail	000	Automatic arming has failed because the system was still disturbed.
AutoArm	--	An area has been armed automatically using the timer.
Autocancel	--	There has been an alarm while the system was disarmed. This alarm has been reset the timer.
AutoOff	--	An area has been disarmed by the timer.
Aux Pwr	zone	The auxiliary power supply, which is controlled by this zone, has failed in this zone.

Message	Comment before/after	Description
Batt. Prob.	--	There is a battery or fuse fault. The system cannot be armed until the fault is remedied if menu 7.1.9 is set to 'On'.
Batt. Rest	--	The battery fault has been remedied.
Cancel	000	There has been an alarm while the system was disarmed. This alarm has been reset using up/download.
Cancel	user	There has been an alarm while the system was disarmed. This alarm has been reset by the user.
Code tam	remote	An incorrect code has been entered 10 times on the 'remote' keypad.
CodeChg	user	The user has changed a user code.
DateChg	user	The user has changed the date.
Digi Com	system	The panel can no longer communicate with the dialler.
Disarm	000	The system has been disarmed via up/download.
Disarm	action list	The system has been disarmed by the action list.
Disarm	user	The user has disarmed the system.
Duress	system	The system has been subject to a forced disarm.
E-Walkt	engineer	The engineer has performed an walk test.
Eng Here	--	The engineer code has been entered and from that moment the panel is in engineer mode.
Eng Left	--	The engineer has exited engineer mode.
Eng Res	area	There has been a raid, tamper or alarm in the system which requires an engineer reset.
Eng.Cancel	--	There was an alarm when the engineer exited engineer mode. This alarm has been restored using the engineer code.
EngR by	area	An engineer reset has been performed for the system.
Exit/En	zone	There has been an alarm in this entry/exit zone.
ExitFlt	--	Automatic arming failed because there was an exit fault.
ExitFlt	000	Arming using up/download resulted in an exit fault.
ExitFlt	action list	Arming via the action list failed because there was an exit fault.
ExitFlt	user	The user has tried to arm the system, which has resulted in an exit fault.
ExitFlt	zone	This is the zone that caused the fault.
Exp. Tam	--	The zone expander CP4003 has been removed without this being indicated in the programming.
Fire	zone	There has been a fire alarm in this zone.
Fire-Dr	zone	The firedoor has been opened in disarmed state.
FTC	area	The dialler has reached the number of attempts at which this message must be generated. Depending on the setup, it is possible to prevent the dialler making more attempts but for it still to be able to report the message.
FTC-reset	system	The system has had an engineer reset via the FTC input (38).
Fuse	fuse	The fuse is defective.
Inhibit	zone	This zone has been inhibited. The next display shows who inhibit the zone.
Key Acc	zone	The key switch in this zone has activated this door opener.
Key Arm	zone	The key switch in this zone has fully armed the system.
Key Can	zone	There has been an alarm while the system was disarmed. This alarm has been reset using the key switch in this zone.
Key Off	zone	The key switch in this zone has disarmed the system.
Key Part	zone	The key switch in this zone has partially armed the system.

Message	Comment before/after	Description
Lid Tam.	location	Means there is a casing tamper. The casing (' <b>Panel Tamper</b> ' or ' <b>Remote Tamper rr</b> ') is displayed after this message. Panel tamper comprises the tamper switch in the case and the inputs ' <b>External Tamper</b> ' and ' <b>Tamper bell</b> '.
Line C.	whole system	The line fault has been rectified.
Line F.	whole system	The dialler detects that there is a fault in the telephone line.
LogonBy	user	The user has given the engineer access to engineer mode.
Mains fail	--	Mains power has failed.
Mains Rest.	--	Mains power has been restored.
Medical	zone	There has been a medical alarm in this zone.
No AA	user	The user has cancelled the automatic arming for the day.
P.A.	zone	There has been a raid alarm in this zone.
Partgd	000	The system has been partially armed via up/download.
Partgd	user	The user has partially armed the system.
PowerFail	system	The panel has had a complete power failure or there was a watchdog restart.
Reset	000	It is only possible to reset an alarm in the system as long as a timeslot is active. In this case this was done using up/download. This is only valid if the timeclock disarm option has been programmed as 'reset to alarm'.
Reset	user	It is only possible to reset an alarm in the system as long as a timeslot is active. In this case this was done by the user.If
RKP	remote	The system no longer has a connection with the remote keypad ' <b>remote</b> '.
RKP P.A.	remote	A raid alarm has been activated using the <b>↑↓</b> keys on the ' <b>remote</b> ' keypad.
RLE	remote	The system no longer has a connection with the remote expander ' <b>remote</b> '.
Tampr	zone	There has been a tamper alarm in this zone.
Technic	zone	There has been a technical alarm in this zone.
TimeChg	user	The user has changed the time.
TimeChg	255	The engineer has changed the time.
TPC No AA	--	Automatic arming will not take place today. This has been done using up/download.
U/D End	--	Up/download ended.
U/D Sart	--	Up/download started.
Uninhibit	zone	Inhibit has been removed from this zone. The next display shows who removed the zone from the bridging. If the display shows ' <b>Up/Download</b> ', this has been done using up/download.
Walkt	user	The user has performed an walk test.
WikFail	zone	The zone has not been tested or has tested faulty during the walk test.
WikPass	zone	The zone has tested correct during the walk test.

Table 19. Texts in the engineer memory

Text	Description														
**** V6.00 ****	The keypad is not installed.														
Access denied	This code grants no access or the code has been entered too slowly.														
Alarm is reset	The area cannot be disarmed except between the start and stop times of the timeslot. The area can only be reset in the event of an alarm.														
Area busy	An operation is still busy on another keypad.														
Area <i>n</i> Timeslot	Area <i>n</i> cannot be disarmed except between the start and stop times of the timeslot. This text appears when the code is entered.														
Arm System <i>n</i>	The warning time for system <i>n</i> has started. The system must be armed before the warning time expires.														
AutoArm Area <i>n</i>	The warning time for Area <i>n</i> has started. The area will arm automatically at the end of the warning time.														
Aux Power	A ' <b>Power Monitor</b> ' input has been disrupted.														
Call Alarm Co.	An engineer reset is necessary. The client cannot arm until this has been done.														
Cannot Arm:Walkt	The system cannot be armed until an walk test has been successfully carried out.														
Cannot Disarm	It is not possible to disarm with this code.														
Dialler EEPROM	A fault has been found in the programming data in the dialler.														
EEPROM xxx	<p>There is a fault in the programming data in the panel. xxx is a number indicating which parts of the programming have a problem. To arrive at xxx you may have to add up the numbers.</p> <table> <tr> <th>xxx</th><th>fault</th></tr> <tr> <td>1</td><td>In zones and outputs (not the names)</td></tr> <tr> <td>2</td><td>In programming of separate areas</td></tr> <tr> <td>4</td><td>In programming of area options</td></tr> <tr> <td>8</td><td>In user codes, engineer code and U/D codes (not the names)</td></tr> <tr> <td>64</td><td>During EEPROM read operation</td></tr> <tr> <td>128</td><td>During EEPROM write operation</td></tr> </table>	xxx	fault	1	In zones and outputs (not the names)	2	In programming of separate areas	4	In programming of area options	8	In user codes, engineer code and U/D codes (not the names)	64	During EEPROM read operation	128	During EEPROM write operation
xxx	fault														
1	In zones and outputs (not the names)														
2	In programming of separate areas														
4	In programming of area options														
8	In user codes, engineer code and U/D codes (not the names)														
64	During EEPROM read operation														
128	During EEPROM write operation														
EngineerLock On	Engineer lock is active. It is not possible to return to factory settings using jumper LK1.														
Error	The new code entered already exists or has not been authorised.														
Error Lid Closed	When requesting ' <b>Mask Lid Tamper</b> '. This is only possible in an open tamper loop, hence this message.														
Hide Nbrs	Hidden telephone numbers have been programmed into the dialler.														
Keypad locked	The keypad has been blocked via an ' <b>Keypad Disable</b> ' zone.														
Nd-No Panel Data	The keypad is receiving no more data from the panel.														
nnnTZonename	During display of open zones. The zone is in tamper. A double loop connection has been used.														
No dial 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.														
No kissoff det.	During manual test report. The dialler sees no acknowledgement of the report. Possibly wrong protocol.														
No Privilege	No extended access is requested or a system is still in triggered state (only in a split system).														
Not Allowed	The required inhibit has not been authorised.														
Other Area Alarm	There has been an alarm in an area other than the one for which you have entered the code (split system).														

Text	Description
Renew Code Now	The code will be wiped within 5 days unless it is changed before that time.
Require Walktest	An walk test must be set up.
RKP fault	One or more keypads/expanders are no longer reacting.
Timed Code Off	A user code has been blocked using the timer.
U/D in Progress	An up/download connection has been made.
User:RKP rr	A user is operating the system from keypad 'rr'. Can occur when requesting ' <b>Extended Access</b> '.
Verify	Enter your code again (to verify a new or changed code).

Table 20. Other texts in the display



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