INHEP DIGITAL SECURITY

# IDS X64

## User Manual

South Africa's leading manufacturer and distributor of electronic security products.

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# Glossary

**Alarm Memory**
This is the history of the most recent tampers and violations that occurred the last time the system was armed, as well as which zones were bypassed.

**Arm**
Arming the system sets the system into the ARMED mode. In this mode, violating a zone will activate an alarm condition. If the system is programmed correctly, this will cause the appropriate reporting code to be sent to the monitoring company.

**Bypass**
Bypassing deactivates a zone. When the panel is ARMED, violation of a bypassed zone will be ignored.

**Disarm**
Disarming the system sets the system into the DISARMED mode. Fire, medical and panic functions remain active while the system is disarmed.

**Entry/Exit Zones**
These are zones that you may pass through during the entry/exit delay period without triggering an alarm. Their purpose is to provide a means by which you can exit after arming the system – and a means of getting to the panel to disarm it after gaining access to the premises. Generally, the last exit point of the building and the first entry point, this is the front door of the home in most cases.

**Follower Zone**
A zone that may be temporarily violated during the Exit Zone delay period or after a violation of an Entry/Exit zone. This allows the user (limited time) access to disarm the system, and sufficient time to exit before arming comes into effect. A Follower zone will behave as per an Instant zone if violated prior to the violation of an Entry/Exit zone. Generally, a detector in a passageway between the entry zone and keypad will be setup as a Follower Zone.

**Instant Zone**
When the system is armed, violation of an Instant Zone will immediately cause an alarm condition to be registered.

**Partition**
A partition is a group of zones that may be armed and disarmed independently without affecting zones or users assigned to other partitions. The Alarm Panel may have been programmed by your installer to have up to 8 partitions. Typically, a guest cottage appended to a main house may be partition 2, and the main house partition 1.

**Stay Arm**
This is an arming mode that allows certain pre-programmed, Stay zones to be bypassed (temporarily disabled) while the system is armed. If you arm the system and do not leave the premises within the exit delay, the system will assume that you are staying home and will stay arm.

**Stay Arm and Go**
Arming that allows the user to Stay arm and leave the premises.

**Stay Zone**
A zone that is bypassed automatically when the system is Stay armed.

**Violate**
A zone is "violated" when a sensor connected to a zone input registers a door opening, a window opening, somebody moving in the room, or glass breaking – depending on the sensor for that zone.

**Zone**
A zone is a specific area of your premises monitored by a sensor that detect violations (doors/windows opening or people moving) in that area.

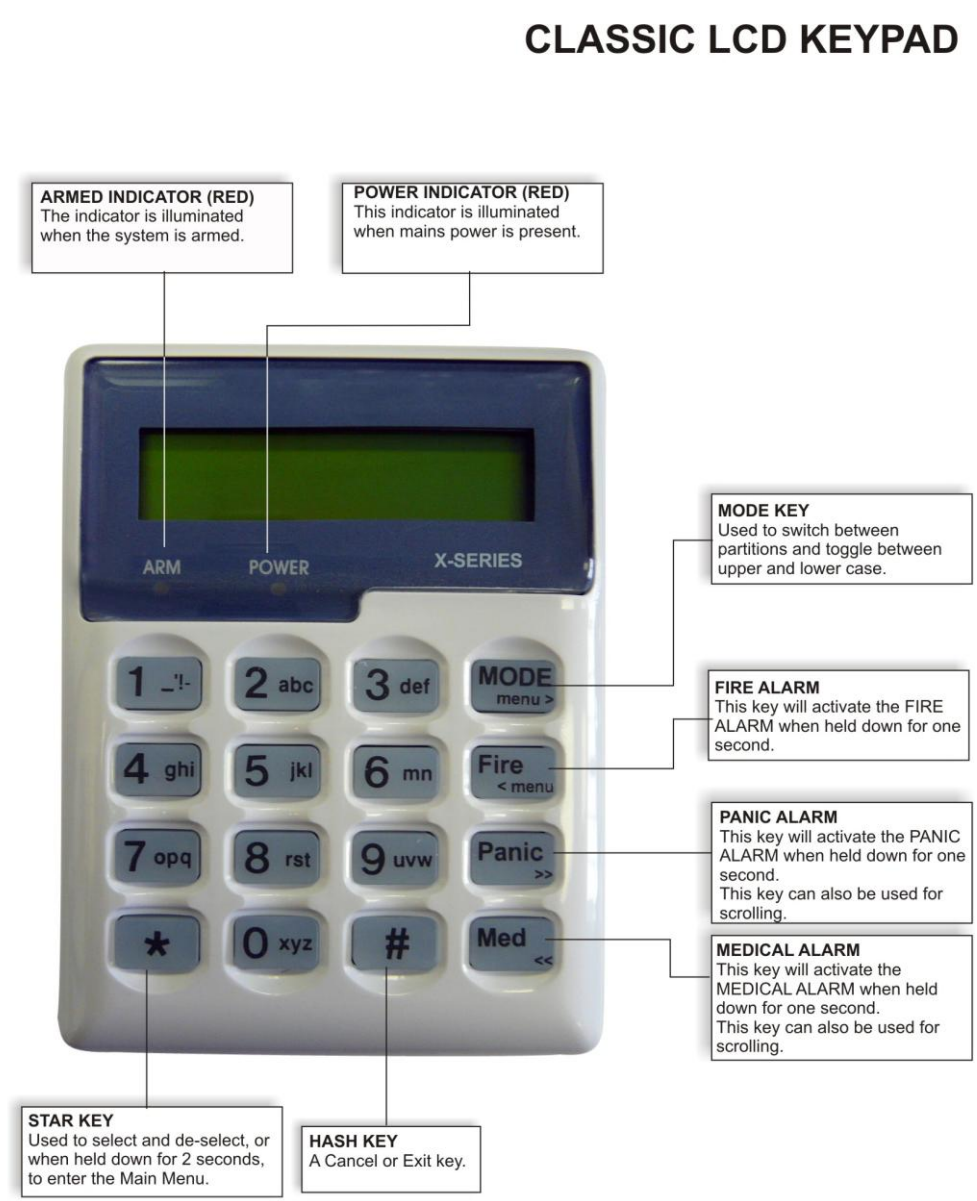
# 1. Introduction to the IDS X64

Congratulations on your purchase of an IDS Alarm Panel to protect your most valued possessions.
The IDS X64 is a versatile 8-zone alarm panel with 8 partitions and can be expanded to monitor 64 zones. Most features are optional and may be programmed directly through the keypad. There is a dedicated panic zone, monitored siren output, auxiliary power outputs and 5 (expandable to 25) programmable outputs that may be programmed to perform various trigger/switching functions. These can all be programmed by your installer.
For correct operation, these Alarm Panels must be used in conjunction with the specified transformer/battery combination and appropriate peripheral sensors and signalling devices.

# 2. Before Operating Your Alarm System

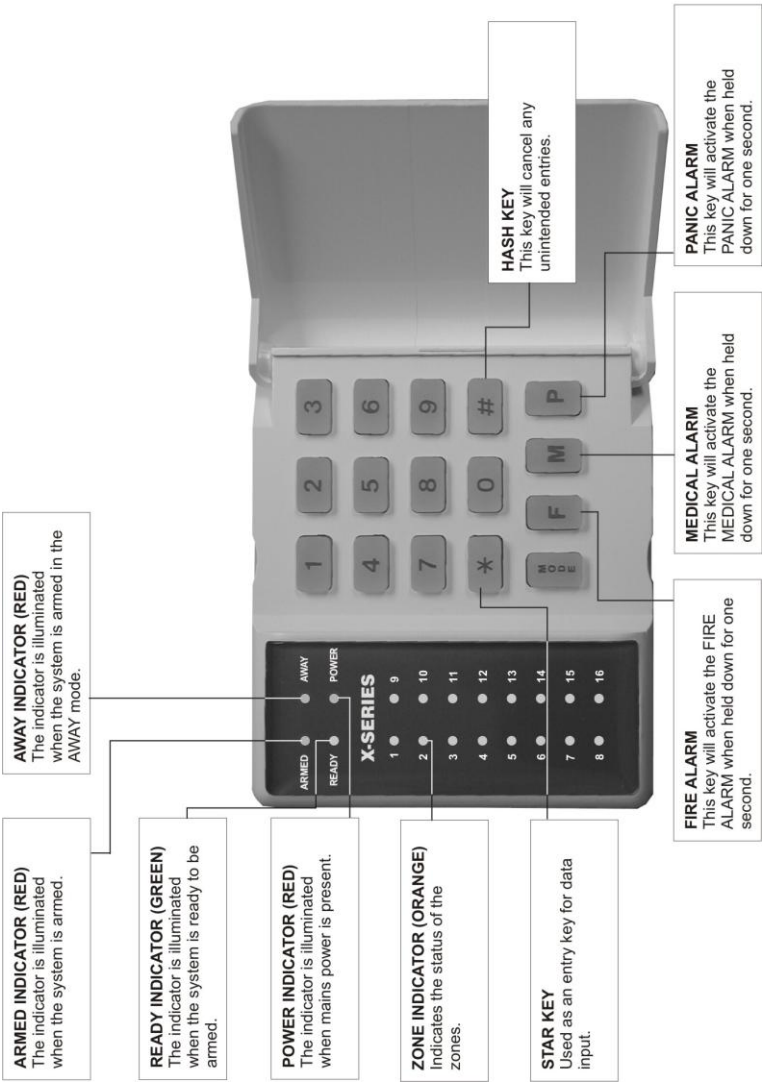
- Read the entire manual carefully and keep it in an accessible place.
- Note that this is not a DIY product, and your security system should be installed and serviced by a qualified security professional who should instruct you regarding the level of protection provided and the operation of the system.
- Should you have any questions regarding the operation of the system, contact your installer.
- Note that your system should be tested on a regular basis. Before testing the system, please notify your security company of your intention to do so.
- NEVER disconnect the mains power, as the back-up battery will eventually discharge thereby causing the control panel to shutdown.
- Note that a security system cannot prevent emergencies. It is only intended to alert you and (if applicable) your central monitoring station, of an emergency situation.
- Note that smoke and heat detectors may not detect all fire situations.
- This manual is not a fully detailed installation manual – the installation manual is only available to accredited installers.
- Note that the performance of your alarm system will to a large extent be determined by the quality and installation of the detectors attached to your panel.

## 3. Understanding the Keypad LEDs

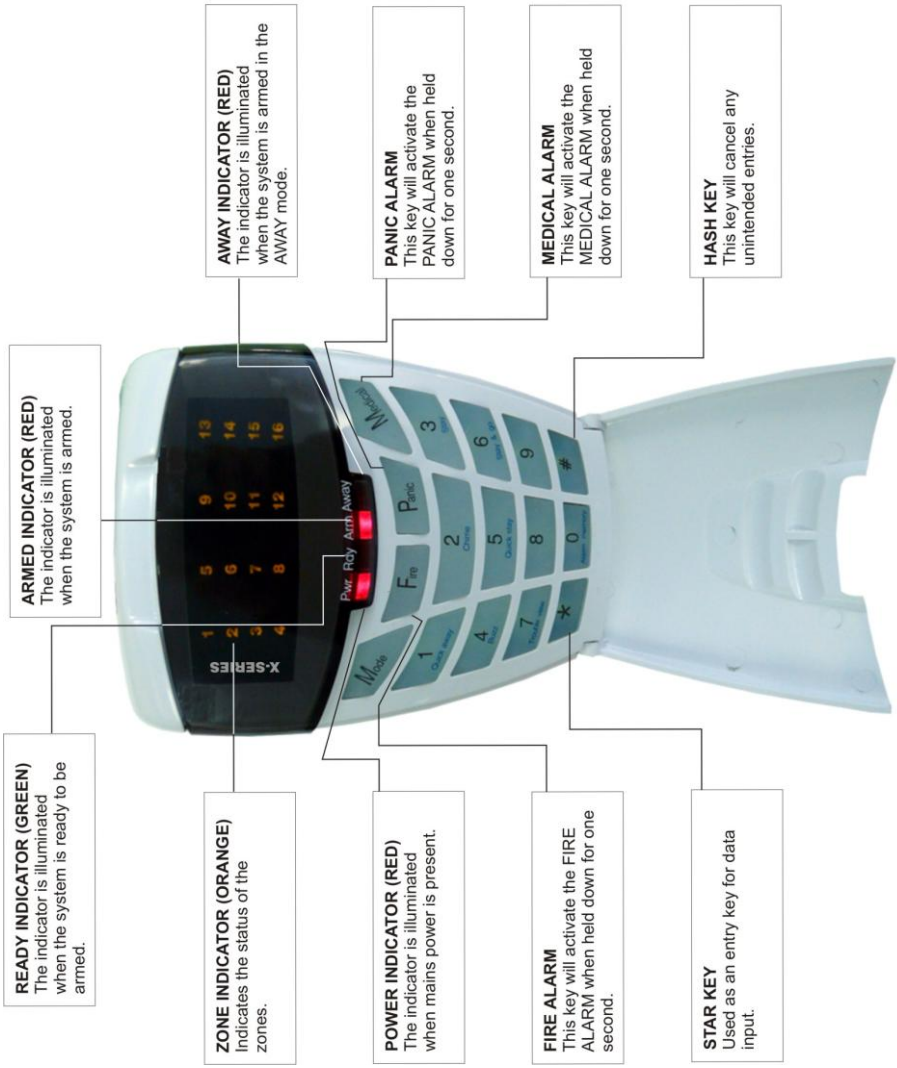


# CURVE LCD KEYPAD

# CLASSIC LED KEYPAD



# CURVE LED KEYPAD



## 3.1 Viewing Data on an LED Keypad

### 3.1.1 LED Status Indicators

Table 1 shows the LED status indicators and the meaning of their various states.

**Table 1: LED Indicators**

| ARM LED (red) | READY LED (green) | POWER LED (red) | AWAY LED (red) | ZONE LED (amber) | DESCRIPTION |
|---|---|---|---|---|---|
| ○ | ● | ○ | ○ | ● | System Armed in Away Mode |
| ○ | ● | ○ | ● | ● | System Armed in Stay Mode |
| ● | ○ | ○ | ● | ● | System is Ready to be Armed |
| ● | ● | ○ | ● | ● | System Not Ready for Arming |
| ☼ | ● | ○ | ● | ● | Alarm Condition (Check Alarm Memory zone details **BEFORE** re-arming) |
| | | ○ | | | Mains Power is Present |
| | | ☼ | | | Mains Power has Failed |
| | | ☼ | | | Trouble Condition |
| | | | | ○ | Zone Bypassed |
| | | | | ● | Zone Clear |
| | | | | ☼ | Zone Violated or Tampered |

○ = on ● = off ☼ =flashing

### 3.1.2 Numerical Values

Simple numerical values are represented via the zone LEDs. For instance, if zone LED 15 is on, it is representing a value of 15. This is commonly used when enabling and disabling bitmapped locations. Each zone LED directly corresponds to a number of the same value. For numbers or information that exceeds a value of 16, binary-coded decimal values are used, as explained in the following sections.

## 3.1.3 Reading Binary Values

Values within a data program location will be displayed by the zone LEDs in binary coded decimal format i.e. zone LEDs 1-4 indicate units (ones) and zone LEDs 5-8 indicate tens (tens), and so on.
To read a binary value on the keypad, add up the values represented by each lit LED as shown in Table 2.

**Table 2: Values Represented by each Zone LED**

| Zone LED | Value | Digit |
|---|---|---|
| Zone 1 | 1 | Units |
| Zone 2 | 2 | |
| Zone 3 | 4 | |
| Zone 4 | 8 | |

| Zone LED | Value | Digit |
|---|---|---|
| Zone 9 | 1 | Hundreds |
| Zone 10 | 2 | |
| Zone 11 | 4 | |
| Zone 12 | 8 | |

| | | |
|---|---|---|
| Zone 5 | 1 | Tens |
| Zone 6 | 2 | |
| Zone 7 | 4 | |
| Zone 8 | 8 | |

| | | |
|---|---|---|
| Zone 13 | 1 | Thousands |
| Zone 14 | 2 | |
| Zone 15 | 4 | |
| Zone 16 | 8 | |

**EXAMPLE:**
Imagine the following zone LEDs are on: Zone 1, Zone 3 and Zone 5.
Units are represented by the sum of Zone 1 and Zone 3 (i.e. 1 + 4).
Tens of units are represented by the value of Zone 5 (i.e. 1 x ten).
Therefore, the displayed value is (1+4) + (10) = 15.

Values within a time program location are displayed in a similar format as per Table 3.

**Table 3: Binary Coded Decimal Four Digit Display**

| Zone LED | Calculation | Unit | Zone LED | Calculation | Unit |
|---|---|---|---|---|---|
| 1 | (x 1 = 1) | m | 9 | (x 1 = 1) | s |
| 2 | (x 2 = 0) | | 10 | (x 2 = 2) | |
| 3 | (x 4 = 4) | | 11 | (x 4 = 4) | |
| 4 | (x 8 = 0) | | 12 | (x 8 = 0) | |

Mm:Ss
= 54:43

| | | | | | |
|---|---|---|---|---|---|
| 5 | (x 1 = 1) | M | 13 | (x 1 = 1) | S |
| 6 | (x 2 = 0) | | 14 | (x 2 = 0) | |
| 7 | (x 4 = 4) | | 15 | (x 4 = 1) | |
| 8 | (x 8 = 0) | | 16 | (x 8 = 0) | |

m = LEDs 4 through 1
M = LEDs 5 through 8
s = LEDs 12 through 9
S = LEDs 16 through 13

Using an LCD keypad means that data and time information can be read directly without a need to convert.

## 3.2 Entering Data on an LED Keypad

Data is easily entered on a keypad. Below is a list of keys and their functions.

**[*]** – This key is used as an enter key, to confirm the data that you have inputted. It is also used to scroll to the next sub-location.

**[#]** – This key is used to clear data that is incorrect. It can also be used to exit a programming option.

**[F]** – This key is used if there is a fire emergency. If programmed to do so, the fire reporting code will be sent to your monitoring company.

**[M]** - This key is used if there is a medical emergency. If programmed to do so, the medical reporting code will be sent to your monitoring company.

**[P]** - This key is used if there is an emergency situation that requires emergency personnel to respond. A panic alarm will be transmitted to your monitoring company.

Keys marked 1 through 9, and including 0, are used to input data into the programming options.

# 4. The Keypad Buzzer

**[#] WITH any key from [0] to [6] for 1 second**

The keypad includes a buzzer that is used for audible signalling and verification of certain keypad functions. There are 7 possible volume settings: loud being the default setting. To program the keypad volume, use Table 4:

**Table 4: Keypad Buzzer Settings**

| Key Entry | Keypad Buzzer Sound |
|---|---|
| **[#] [3]** | Loud (Default setting) |
| **[#] [2]** | Medium |
| **[#] [1]** | Soft |
| **[#] [0]** | Click |

| Key Entry | Keypad Buzzer Tone |
|---|---|
| **[#] [6]** | 2kHz (High) |
| **[#] [5]** | 1kHz (Medium) |
| **[#] [4]** | 440Hz (Low) |
| | |

To change the volume (for this example to the "soft" setting) press the **[#]** and **[1]** keys simultaneously for 1 second (long press). After a 1-second time lapse, the keypad will respond with a beep at the new volume setting. This is a keypad specific setting, and applies to the keypad that this operation is performed on.

All zones programmed as Chime or Buzz zones, will sound with a loud buzz regardless of the keypad volume set above.

# 5. Arming the Control Panel

## 5.1 Away Arm

**[#] [USER CODE]**
(Leave via Entry/Exit zone)

1. Ensure that the READY LED is on. If not, check that all protected doors and windows are closed and that all movement has ceased in areas covered by motion detectors. If necessary, close the front door.
2. Press the **[#]** key.
3. Enter a valid **[USER CODE]**. If an incorrect code is entered, the keypad buzzer will beep three times. In the event of an error press the **[#]** key and re-enter the code.

4. The READY LED turns off, and the ARM LED will come on and the keypad buzzer will beep repeatedly for the duration of the exit delay. Any bypassed zones will be indicated by a steady on zone LED.
5. Leave only via a designated exit route (leaving by any other route can set off the alarm). The panel will arm at the end of the exit delay.

## 5.2 Quick Away Arm

**Hold down the [1] key until the beep**

If this function is enabled, it is possible to AWAY arm by simply holding down the **[1]** key until the keypad buzzer sounds and the arming process begins.

**NOTE:**
If the partition is already STAY armed, this key will initialise AWAY arming. It is therefore possible to change directly from STAY arm to AWAY arm.

## 5.3 Stay Arm

Stay arming allows the user to monitor selected perimeter zones and bypass interior zones. The user can remain on the premises with access to designated areas during the STAY ARM cycle. Any zone that may be violated accidentally should be programmed as a BUZZ ZONE. When violated, a BUZZ ZONE will cause the keypad buzzer to sound for 30 seconds before triggering the alarm and sounding the siren. Entering a valid
USER CODE before the siren sounds will silence the keypad buzzer and prevent the siren from sounding.

To provide greater flexibility, the panel caters for the programming of 4 different STAY PROFILES. Each STAY PROFILE contains a unique combination of STAY, BUZZ and ALARM zones that caters for a particular STAY ARM requirement.

**EXAMPLE:**
PROFILE 1 might be used when the family goes to bed in the evening. In this profile, some interior zones may be programmed as alarm zones or buzz zones, whereas PROFILE 2 is used while watching television when all interior zones would be bypassed.

(See How to Select a Stay Profile, under section 13.1)

### 5.3.1 How to Stay

**[#] [USER CODE]**
(Do not leave premises)

1. Select the required STAY PROFILE (See section 13.1).
2. Ensure that the READY LED is on, or the zones that are violated are stay zones. If not, check that all protected doors and windows are closed and that all movement has ceased in the areas covered by motion detectors.
3. Press the **[#]** key.
4. Enter a valid **[USER CODE]**. If an incorrect code is entered, the keypad will give an error beep. In the event of an error press the **[#]** key and re-enter the **[USER CODE]**.

5. The READY LED turns off, and the ARM LED will come on and the keypad buzzer will sound for the duration of the exit delay.
6. DO NOT violate the Entry/Exit zone (normally the front door). If the Entry/Exit zone is violated the system will arm in the AWAY mode.
7. Upon expiry of the exit delay, the READY LED will remain off.
8. Any STAY zones will be automatically bypassed (indicated by a steadily on LED).
9. Ensure that you enter only those areas that are bypassed.
10.

## 5.4 Quick Stay Arm

**Hold down the [5] key until the beep**

It is possible to STAY arm by holding down the **[5]** key until the keypad buzzer sounds. The panel will immediately arm into the stay mode without any exit delay. All stay zones will be bypassed.

**NOTE:**
Holding the button down again will cause the panel to toggle between stay profiles. This STAY profile then becomes the active profile and the panel will STAY arm using this profile - until you elect to switch profiles again.

(See How to Select a Stay Profile, under section 13.1)

### 5.4.1 How to Stay Arm and Go

**Hold down the [6] key until the beep**

This is a single key arm function that allows the user to STAY arm and leave the premises. If a partition is already stay armed, holding down the **[6]** key initiates an exit delay, thus allowing the user to leave the premises without disarming. At the end of the exit delay, the partition will re-arm in the same stay profile it was armed in before the **[6]** key was held down.

1. Hold down the **[6]** key until the keypad buzzer sounds. The keypad buzzer will sound for the duration of the exit delay. Only leave via a designated exit route.
2. The READY LED will turn off and the ARM LED will come on.
   All stay zones will be bypassed.

**NOTE:**
Holding down the **[6]** key until the keypad buzzer sounds also ensures an entry delay on entering the premises.

**EXAMPLE:**
Use this function when you leave your house, but the rest of your family is still at home sleeping.

## 5.5 Key-switch or Remote Arming (If Fitted)

1. Ensure that the READY LED is on before leaving.
2. Leave the premises and lock the door.
3. Activate the remote or the key-switch. (A remote can be used to Away Arm.) The panel will arm in the away mode.

**NOTE:**
If a remote control is used it is advisable to either have the siren toot on arm function enabled, or to use a Remote Arm/Disarm LED Unit at the entry/exit point (P/N: 862-84-10). This provides verification that the system has armed. (Speak to your installer about this feature).

## 5.6 Auto Arm

The panel may be programmed to arm automatically at a pre-programmed time. Should the premises be occupied at the time of auto-arming, a valid user code entered during the pre-arm delay will terminate the arming sequence. The pre-arm delay is signalled by an exit beep.

**NOTE:**
This can be enabled via the maintenance code, see section 19.

# 6. Disarming the Control Panel

## 6.1 How to Disarm with a User Code

**[#] [USER CODE]**

1. Enter the premises through a designated entry route. Entering via any other route will cause an alarm.
2. As soon as the Entry/Exit zone is violated, the entry delay will begin. The keypad buzzer will sound for the duration of the entry period.
3. Press the **[#]** key and enter a valid **[USER CODE]**.
4. Once the system disarms, the ARM LED will turn off and the keypad buzzer will stop sounding.
5. If no valid user code has been entered prior to the expiry of the entry delay period an alarm condition will be registered.
6. If the entry period is too short, have your installer change the entry delay period.

**NOTE:**
If a strobe (or flashing light) has been installed and an alarm condition is registered, the strobe will continue flashing after the siren has stopped sounding. Entering a valid user code will cancel the strobe.

## 6.2 How to Disarm Using a Key-switch or Remote

1. Activate the remote or key-switch. (The blue button on the IDS remote, unless otherwise programmed).
2. The system will disarm and the armed LED indicator (if installed) will turn off. If the siren toot on disarm option is enabled, the siren will provide a double toot when the panel is disarmed.

# 7. Bypassing Zones

- The term BYPASS is used to describe a zone that has been deactivated; i.e. violation of a bypassed zone, whilst the system is armed, is ignored and will not cause an alarm condition.
- Once the system is armed, it is not possible to bypass zones.

- All bypassed zones will be automatically cancelled each time the panel is disarmed and must be re-bypassed before the next arming.
- To permanently bypass ones, create a stay profile and the zone. Refer to section 13 Stay Zones.

## 7.1 Bypassing/Un-bypassing a Zone

**Hold down the [9] key until the beep,**
**then enter [USER CODE] [*] [ZONE NUMBER] [*] [#]**

1. Ensure that the panel is not armed (ARM LED OFF).
2. To enter bypass mode, hold down the **[9]** key for one second (until the keypad buzzer sounds). The AWAY LED will flash.
3. Enter **[USER CODE]** followed by the **[*]** key. The bypassed zones will be indicated by zone LEDs that are on.
4. The READY LED will come on.
5. Entering a zone number **[ZONE NUMBER]** followed by the **[*]** key will toggle the corresponding LED. For example, **[2] [*]** will turn LED 2 on (if it was off) and off (if it was on). The READY LED will come on.
6. Turn on the LEDs corresponding to the zones you need to bypass. The zone LEDs should now indicate only the zones that require bypassing.
7. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
8. After each star press you can repeat steps 4-5.
9. Once satisfied with your selection, press the **[#]** key to exit the bypass mode.

**NOTE:**
- Panic zones cannot be bypassed – and remember that all bypassed zones are reset at every panel disarm cycle.
- The READY LED will be on for page 1, zones 1-16.
- The ARM LED will be on for page 2, zones 7-32.
- The AWAY LED will be on for page 3, zones 33-48.
- The POWER LED will be on for page 4, zones 49-64.

# 8. Emergency Alarms

## 8.1 Fire Alarms

**Hold down the [F] key until the beep**

- If the **[F]** key is pressed until the keypad beeps (approximately 1 second) a FIRE ALARM condition will be activated.
- The POWER LED stays on and the ARM LED flashes.
- The FIRE ALARM condition may also be triggered by a smoke detector connected to an appropriately programmed zone.
- The siren will sound on and off repeatedly if programmed and the FIRE REPORTING CODE will be transmitted to the monitoring company.
- To silence the siren enter a valid **[USER CODE]**.

## 8.2 Panic

**Hold down the [P] key until the beep**

- If the **[P]** key is pressed until the keypad beeps (approximately 1 second) a PANIC ALARM condition will be activated.
- The POWER LED stays on and the ARM LED flashes.
- A PANIC ALARM may also be activated using any FIXED PANIC button or a REMOTE PANIC button (if installed).
- If the audible panic option has been selected, the siren will sound. A PANIC ALARM will be transmitted to the monitoring company.
- To silence the siren, enter a valid **[USER CODE]**.
- Press the **[P]** key only in an emergency situation that requires response by emergency personnel.

## 8.3 Medical Alarms

**Hold down the [M] key until the beep**

- If the **[M]** key is pressed until the keypad beeps (approximately 1 second) a MEDICAL ALARM condition will be activated.
- The keypad buzzer will beep 5 times.
- A medical reporting code will be reported to the monitoring company.

## 8.4 Duress Alarms

**[#] [DURESS CODE]**

- This is a special user code that should only be used in the unique situation where an intruder forces one to disarm the system "under duress".
- When a **[DURESS CODE]** is entered, the control panel disarms.
- A Duress Alarm Code (if programmed) will be reported to the monitoring company.
- It is advisable to choose a Duress code that can be easily remembered by all family (or staff) members.

# 9. Alarm Memory

**Hold down the [0] key until the beep**

The Alarm Memory displays any zones that were violated, tampered with, or bypassed during the last arm cycle. A flashing ARM LED notifies the user of an alarm memory condition. To view the alarm memory, disarm the panel and continue as follows:

1. Hold down the **[0]** key until the keypad buzzer sounds.
2. The POWER LED will turn off and the keypad buzzer will sound briefly.
3. Zone LEDs that are on show which zones were violated during the last armed period.
4. Press the **[1]** key followed by the **[*]** key to return to violated zones.
5. Press the **[2]** key followed by the **[*]** key to display zones that were bypassed.

6. Press the **[3]** key followed by the **[*]** key to display which zones were tampered with.
7. Press the **[6]** key followed by the **[*]** key to view the event log. (Only on the LCD keypad).
8. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
9. After each star press you can repeat steps 4-7 to view the status of the zones.
10. Note that the alarm memory is erased at the beginning of each arm cycle – so it should always be checked BEFORE re-arming, if necessary.

**NOTE:**
- The READY LED will be on for page 1, zones 1-16.
- The ARM LED will be on for page 2, zones 7-32.
- The AWAY LED will be on for page 3, zones 33-48.
- The POWER LED will be on for page 4, zones 49-64.

## 9.1 Event Log

This is ONLY viewable on a LCD Keypad; it does NOT work on an LED keypad.
When you view event logs, the LCD display reads as follows:

**"HH:MM DD/MM/YYYY"**
**"eeeeeeeeee p ddd"**

Where;
**HH:MM** = event time
**MM-DD- YYYY** = event date
**eeeeeeeeee** = event description
**p** = partition event occurred in (if applicable)
**ddd** = event data (if applicable)

1. The system time and date need to be setup correctly in order for the event log to pull the correct information. These can be setup in options 40 and 41.
2. When the event log menu is entered, a reference will be taken of the last event recorded. Any event prior to this reference may be viewed by scrolling back (with the **[MED]** key) but if the user decides to scroll forward (with the **[PANIC]** key) then just events up to and including this reference point will be viewable.
3. If no event is encountered then the second line will appear as **"No Event - ---"**.
4. Pressing **[6]** followed by **[*]** after the event log viewing is already active will reset the menu to the most recent event.
5. Each event description will be followed by two numbered fields if further data is applicable to describe an event. The first number is the partition number within which the event occurred. The second number will either be the zone or user number associated with the event type.
   Below is an example of how an event will be displayed on the two-line IDS LCD keypad.

   "02:00 01/01/2010"
   "Violate 2 23"
   Translates to: On 1 Jan 2010 at 2AM zone 23 within partition 2 was violated.

**NOTE:**
The event log will only show the time and date up to the last power up. For a more detailed listing, please consult your installer.

# 10. User Program Options

The IDS X64 Alarm Panel has 128 programmable user codes. By default, user code 1 is the Master User Code that contains a pre-programmed 4-digit code of 1234.

**NOTE:**
User codes may be 4 (default) or 6 digits long (with a default code of 123456). This is a programmable feature. Check with your installer to verify which option has been programmed.

## 10.1 Adding, Deleting and Editing User Codes

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [PROGRAMMABLE OPTION] [*]**

The IDS X64 Panel has a friendly programmable interface that allows you to add, modify or delete user codes. See Table 5 for a summary of programmable options. The programmable interface is accessed by entering the **USER PROGRAMMING MODE** where it is possible to change user options.

**Table 5: User Programming Options**

| Options | Summary of Programmable Options |
|---|---|
| Option 0 | Allows for the addition of new user codes. |
| Option 1 | Allows for the editing of a selected user code. |
| Option 2 | Allows for the deletion of user codes. |
| Option 3 | Allows for the adding/editing of slots. |
| Option 4 | Allows for the deletion of a user code using the user code slot number. |
| Option 5 | Allows for the viewing of the user code slot number for a selected code. There are 128 available user code slots. |
| Option 10 | Allows for the editing of the user code properties for a selected user code. |

## 10.2 Advanced User Options

Refer to Table 6 for advanced user options.

**Table 6: Advanced Programming Options**

| Options | Summary of Programmable Options |
|---|---|
| Option 11 | Allows for the allocation of a selected user code to a designated partition(s). |
| Option 13 | Allows for the editing of user outputs. |
| Option 14 | Allows for the editing of reporting codes. |
| Option 15 | Allows for the editing of reporting code modules. |
| Option 20 | Allows for the basic adding of remotes. |
| Option 21-29 | Please consult the X64 Remote Receiver Manual |
| Option 30 | Please consult the X64 LCD Keypad Manual |

## 10.3 System Time and Date options

Refer to Table 7 for system options. This is where you can change the time and date settings.

**Table 7: System Programming Options**

| Options | Summary of Programmable Options |
|---|---|
| Option 40 | Allows for the editing of the time. |
| Option 41 | Allows for the editing of the date. |

# 11. User Program Mode

1. Ensure that the panel is not armed.
2. Hold down the **[*]** key until the keypad buzzer sounds.
3. The ARM and READY LEDs will alternate flashing.
4. Enter a **[MASTER USER CODE]**. The factory default is **1234**. Should the **[MASTER USER CODE]** be defaulted to 6 digits, it will be **123456**. Press the **[*]** key. A valid entry will be confirmed by a long beep.
5. If steps 1 to 4 are performed correctly, the READY LED will flash. If an invalid code was entered, the keypad buzzer will give an error beep. (3 short beeps). If the error beep occurs, press the **[#]** key (this clears all previous entries) and repeat steps 2-4.
6. Select a programmable option from Table 5.

**EXAMPLE:**
To add a new user code, enter the User Program Mode by completing steps 1 - 4 as listed above.
To access Option 0, enter a value of **[0]** (See Table 5) followed by the **[*]** key.

Enter a **[NEW USER CODE]** followed by the **[*]** key. Once the user code is programmed, enter the next code followed by the **[*]** key. To exit user program mode press the **[#]** key.

# 12. Explanation of Programmable Options

## 12.1 Add a New User Code – Option 0

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [0] [*] [NEW USER CODE] [*]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[0]** key followed by the **[*]** key to select the programmable option 0 (zero).
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[NEW USER CODE]** followed by the **[*]** key.
5. The READY and ARM LEDs flash simultaneously.
6. Further codes may be added by repeating step 4.
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**NOTE:**
The new user code will be added to the first available slot. A slot is just a place holder number for a user code. I.e. User code 1 is in slot 1; all the way to user code 128 is in slot 128.

## 12.2 Edit a Selected User Code – Option 1

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [1] [*] [OLD CODE] [*] [NEW CODE] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[1]** key followed by the **[*]** key to select programmable option 1.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[OLD CODE]** which is to be edited followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. Enter the **[NEW CODE]** followed by the **[*]** key.
7. The READY and ARM LEDs flash simultaneously.
8. To edit other codes repeat steps 4 - 7.
9. Press the **[#]** key to exit the current option.
10. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

## 12.3 Delete a User Code – Option 2 (Code Known)

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [2] [*] [USER CODE] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[2]** key followed by the **[*]** key to select programmable option 2.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** to be deleted followed by the **[*]** key. “Deleting” the code in slot one will reprogram it to 1234.
5. The READY and ARM LEDs flash simultaneously.
6. Further codes may be deleted by repeating step 4.
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

## 12.4 Add/Edit Slot – Option 3

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [3] [*] [SLOT NUMBER] [*] [USER CODE] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[3]** key followed by the **[*]** key to select Menu option 3.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[SLOT NUMBER]** to be added/edited followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.
6. Enter the **[USER CODE]** followed by the **[*]** key.
7. The READY and ARM LEDs flash simultaneously.
8. Further slots may be added/edited by repeating steps 4 - 7.

9. Press the **[#]** key to exit the current option.
10. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**NOTE:**
A slot is just a place holder number for a user code. I.e. User code 1 is in slot 1; all the way to user code 128 is in slot 128.

## 12.5 Delete a User Code – Option 4 (Slot Known)

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [4] [*] [SLOT NUMBER] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[4]** key followed by the **[*]** key to select Menu option 4.
3. The ARM and READY LEDs flash simultaneously.
4. Enter the **[SLOT NUMBER]** for the user code you wish to delete followed by the **[*]** key. You can determine the slot number of a particular code by using programmable option 5.
5. The READY and ARM LEDs flash simultaneously.
6. Further user codes may be deleted by repeating step 4.
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**NOTE:**
A slot is just a place holder number for a user code. I.e. User code 1 is in slot 1; all the way to user code 128 is in slot 128.

## 12.6 View a User Code Slot Number – Option 5

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [5] [*] [USER CODE] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[5]** key followed by the **[*]** key to select programmable option 5.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and ARM LEDs flash simultaneously.
6. The User Code slot number will be displayed by the Zone LEDs. (Refer to Table 2.)
7. Press the **[#]** key to exit the current option.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**NOTE:**
A slot is just a place holder number for a user code. I.e. User code 1 is in slot 1; all the way to user code 128 is in slot 128.

## 12.7 User Code Properties – Option 10

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [1] [0] [*] [USER CODE] [*] [BITMAP] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[1] [0]** keys followed by the **[*]** key to select programmable option 10.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. The properties assigned to the user code are displayed by the Zone LEDs. LED(s) that are on indicate that certain properties have been assigned to the user code. Refer to Table 8 for a list of user code properties.
7. To select a user code property, press the key which corresponds to that property followed by the **[*]** key. The appropriate zone LED will come on. To deselect a property, press the corresponding key followed by the **[*]** key and the LED will be turned off.

   **EXAMPLE:**
   To enable a user code to function as a duress code press the **[2]** key followed by the **[*]** key. The zone 2 LED will come on to confirm the selection.

8. Repeat step 7 until the desired properties have been programmed.
9. Press the **[#]** key to exit the current option.
10. Press **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**Table 8: User Code Properties**

| Zone LED | Property |
|---|---|
| 1 | Master User Code |
| 2 | Duress Code |
| 3 | Arm to Disarm Code [Maid's Code] |
| 4 | Arm Only Code |
| 5 | Disarm Only Code |
| 6 | Global Arm/Disarm Code |
| 7 | Programmable Output Code |

**Explanation of User Code Properties**

### 12.7.1 Master User

When assigned to a user, this property allows the user to act as a Master User. Master User Code has full access to programming all the user options.

### 12.7.2 Duress Code

- This is a special 4 (default) or 6-digit user code (check the code length with your installer) and should only be used in the unique situation where an intruder forces one to disarm the system "under duress".

- When the **[DURESS CODE]** is entered, the control panel disarms normally - however a DURESS REPORTING CODE is transmitted to the monitoring company to inform them that you have been forced to disarm the control panel by an intruder.
- It is advisable to choose a code that can easily be remembered by all family (or staff) members.

### 12.7.3 Arm to Disarm Code [Maid's Code]

This property may be used to limit access to the premises. A maid's code will only disarm the system if the same code was used for arming. If armed with a code other than this code, the system will view an attempt to disarm using a maid's code as an invalid entry. Any valid user code will disarm the system if it has been armed with a maid's code.

### 12.7.4 Arm Only Code

This code will arm the partitions assigned to the user depending on their status. If all partitions are disarmed, entering an arm code will arm all of the assigned partitions. In a case where some partitions are armed and others disarmed, entering this group code at the keypad of the disarmed partition will arm the disarmed partitions only.

### 12.7.5 Disarm Only Code

This code will disarm the partitions assigned to the user depending on their status. If all partitions are armed, entering a group code will disarm all of the assigned partitions. In a case where some partitions are disarmed and others armed, entering this group code at the keypad of the armed partition will disarm the armed partitions only.

### 12.7.6 Global Arm/ Disarm Code

When there is more than one partition, and all are disarmed, entering a global code will arm all partitions that are ready to arm. If all partitions are armed then entering a global code will disarm all partitions. Where some partitions are armed and other partitions are disarmed then entering a global code at the keypad of an armed partition will disarm all partitions. Similarly, entering a global code at the keypad of a disarmed partition will arm all partitions, if they are ready to arm. A remote transmitter programmed with a global code will arm all disarmed partitions when the arm/disarm button is pressed, if they are ready to arm.

**NOTE:**
A partition that is not ready to arm, for instance one with a zone violation, will NOT arm with the global arm/disarm code.

### 12.7.7 Programmable Output Code

This user property enables the use of various programmable outputs to perform home automation actions, such as turning on lights, switches, motors, etc. Any event which is able to trigger a programmable output can be assigned to an output number from 1 to 41. Assigning an event to outputs 1 to 5 will use the panel's onboard outputs 1 to 5. Assigning an event to outputs 6 to17 will use an output on a zone expander, 18-33 are reserved, and 34-41 will use an output on a keypad. Refer to section 12.9 for details on using programmable outputs.

## 12.8 Assign a User Code to Partitions – Option 11 (Advanced)

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [1] [1] [*] [USER CODE] [*] [PARTITION No] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[1] [1]** keys followed by the **[*]** key to select programmable option 11.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. The partitions to which the user code is assigned are displayed by the zone LEDs. If zone LED 1 is on, the user code can arm or disarm partition 1. If zone LED 2 is on, the user code can arm or disarm partition 2. It is possible to program codes to arm/disarm more than one partition.
7. To select which partitions the user code may arm or disarm, toggle zone LEDs by entering the **[PARTITION No]** followed by the **[*]** key.
8. The READY and AWAY LEDs flash simultaneously, and the ARM LED is on.

   **NOTE:**
   To allocate a user to all partitions press the **[0]** key followed by the **[*]** key, when inputting the data for the partition number.

9. Repeat step 7 until the user code has been assigned to the correct partition(s).
10. Press the **[#]** key to exit the current option.
11. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**NOTE:**
When a new user is added, they are assigned to partition 1 by default. To change this, or to add them to other partitions, requires that you program this option. If you do not add a user to a partition, they will not be able to arm/disarm it.

## 12.9 User Outputs – Option 13 (Advanced)

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [1] [3] [*] [USER CODE] [*] [OUTPUT No] [*]**
**[OUTPUT ACTION] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[1] [3]** keys followed by the **[*]** key to select programmable option 13.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. Enter the **[OUTPUT No]** followed by the **[*]** key. (Refer to Table 10).
7. The POWER and READY LEDs flash simultaneously, and the ARM and AWAY LEDs are on.
8. Enter the **[OUTPUT ACTION]** followed by the **[*]** key. (Refer to Table 11).
9. The READY and ARM LEDs flash simultaneously.
10. Repeat steps 4 - 9 until all the user outputs you want have been entered.
11. Press the **[#]** key to exit the current option.
12. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**Table 9: An Example on how to Read User Outputs on an LED Keypad**

| OUTPUT ACTION | |
|---|---|
| **Zone LED** | **Calculation** |
| 1 | (x 1 = 1) |
| 2 | (x 2 = 0) |
| | |
| | |
| | |
| | |
| | |
| | |

| OUTPUT NUMBER | |
|---|---|
| **Zone LED** | **Calculation** |
| 9 | (x 1 = 0) |
| 10 | (x 2 = 2) |
| 11 | (x 4 = 4) |
| 12 | (x 8 = 0) |
| 13 | (x 16 = 0) |
| 14 | (x 32= 0) |
| 15 | (x 64 = 0) |
| 16 | (x 128=0) |

**NOTE:**

- If output action 0 is chosen, then LEDs 1 and 2 will be off.
- If output action 1 is chosen, then LED 1 will be on.
- If output action 2 is chosen, then LED 2 will be on.
- If output action 3 is chosen, then LEDs 1 and 2 will be on.
- The Programmable Output Code in User Code Properties – Option 10, must be enabled in order for the user outputs to work.

**Table 10: Output Address Physical Mapping Data**

| Address | Physical Outputs |
|---|---|
| **00** | Disabled |
| **01** | Onboard output 1 |
| **02** | Onboard output 2 |
| **03** | Onboard output 3 |
| **04** | Onboard output 4 |
| **05** | Onboard output 5 |
| **06** | Zone expander 1 output 1 |
| **07** | Zone expander 1 output 2 |
| **08** | Zone expander 2 output 1 |
| **09** | Zone expander 2 output 2 |
| **10** | Zone expander 3 output 1 |
| **11** | Zone expander 3 output 2 |
| **12** | Zone expander 4 output 1 |
| **13** | Zone expander 4 output 2 |
| **14** | Zone expander 5 output 1 |
| **15** | Zone expander 5 output 2 |
| **16** | Zone expander 6 output 1 |
| **17** | Zone expander 6 output 2 |
| **18** | Reserved |
| **19** | Reserved |
| **20** | Reserved |

| Address | Physical Outputs |
|---|---|
| **21** | Reserved |
| **22** | Reserved |
| **23** | Reserved |
| **24** | Reserved |
| **25** | Reserved |
| **26** | Reserved |
| **27** | Reserved |
| **28** | Reserved |
| **29** | Reserved |
| **30** | Reserved |
| **31** | Reserved |
| **32** | Reserved |
| **33** | Reserved |
| **34** | Keypad 1 output |
| **35** | Keypad 2 output |
| **36** | Keypad 3 output |
| **37** | Keypad 4 output |
| **38** | Keypad 5 output |
| **39** | Keypad 6 output |
| **40** | Keypad 7 output |
| **41** | Keypad 8 output |

**Table 11: Output Actions Data**

| Value | Output Action |
|---|---|
| 00 | Set Output High (Set) |
| 01 | Set Output Low (Reset) |
| 02 | Pulse Output High |
| 03 | Pulse Output Low |

## 12.10 User Reporting Codes Enable – Option 14 (Advanced)

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [1] [4] [*] [USER CODE] [*] [BITMAP] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[1] [4]** keys followed by the **[*]** key to select programmable option 14.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. Enter the **[BITMAP]** that you want followed by the **[*]** key.
7. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
8. Repeat step 6 until you have enabled all the reporting codes that you require.
9. Press the **[#]** key to exit the current option.
10. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**Table 12: Enable User Reporting Codes**

| LED | On / Off | Action |
|---|---|---|
| 1 | ON | Enable close reporting |
| | OFF | Disable close reporting |
| 2 | ON | Enable stay close reporting |
| | OFF | Disable stay close reporting |
| 3 | ON | Enable open reporting |
| | OFF | Disable open reporting |
| 4 | ON | Enable siren cancel reporting |
| | OFF | Disable siren cancel reporting |

**NOTE:**
The options in Table 12 correspond to the options listed in Table 13.

## 12.11 User Reporting Code Telephone Modules – Option 15 (Advanced)

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [1] [5] [*] [USER CODE] [*] [BITMAP] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[1] [5]** keys followed by the **[*]** key to select programmable option 15.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[USER CODE]** followed by the **[*]** key.
5. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
6. Enter the **[BITMAP]** that you want followed by the **[*]** key.

7. The READY and AWAY LEDs flash simultaneously, and the ARM LED will be on.
8. Repeat step 6 until you have selected all the modules that you want.
9. Press the **[#]** key to exit the current option.
10. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

**Table 13: Specify which Telephone Module to use**

| LED | On / Off | Action |
|---|---|---|
| 1 | ON | Telephone Module 2 |
| | OFF | Telephone Module 1 |
| 2 | ON | Telephone Module 2 |
| | OFF | Telephone Module 1 |
| 3 | ON | Telephone Module 2 |
| | OFF | Telephone Module 1 |
| 4 | ON | Telephone Module 2 |
| | OFF | Telephone Module 1 |

**NOTE:**
The options are only available if the corresponding option in Option 14 is on.

**EXAMPLE:**
If the close reporting code is disabled, then you will not be able to set the telephone module for it. If it is enabled, then you can choose between telephone module 1 and 2.

## 12.12 Remote Receiver – Options 20 – 29 (Advanced)

Refer to the X64 Remote Receiver Manual for the available user options that can be programmed.

## 12.13 LCD Keypad – Option 30 (Advanced)

Refer to the X64 LCD Keypad Manual for the available user option that can be programmed.

## 12.14 Edit the Time - Option 40

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [4] [0] [*] [TIME] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[4] [0]** keys followed by the **[*]** key to select programmable option 40.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[TIME]** that you wish to edit.
5. The time format is 24 hours, **[HHMM]**.
6. To confirm the entry press **[*]**.
7. The READY LED flashes.
8. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

## 12.15 Edit the Date - Option 41

**Hold down the [*] key until the beep,**
**then enter [MASTER CODE] [*] [4] [1] [*] [DATE] [*] [#]**

1. Enter the User Program Mode as per steps 1 to 4 in section 11.
2. Press the **[4] [1]** keys followed by the **[*]** key to select programmable option 41.
3. The READY and ARM LEDs flash simultaneously.
4. Enter the **[DATE]** that you wish to edit.
5. The date format is **[DDMMYY]**.
6. To confirm the entry press **[*]**.
7. Press the **[OPTION NUMBER]** followed by the **[*]** key for the next option, or the **[#]** key again to exit user programming.

# 13. Stay Zones

Stay zones are those zones that are bypassed automatically when the system is "STAY ARMED". Any zone that should not trigger an alarm when violated in stay mode must be programmed as a stay zone.

Stay zones need only be programmed once. Each time the system is armed in the Stay Mode the pre-selected stay zones will be bypassed automatically. The panel allows for 4 unique STAY PROFILES to be stored, consisting of a pre-selected combination of STAY and BUZZ zones, to suit a specific STAY ARM requirement. STAY and BUZZ zones can be programmed for each profile only once the particular profile has been selected. See section 13.2.

**NOTE:**
Stay arming with the **[5]** key does not change the current stay profile.
However, if a partition is stay armed using Stay Profile 1, it is possible to toggle the panel directly to Stay Arm Profile two by holding the **[5]** key for two seconds until a beep is heard.

**EXAMPLE:**
- Stay Profile 1 – used for when the family has gone to bed, and only the bedroom zones are bypassed.
- Stay Profile 2 – used for family time at home. All internal zones are bypassed; but the window, door, and outdoor zones are armed.
- Stay Profile 3 – used for during the day when there is activity. In this instance, only the perimeter will be armed.

## 13.1 How to Select a Stay Profile

**Quick Select Method (LCD only):**

**Press the [5] key simultaneously with the [STAY PROFILE NUMBER] and release**

1. Ensure that the Panel is disarmed.
2. Press the **[#]** key to clear any previous entries.
3. Press the **[5]** key and then simultaneously press keys **[1]**, **[2]**, **[3]**, or **[4]** – depending on the stay profile you want to choose – then release both keys.
4. A beep will sound to indicate successful selection of a profile (an LCD keypad will also display the profile number).

5. Program STAY and BUZZ zones for the profile (see section 13.2), and/or ARM the profile (with the **[5]** key).

**Menu Select Method:**

**Hold down the [MODE] key until the beep,**
**then enter [2] [*] [PROFILE NUMBER] [*]**

1. Ensure that the Panel is disarmed.
2. Press the **[#]** key to clear any previous entries.
3. Hold **[MODE]** down for one second until the keypad beeps.
4. Press the **[2]** key followed by the **[*]** key.
5. Press **[1]**, **[2]**, **[3]** or **[4]** for the required profile.
6. Press the **[*]** key to enter. The buzzer will give a long beep.
7. Program STAY and BUZZ zones for the profile, or ARM the profile

## 13.2 How to Program Stay Zones

**Hold down the [3] key until the beep,**
**then enter [ZONE NUMBER] [*] [#]**

1. Select the required stay profile (See section 13.1).
2. Hold down the **[3]** key until the keypad buzzer sounds. The POWER LED will turn off, indicating that the panel is in the Stay zone programming mode.
3. Entering a **[ZONE NUMBER]** will toggle the corresponding LED. For example, **[2] [*]** will turn LED 2 on (if it was off) and off (if it was on). (Flashing zone LEDs indicate zones that have been set as Buzz zones and therefore cannot be changed in this menu – refer to section 14.1 on how to program buzz zones.).
4. Turn on the LEDs corresponding to the zones you need to be Stay zones. The zone LEDs should now indicate only the zones that you require to be Stay zones
5. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
6. After each press of the **[*]** key, you can repeat steps 3-5.
7. Once satisfied with your selection, press the **[#]** key to exit the Stay zone mode.

**NOTE:**

- Panic zones cannot be selected as Stay zones.
- Buzz zones (shown by flashing LEDs), cannot be selected as Stay zones. The Buzz status must be cleared first.
- The READY LED will be on for page 1, zones 1-16.
  The ARM LED will be on for page 2, zones 7-32.
  The AWAY LED will be on for page 3, zones 33-48.
  The POWER LED will be on for page 4, zones 49-64.

# 14. Buzz Zones

Violation of a Buzz zone when Stay Armed will cause the keypad buzzer to sound for a period of 30 seconds during which time a valid user code must be entered. If a valid user code is not entered during this period, the system will register an alarm condition. This feature helps prevent unnecessary false alarms.

**NOTE:**
If an Entry/Exit zone is programmed as a Buzz zone, violation of the Entry/Exit zone (when the panel is Stay Armed) will cause the keypad buzzer to sound for the duration of the entry delay time (in place of the default 30 seconds). This, if the panel is Stay Armed, allows the user to enter the premises and disarm the panel. If it is not programmed as a Buzz zone, the alarm will be triggered immediately. If the panel was stay armed, a violation of the Entry/Exit zone will always start the Entry/Exit delay. Any Entry/Exit zone programmed as a Buzz zone will not buzz.

## 14.1 How to Program a Buzz Zone

**Hold down the [4] key until the beep,**
**then enter [ZONE NUMBER] [*] [#]**

1. Select the required stay profile (See section 13.1).
2. Hold down the **[4]** key until the keypad buzzer sounds. The POWER LED will turn off, indicating that the panel is in the Buzz zone programming mode.
3. Entering a **[ZONE NUMBER]** will toggle the corresponding LED. For example, **[2] [*]** will turn LED 2 on (if it was off) and off (if it was on). (Flashing zone LEDs indicate zones that have been set as Stay zones and therefore cannot be changed in this menu).
4. Turn on the LEDs corresponding to the zones you need to be Buzz zones. The zone LEDs should now indicate only the zones that you require to be Buzz zones.
5. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
6. After each press of the **[*]** key, you can repeat steps 3-4**.**
7. Once satisfied with your selection, press the **[#]** key to exit the Buzz zone mode.

**NOTE:**
- Fire and Panic zones cannot be set as Buzz zones.
- The READY LED will be on for page 1, zones 1-16.
  The ARM LED will be on for page 2, zones 7-32.
  The AWAY LED will be on for page 3, zones 33-48.
  The POWER LED will be on for page 4, zones 49-64.

# 15. Chime Zones

The chime mode allows the user to monitor nominated zones while the system is disarmed. The keypad buzzer will sound five times when the nominated zone is violated - the siren will NOT sound and no alarm condition will be reported. Peripherals sending zone updates to the panel will not cause chimes on a zone unless the zone is restored and then violated.

**EXAMPLE:**
If you wish to know each time someone enters or exits the front door of your office, program this zone as a chime zone. The keypad will beep each time someone opens the front door.

## 15.1 How to Program Chime Zones

**Hold down the [2] key until the beep,**
**then enter [ZONE NUMBER] [*] [#]**

1. Select the required stay profile (See section 13.1).
2. Hold down the **[2]** key until the keypad buzzer sounds.
3. The POWER LED turns off.
4. Entering a zone number will toggle the corresponding LED. For example, **[2] [*]** will turn LED 2 on (if it was off) and off (if it was on).
5. Turn on the LEDs corresponding to the zones you need to be Chime zones. The zone LEDs should now indicate only the zones that you require to be Chime zones.
6. Press the **[*]** key to page through to see zones 17-32. If you press the **[*]** key again, you will view zones 33-48. And press the **[*]** key again to see zones 49-64.
7. After each press of the **[*]** key, you can repeat steps 4-5 to view the status of the zones.
8. Once satisfied with your selection, press the **[#]** key to exit the Chime zone mode.

**NOTE:**
- Panic zones cannot be programmed as Chime zones.
- The READY LED will be on for page 1, zones 1-16.
  The ARM LED will be on for page 2, zones 7-32.
  The AWAY LED will be on for page 3, zones 33-48.
  The POWER LED will be on for page 4, zones 49-64.

# 16. Viewing Trouble Conditions

**Hold down the [7] key until the beep**

The user is alerted to a trouble condition via a flashing power LED. It is also possible to enable a trouble beep. (Ask your Alarm Panel installer).
If the trouble beep has been enabled, the keypad buzzer will sound to alert the user that a trouble condition has occurred. Press the **[#]** key to silence the buzzer.

Hold down the **[7]** key for two seconds. The ARM, AWAY and READY LEDs will be flashing simultaneously showing that the keypad is in the TROUBLE VIEW MODE. Refer to Table 14 to find the significance of each zone LED. The system will automatically exit the TROUBLE VIEWING MODE after one minute. (Alternately to exit this mode, press the **[#]** key).

**NOTE:**
Certain trouble conditions will only clear once the trouble condition has restored. To clear the trouble condition once it has been fixed, hold down the **[7]** key for 2 seconds, and then press the **[#]** key to clear. To cancel the beeping without viewing the trouble conditions, press the **[#]** key.

**Table 14: Trouble Conditions**

| Zone LED | Trouble Condition |
|---|---|
| 1 | Panel AC Supply Failure |
| 2 | Panel Communications Failure |
| 3 | Telephone Line Trouble |
| 4 | Siren Tamper |
| 5 | Low Battery |
| 6 | Aux 12V Resettable Fuse Blown |
| 7 | Engineer reset |
| 8 | Box tamper |
| 9 | Peripheral Device Tamper |
| 10 | Peripheral Communications Failure |
| 11 | Peripheral Low Supply Voltage |
| 12 | EEPROM chip failure |

## 16.1 Explanation of Trouble Conditions

### 16.1.1 Panel AC Supply Failure

This occurs when your Alarm Panel does not receive any power from your mains electricity. Causes of this can be a power failure, or your transformer is not plugged in or faulty. Your alarm company might not receive your panic or alarm signal. Make sure to test your system.
This trouble condition will only clear once the power has been restored.

### 16.1.2 Panel Communications Failure

This occurs when communication to your monitoring company is not successful.
The event will clear upon exiting the trouble viewing mode. If the event is a regular occurrence contact your installer.

### 16.1.3 Telephone Line Trouble

The causes of this could be a fault, or short, on your phone line; or your phone line could be cut.
Contact your installer. This trouble condition will only clear once the phone line restored.

### 16.1.4 Siren Tamper

This can occur when the siren has been removed from circuit or the siren fuse on the panel has blown.
Your siren will not sound and you or your neighbours will not be alerted if the alarm is violated.
Contact your installer. This trouble condition will only clear once the siren has been put back into circuit or the fuse has been replaced.

### 16.1.5 Low Battery

This trouble condition can be caused by a low battery voltage, a dead battery, or no battery. If the battery is there, try charging it. If this not does work, then you may have to buy a new battery. A battery is an

official accessory, as it supplies backup power to your Alarm Panel. Batteries have a defined lifecycle and regular charging and discharging shortens this. You should regularly replace your battery.
Contact your installer. This trouble condition will only clear once the battery voltage has been restored.

### 16.1.6 Aux 12V Resettable Fuse Blown

This trouble condition indicates that the fuse has blown, or that there is a fault.
Contact your installer. This trouble condition will only clear once the fault has been restored.

### 16.1.7 Engineer Reset

An alarm condition has occurred, the installer needs to come and clear the condition by entering an installer code. The panel cannot be armed until this has occurred, nor will the trouble condition clear.

### 16.1.8 Box Tamper

The metal housing where the panel is stored has been opened.
To clear trouble condition, make sure the door to the housing is closed and then view the trouble condition.

### 16.1.9 Peripheral Device Tamper

Your peripheral device could be a keypad, remote receiver or bus-wired zone expander. This trouble condition indicates that one of these devices has been tampered with. If the problem persists, contact your installer immediately.
To clear this trouble condition, restore the tampered device and then view the tamper.

### 16.1.10 Peripheral Communications Failure

The panel has lost communication to one of the peripherals attached to it, and an intrusion may not be detected.
Contact your installer.

### 16.1.11 Peripheral Low Supply Voltage

Supply voltage to a peripheral has dropped below the recommended limit.
Contact your installer.

### 16.1.12 EEPROM Chip Failure

The panel is not communicating correctly due to a serious error.
Contact your installer immediately.

## 17. Changing a Partition

**Hold down the [MODE] key until the beep,**
**then enter [1] [*] [PARTITION NUMBER] [*]**

**To change the partition you are currently viewing, the keypad must be a global keypad.**

1. Ensure that the Panel is disarmed
2. Hold the **[MODE]** key until the keypad beeps.
3. Press the **[1] [*]** keys**,** followed by the **[PARTITION NUMBER] [*]**.

If no key is pressed on the keypad for the specified delay period (default is 20 seconds), the keypad will beep and default back to its original partition. The keypads may be programmed to remain in the new partition. (Ask your installer about this option). Entering partition numbers greater than 8 will produce a key entry error.
Also, if you changed a partition with the mode key into a partition that was armed and the keypad is not set to timeout back into the original partition, hold the **[MODE]** key to return to the original partition.

**NOTE:**
If you have set the keypad not to return to its original partition, you can use the **[MODE]** key to change partitions even if that partition is armed. Other mode options do not work whilst armed.

## 18. Output Control via a Keypad

If the panel has been set up to control switching functions via its outputs, these can be controlled via the keypad - e.g. turning lights on and off.

Hold down the **[MODE]** key until the beep and press the **[3]** key followed by the **[*]** key.

(Any outputs that are currently set ON will be shown as an on zone LED).

To toggle the output status, enter **[OUTPUT NUMBER]** followed by the **[*]** key. Press the **[#]** key to exit User Program Mode. (This is limited to outputs 1-5 onboard).

**Ensure that you have checked with your installer, which outputs are used for radio reporting to prevent the triggering of false alarms.**

## 19. Maintenance Code - Advanced

The maintenance code can be used by a user (without requiring help from an installer) to access and program a limited number of installer locations. This may be desired by a high-level user who requires low-level access to certain limited installer locations within the Alarm Panel.

The default maintenance code is 8888, or 888888 for a 6-digit code. Contact your installer to change this if you so desire.

This code is used to maintain the following locations:
- Locations 17-18: Siren Time and Delay

- Locations 20-22: Keypad Lockout and Sleep
- Locations 25-31: Daylight Savings
- Locations 171-173: No Movement, Auto Arm
- Locations 174-176: No Movement, Alarm
- Locations 180-190: Auto Arm Times

**NOTE:**
If you want to use the maintenance code, please contact your installer for assistance.

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# Programming Quick Reference Guide - LED Status

| Key Held | Action | LED status |
|---|---|---|
| **[2]** | Chime | READY on |
| **[3]** | Stay | READY on |
| **[4]** | Buzz | READY on |
| **[7]** | Trouble View | AWAY, ARM, READY flashing simultaneously |
| **[9]** | Bypass | AWAY flashing |
| **[0]** | Alarm Memory | READY on |
| **[*]** | User Menu | READY and ARM flashing alternately |
| **[MODE]** | Mode | READY flashing |
| **[M]** | Medical | N/A |

| Entering User Option Program Mode |
|---|
| • **[MASTER CODE] [*]**<br>• READY flashes<br>• **[USER OPTION] [*]**<br>• READY and ARM flashes |

# Quick Reference User Guide

| Description | Programming |
|---|---|
| Add a User Code | **[*] [Master Code] [*] [0] [*] [New Code] [*]** |
| Edit a User Code | **[*] [Master Code] [*] [1] [*] [Old Code] [*] [New Code] [*]** |
| Delete a User Code by Code | **[*] [Master Code] [*] [2] [*] [User Code] [*]** |
| Add/Edit Slot | **[*] [Master Code] [*] [3] [*] [Slot Number] [*] [User Code] [*]** |
| Delete a User Code by Slot Number | **[*] [Master Code] [*] [4] [*] [Slot Number] [*]** |
| View a Slot Number | **[*] [Master Code] [*] [5] [*] [User Code] [*]**<br>View the Slot number via the zone LEDs |
| Edit User Code Properties | **[*] [Master Code] [*] [1] [0] [*] [User Code] [*] [Bitmap] [*]**<br>2 = Duress 3 = Arm to Disarm Code 4 = Global Arm/Disarm Code |
| Allocate a User Code to a Partition | **[*] [Master Code] [*] [1] [1] [*] [User Code] [*] [Partition] [*]** |
| User Outputs | **[*] [Master Code] [*] [1] [3] [*] [User Code] [*] [Output No.] [*] [Output Action] [*]** |
| User RC Enable | **[*] [Master Code] [*] [1] [4] [*] [User Code] [*] [Bitmap] [*]** |
| User RC Module | **[*] [Master Code] [*] [1] [5] [*] [User Code] [*] [Bitmap] [*]** |
| Add Remotes – Basic | **[*] [Master Code] [*] [2] [0] [*] [Receiver No] [*] [User Code] [*] [*]** ***[Press RT Button]*** |
| Add Remotes – Advanced | **[*] [Master Code] [*] [2] [1] [*] [Receiver No] [*] [User Code] [*] [Management No] [*] [*]** ***[Press RT Button]*** |
| Delete Remote | **[*] [Master Code] [*] [2] [2] [*] [Receiver No] [*] [User Code] [*]** |
| Button Properties | **[*] [Master Code] [*] [2] [3] [*] [Receiver No] [*] [Button No] [*] [Properties] [*]** |
| Relay Properties | **[*] [Master Code] [*] [2] [4] [*] [Receiver No] [*] [Relay No] [*] [Properties] [*]** |
| Relay Pulse Time | **[*] [Master Code] [*] [2] [5] [*] [Receiver No] [*] [Time] [*]** |
| Defaulting Receiver | **[*] [Master Code] [*] [2] [6] [*] [Receiver No] [*] [*]** |
| Identifying Receiver | **[*] [Master Code] [*] [2] [7] [*] [Receiver No] [*]** |
| Testing Receiver | **[*] [Master Code] [*] [2] [8] [*] [Receiver No] [*]** ***[Press RT Button]*** |
| Receiver Capacity | **[*] [Master Code] [*] [2] [9] [*] [Receiver No] [*]** |
| Edit Zone Name via LCD Keypad | **[*] [Master Code] [*] [3] [0] [*] [Zone No] [*] [*] [Name] [*]** |
| Edit the Time | **[*] [Master Code] [*] [4] [0] [*] [Time] [*]** |
| Edit the Date | **[*] [Master Code] [*] [4] [1] [*] [Date] [*]** |
| Change Partitions | **[Mode] [1] [*] [Partition Number] [*]** |

| | |
|---|---|
| Toggle Outputs | **[Mode] [3] [*] [1, 2, 3, 4 or 5] [*]**<br>1 – 5 is onboard outputs 1 – 5 |
| Bypassing/Un-bypassing a Zone | **[9] [Master Code] [*] [Zone Number] [*]** |
| Alarm Memory | **[0]** Displays zones violated. |
| View Trouble Conditions | **[7]** 1 = AC Mains Fail 2 = No Communication<br>3 = Phone Line 4 = Siren Tamper<br>5 = Low Battery 6 = 12V Aux Fuse<br>7 = Engineer Reset 8 = Box Tamper<br>9 = Tamper on Peripheral Device<br>10 = Comms Loss to Peripheral Device<br>11 = Loss of Power to Peripheral Device<br>12 = EEPROM Failure |

**NOTE:**
The first key pressed in any programming sequence needs to be held down until the beep is heard.

Protecting your future

X64

# Warranty

Inhep Electronics Holdings (Pty) Ltd guarantees all IDS Control Panels against defective parts and workmanship for 24 months from date of purchase. Inhep Electronics Holdings shall, at its option, repair or replace the defective equipment upon the return of such equipment to any Inhep Electronics Holdings branch. This warranty applies ONLY to defects in components and workmanship and NOT to damage due to causes beyond the control of Inhep Electronics Holdings, such as incorrect voltage, lightning damage, mechanical shock, water damage, fire damage, or damage arising out of abuse and improper application of the equipment.

**NOTE:** Wherever possible, return only the PCB to Inhep Electronics Holdings service Centres.
DO NOT return the metal enclosure.

The **IDS X64** is a product of **IDS (Inhep Digital Security)**
and is manufactured by
**Inhep Electronics Holdings (Pty) Ltd**

**WARNING**
**For safety reasons, only connect equipment with a telecommunications compliance label. This includes customer equipment previously labelled permitted or certified.**

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