Solution 880
Operators Manual

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Solution 880

Operators Manual

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Introduction

Congratulations on selecting the *Solution 880* control panel to protect you and your property. So that you can obtain the most from your unit, we suggest that you take the time to read through this manual and familiarise yourself with the numerous outstanding operating features of this system.

You will notice that in all aspects of planning, engineering, styling, operation, convenience and adaptability, we have sought to anticipate your every possible requirement. Programming simplicity and speed have been some of the major considerations and we believe that our objectives in this area have been more than satisfied.

This manual will explain all aspects of operating the control panel. All system parameters and options are detailed, however suitability is left up to the individual. Every system can be tailored to meet all requirements quickly and easily.

The *Solution* range of control panels are very popular with thousands of people throughout many countries of the globe, all of whom have various levels of technical aptitude and ability. We have tried to aim this manual at all levels of readers.

Features

The *Solution 880* control panel uses the very latest in microprocessor technology to provide you with more useful features and superior reliability and performance.

Following is a list of the main features that the control panel will provide.

- Sixteen Programmable User Codes
- STAY Mode and AWAY Mode Operation
- Eight Programmable Burglary Zones
- Siren and/or Dialler Lockout Per Zone
- Delayed Reporting
- Built In Telephone Line Fail Monitor
- Day Alarm
- Remote Arming
- Answering Machine Bypass
- Event Memory Recall
- Upload/Download Programmable
- Auxiliary Output (Output 2)
- Relay Output
- Separate Fire Alarm Sound

- Eight Radio Remote User Codes
- Entry and Exit Warning Beeper
- Partitionable To 2 Areas
- Dual Reporting
- Telco Arm/Disarm Sequence (Call Forwarding)
- Sensor Watch
- Dynamic Battery Testing
- Automatic Arming and Automatic Disarming
- AC Fail and System Fault Indicators
- Walk Test Mode
- Monitored Siren Output (Output 1)
- Strobe Output
- EDMSAT – Satellite Siren Compatible

One option that can be programmed by your installer will prevent another installer or technician from performing any service to your system. This should be discussed with your installer.

Refer to "Optional Equipment" on page 48 for more information on accessories and other features that can be used with your system.

Basic System Operation

The overall purpose of your alarm system is to deter any would be intruder from entering your premises.

Before leaving your home or office, make sure all windows and doors are closed. Enter your designated code followed by the AWAY button. Your alarm system will now arm in AWAY Mode and commence counting down the exit time.

After the exit time has expired, you will hear one long beep at the remote codepad to indicate that the system has been armed in AWAY Mode. Any unsealed zones will be automatically isolated. The control panel is now ready to activate the sirens and strobe lights should an alarm occur.

If a zone that is sealed has triggered after exit time has expired, a number of events will occur. Following is a typical sequence of events.

1.   The control panel will activate any audible devices such as sirens, flashing blue strobe light and the communications dialler.

2.   The communication dialler will transmit all relevant alarm information via the telephone line alerting the respective persons of the current state of events.

3.   The siren timer will commence counting down as soon as an alarm occurs. When the siren run time expires, the siren will automatically reset and be placed into a ready state for the next alarm.

4.   Upon your return, the blue strobe light may still be operating to inform you that there has been an alarm.

5.   One or a number of zone indicators will be flashing, allowing you to identify the particular zone(s) that caused the alarm condition.

This is a very basic outline of the general system operation. As there are many features available in the *Solution 880* control panel, there could be numerous variations from the above sequence.

Code Retries

Code retries restricts the amount of times an invalid user code can be used in an attempt to operate the system. An alarm caused by this is known as a "Codepad Tamper Alarm". When a codepad tamper alarm occurs, the system will carry out the following events;

1. Activate the sirens and strobe connected to the control panel. Contact your installer if you require this to be silent.

2. Shutdown all codepads that are connected and automatically disable them from operating the system. Your installer programs the length of time they are disabled for. Refer to "Installation Notes" on page 55 for the length of time the codepad/s will be shut down for.

3. Send an "Access Denied" report to the base station receiver (Optional).

This function operates when the system is in the armed or disarmed state. Each time the system is armed or disarmed, the code retry counter will be reset. The number of incorrect code attempts can be anywhere between 1 to 15. This value is programmed by your installer. Refer to "Installation Notes" on page 55 for the number of code retries set by your installer.

Codepad Lockout Time

The codepad will be locked out for the time programmed by your installer if the wrong code has been entered more times than allowed by the code retry attempts.

Codepad Extinguish Mode

This option when programmed by your installer will allow the indicators on your codepad to automatically extinguish when the codepad is not used for a period of sixty seconds.

The indicators will illuminate once a button has been pressed on the remote codepad, when an alarm has occurred or when the systems entry time has been activated. The indicators will not illuminate when a silent alarm has been triggered. This option can only be programmed by your installer.

Alarm Memory

If you return to your premises and you notice the strobe light flashing, then care should be taken as this indicates that there has been an alarm condition while you were away.

When you enter the building and disarm the system, you will notice one or a number of zone indicators flashing rapidly. This indicates that the zone(s) in question have triggered into alarm.

You should take note of this information so that it can be passed onto your installer should they require it.

It is also possible to interrogate your alarm system using the event memory recall function. This will allow you or your installer to interpret the exact sequence of events that had occurred. Refer to "Event Memory Recall Mode" on page 39 for more information.

Sensor Watch Time

Sensor watch is part of the control panel's watchdog circuitry. It is a feature designed to ensure that all your detection devices are working correctly.

Sensor watch time determines how many days (0-99) a zone may remain sealed before registering as a fault. This feature is only active while the system is in the disarmed state because while your system is armed, the detection devices are on stand-by waiting to be activated.

If a zone programmed for sensor watch has not triggered and reset during this time, the FAULT indicator will illuminate and the codepad will beep once every minute. To cancel the codepad beeping once every minute, press the AWAY button. Refer to "Fault Analysis Mode" on page 42 for more information. Refer to "Installation Notes" on page 55 for the sensor watch time set by your installer.

Day Alarm

Day alarm may be used to monitor the front door of a shop or a pool gate. Day alarm enables a combination of zones to be monitored while the system is in the disarmed state. An indication is available via any of the programmable outputs including the codepad buzzer. Only zones 1 - 4 may be used as day alarm monitored zones. Refer to the "Installation Notes" on page 55 to check which zones have been allocated to operate for day alarm.

Day Alarm Resetting

An output that has been programmed for day alarm resetting will operate when a zone selected for day alarm is triggered. The output will reset when the zone returns to normal. This can only occur when the system is disarmed.

Day Alarm Latching

An output that has been programmed for day alarm latching will operate when a zone selected for day alarm is triggered. The output will reset when the AWAY button has been pressed. This can only occur when the system is disarmed.

Example

If you have multiple zones programmed for day alarm and one of them has triggered, it is difficult to know which zone caused the day alarm. Using the option of day alarm latching will solve this problem. When a day alarm zone triggers, all zone indicators are turned off leaving only the zone or zones that caused the day alarm illuminated. To clear the day alarm memory, press the AWAY button.

Operation

Day alarm is turned on and off by holding the 4 button down for two seconds. Refer to "Hold Down Functions" on page 41 for more information. Three beeps indicate that day alarm is turned on and two beeps indicate that day alarm is turned off.

If a zone has been programmed for day alarm, it can be isolated in the normal way. The isolated zone therefore will not register as a day alarm zone.

Entry Time

Entry time is the amount of time allowed to disarm your system after you have opened the entry delay zone. During the entry time, the codepad buzzer will beep twice per second warning you to disarm your system. An alarm will activate if you do not disarm your system before the entry time expires. Refer to "Installation Notes" on page 55 for the entry time set by your installer.

Exit Time

Exit time is the amount of time you have to leave your premises after you have entered your code to arm the system. You will hear a long beep from the codepad to indicate the end of exit time. Make sure you exit your premises before this time expires. Refer to "Installation Notes" on page 55 for the exit time set by your installer.

System Date and Time

The control panel has a real time 12 month calendar and 24 hour clock that needs to be set and changed for daylight savings. This will allow the system to log events and send test reports with accurate time and date stamping if programmed. Refer to "Setting The Date and Time" on page 38 for more information on setting the date and time.

User Codes 1 - 16

The purpose of user codes is to arm and disarm the system as well as perform other specific functions as described in "User Code Priority" on page 12.

User codes can be any length between one to four digits long. Each user code can have a different priority level allocated to it. This controls the behaviour of the code, allowing it to arm only or to arm and disarm etc.

There are a total of 16 user codes available that can be changed or deleted at any time by the Master Code holder. Multiple Master Codes may be programmed. Refer to "
" on page 30 for more information on adding, deleting or changing user codes.

The priority level for each user code can only be programmed or changed by the installer.

User Codes 9 – 16

The control panel has the ability to be remotely armed and disarmed via remote radio transmitters. Up to eight remote user codes may be allocated for radio transmitter operation. Before the control panel will accept radio On/Off signals, you must teach the control panel which transmitter is used for each user code. User codes 9 – 16 can have both a user code and a remote radio user code allocated to them. The user codes act as per their allocated priority level, and the radio remote codes act as arm/disarm codes only.

Teaching Radio User Codes

Teaching radio user codes can only be carried out using the Master Code. Refer to "Changing and Deleting Radio Remote User Codes" on page 32 for more information.

User Code 16 will report to the monitoring company when any of the following methods for arming and disarming are used.

1.   Arm and disarm via remote radio control equipment connected to the optional Radio Key/Keyswitch Interface or Night Arm Station.

2.   Arm the system remotely over the telephone.

3.   Automatic arming when the preset time is reached.

4.   Single button arming in AWAY Mode, STAY Mode 1 or STAY Mode 2.

5.   Single button disarming from STAY Mode 1 or STAY Mode 2.

User Code Priority

There are ten different priority levels that can be allocated to the user codes. Each priority level allows or restricts the functions that different user code holders may perform.

> **If user code priority levels 4, 6, 12 or 14 have been programmed to any of the available 16 user codes, the method of standard isolating will no longer operate. Only those user codes with the priority level of 4, 6, 12 or 14 will be allowed to isolate zones using the method code to isolate.**

Priority	Description
0	Arm and Disarm
1	Arm Only
2	Arm and Disarm + Open/Close Reports
3	Arm Only + Close Report
4	Arm and Disarm + Code To Isolate
6	Arm and Disarm + Code To Isolate + Open/Close Reports
8	Arm and Disarm + Master Code Functions
10	Arm and Disarm + Master Code Functions + Open/Close Reports
12	Arm and Disarm + Master Code Functions + Code To Isolate
14	Arm and Disarm + Master Code Functions + Code To Isolate + Open/Close Reports

Table 1: User Code Priority Levels

Arm and Disarm

This priority level allows the user code holder to arm and disarm the system.

Arm Only

This priority level allows the user code holder to arm the system but not disarm it.

Arm and Disarm + Open/Close Reports

This priority level allows the user code holder to arm and disarm the system. When this priority level is used, the control panel will send an opening and closing report to the base station.

Arm Only + Close Report

This priority level allows the user code holder to arm the system but not disarm it. When this priority level is used, the control panel will send a closing report to the base station.

Arm and Disarm + Code To Isolate

This priority level allows the user code holder to arm and disarm the system.
Isolating of zones will only be allowed by using the method "Code To Isolate" once this priority level has been set. Refer to "Zone Isolating Mode" on page 17 for more information.

Arm and Disarm + Code To Isolate + Open/Close Reports

This priority level allows the user code holder to arm and disarm the system. Isolating of zones will only be allowed by using the method "Code To Isolate" once this priority level has been set. Refer to "Zone Isolating Mode" on page 17 for more information. When this priority level is used, the control panel will send an opening and closing report to the base station.

Arm and Disarm + Master Code Functions

This priority level allows arming and disarming of the system and the ability to carry out any of the Master Code Functions described on page 23. More than one user code can be allocated to this priority level.

Arm and Disarm + Master Code Functions + Code To Isolate

This priority level allows arming and disarming of the system and the ability to carry out any of the Master Code Functions described on page 23.

Isolating zones will only be allowed by using the method "Code To Isolate" once this priority level has been set. Refer to "Zone Isolating Mode" on page 17 for more information. More than one user code can be allocated to this priority level.

Arm and Disarm + Master Code Functions + Code To Isolate + Open/Close Reports

This priority level allows arming and disarming of the system and the ability to carry out any of the Master Code Functions described on page 23.

Isolating zones will only be allowed by using the method "Code To Isolate" once this priority level has been set. Refer to "Zone Isolating Mode" on page 17 for more information. More than one user code can be allocated to this priority level.

When this priority level is used, the control panel will send an opening and closing report to the base station.

System Indicators and Operations

CP5 Eight Zone Codepad
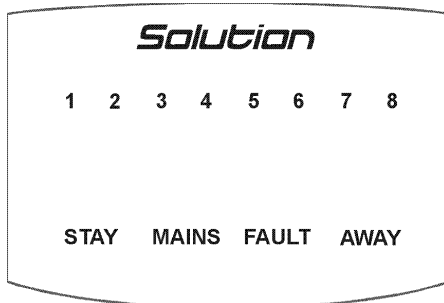
The codepad is the communications interface between you and your alarm system. It allows you to issue commands and offers both visual and audible indications that guide you through the general operation.

The codepad incorporates numerous indicators. There are ZONE indicators which are used to show the condition of each zone and four other indicators for general status. The following is a list of situations and the relevant indications that will be seen.

Figure 1: CP5 Eight Zone Codepad

Zone Indicators

The ZONE indicators are used to show the status of the zones. The following table lists the various circumstances that the indicators will display (ie. Zone Sealed, Zone Unsealed).

Indicator	Definition
On	Zone Is Unsealed
Off	Zone Is Sealed
Flashing Fast **(0.25 Sec On – 0.25 Sec Off)**	Zone Is In Alarm Condition
Flashing Slow **(1 Sec On – 1 Sec Off)**	Zone Is Manually Isolated

Table 2: Zone Indicators

AWAY Indicator

The AWAY indicator is used to inform you that the system is armed in the AWAY Mode.

Indicator	Definition
On	System Is Armed In AWAY Mode
Off	System Is Not Armed In AWAY Mode

Table 3: AWAY Indicator

STAY Indicator

The STAY indicator is used to indicate that the system is armed in STAY Mode.

Indicator	Definition
On	System Is Armed In STAY Mode
Off	System Is Not Armed In STAY Mode
Flashing	System Is In Isolating Mode

Table 4: STAY Indicator

MAINS Indicator

The MAINS indicator is used to indicate that the systems AC mains supply is normal or has failed.

Indicator	Definition
On	AC Mains Power Normal
Flashing	AC Mains Failure

Table 5: MAINS Indicator

FAULT Indicator

The FAULT indicator is used to indicate that the system has detected a system fault. Refer to "Fault Analysis Mode" on page 42 for more information on system faults.

Indicator	Definition
On	There Is A Fault That Needs To Be Rectified
Off	The System Is Normal, There Are No Faults
Flashing	There Is A Fault Waiting To Be Acknowledged

Table 6: FAULT Indicator

Audible Indicators

In general, the audible indications emitted by the codepad are as follows:

Indicator	Definition
One Short Beep	A Button Has Been Pressed On The Codepad Or End Of Exit Time When Armed In STAY Mode
Two Short Beeps	The System Has Accepted Your Code
Three Short Beeps	The Requested Function Has Been Executed
One Long Beep	Indicates End Of Exit Time For AWAY Mode Or The Requested Operation Has Been Denied Or Aborted
One Short Beep Every Second	Walk Test Mode Is Active
One Short Beep Every Minute	There Is A Fault Waiting To Be Acknowledged

Table 7: Audible Indications

CP5 Eight Zone LCD Codepad
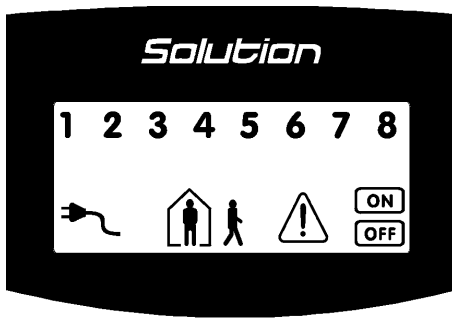
The codepad is the communications interface between you and your alarm system. It allows you to issue commands and offers both visual and audible indications that guide you through the general operation.

The codepad incorporates numerous indicators. There are ZONE indicators which are used to show the condition of each zone and seven others for general status. The following is a list of situations and the relevant indications that will be seen.

Figure 2: CP5 Eight Zone LCD Codepad

Zone Indicators

1 2 3 .... The ZONE indicators are used to show the status of the zones. The following table list the various circumstances that the indicators will display (ie. Zone Sealed, Zone Unsealed).

Indicator	Definition
On	Zone Is Unsealed
Off	Zone Is Sealed
Flashing Fast **(0.25 Sec On – 0.25 Sec Off)**	Zone Is In Alarm Condition
Flashing Slow **(1 Sec On – 1 Sec Off)**	Zone Is Manually Isolated

Table 8: Zone Indicators

AWAY Indicator

The AWAY indicator illuminates when the system is armed in the AWAY Mode. The ⬜ON indicator will also illuminate when the system is armed in the AWAY Mode.

Indicator	Definition
On	System Is Armed In AWAY Mode
Off	System Is Not Armed In AWAY Mode

Table 9: AWAY Indicator

STAY Indicator

The STAY indicator illuminates when the system is armed in STAY Mode 1 or STAY Mode 2. The ⬜ON indicator will also illuminate when the system is armed in STAY Mode 1 or STAY Mode 2.

Indicator	Definition
On	System Is Armed In STAY Mode 1 Or 2
Off	System Is Not Armed In STAY Mode 1 Or 2
Flashing	System Is In Zone Isolating Mode

Table 10: STAY Indicator

System Disarmed
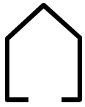
This indicator will illuminate when the system has been disarmed. The OFF indicator will also illuminate when the system has been disarmed.

MAINS Indicator

The MAINS indicator is used to indicate that the systems AC mains supply is normal or has failed.

Indicator	Definition
On	AC Mains Power Normal
Flashing	AC Mains Failure

Table 11: MAINS Indicator

Zone Isolating Mode

Flashing

This indicator will illuminate when you attempt to isolate zones. The person will flash once every 3 seconds.

FAULT Indicator

The FAULT indicator is used to indicate that the system has detected a system fault. Refer to "Fault Analysis Mode" on page 42 for more information on system faults.

| Indicator	Definition
On	There Is A Fault That Needs To Be Rectified
Off	The System Is Normal, There Are No Faults
Flashing	There Is A Fault Waiting To Be Acknowledged

Table 12: FAULT Indicator

Programming Mode

Flashing

This indicator will illuminate when the system has entered the operators programming mode (ie Master Code Functions). Both persons will flash.

Off Indicator/Zone Sealed

OFF   The **OFF** indicator will illuminate when the system is in the disarmed state and will flash when a zone becomes unsealed. If will stop flashing when all zones are sealed.

On Indicator/Zone In Alarm

ON   The **ON** indicator will illuminate when the system is armed in the AWAY Mode or STAY Mode 1 or STAY Mode 2 and will flash when an alarm occurs. The indicator will reset once a valid user code has been entered.

Audible Indicators

In general, the audible indications given out by the codepad are as follows:

Indicator	Definition
One Short Beep	A Button Has Been Pressed On The Codepad Or End Of Exit Time When Armed In STAY Mode
Two Short Beeps	The System Has Accepted Your Code
Three Short Beeps	The Requested Function Has Been Executed
One Long Beep	Indicates End Of Exit Time For AWAY Mode Or The Requested Operation Has Been Denied Or Aborted
One Short Beep Every Second	Walk Test Mode Is Active
One Short Beep Every Minute	There Is A Fault Waiting To Be Acknowledged

Table 13: Audible Indications

System Operations

The following pages will describe how to use and interpret the many codepad functions that are available on the *Solution 880* control panel.

Arming The System In AWAY Mode

There are two methods for arming your system in AWAY Mode.

Method One

Enter your code followed by the AWAY button. Two beeps will be heard and the AWAY indicator will illuminate. Exit time will now commence.

$$\boxed{\text{CODE}} + \boxed{\text{# AWAY}}$$

Method Two

Hold down the AWAY button until two beeps are heard. The AWAY indicator will illuminate and exit time will now commence.

$$\boxed{\text{# AWAY}}$$

If a zone is not sealed at the end of exit time, the zone will be automatically isolated. The zone will become an active part of the system again as soon as it has resealed (ie. If a window is left open after exit time has expired, the window will not be an active part of the system until it has closed. Opening the window after exit time has expired will cause an alarm condition).

Single button arming in AWAY Mode will report as user code number 16.

Forced Arming

The feature of arming the system when a zone is not sealed is known as forced arming.

If the AWAY indicator does not illuminate and a long beep is heard when you attempt to arm the system, forced arming is not permitted. If this is the case you must ensure that all zones are sealed or manually isolated before you can arm the system.

Disarming The System From AWAY Mode

To Disarm The System From AWAY Mode

Enter your code followed by the AWAY button.
Two beeps will be heard and the AWAY indicator will extinguish. A flashing ZONE indicator represents a previous alarm on that zone.

$$\boxed{\text{CODE}} + \boxed{\text{# AWAY}}$$

Arming The System In STAY Mode 1

STAY Mode 1 is when the system has been armed with particular zones automatically isolated. These zones must be programmed by the installer.

When there is a need to arm only the system perimeter, this mode is extremely handy. It automatically disables the interior detection zones allowing movement within the protected area while at the same time arming the perimeter zones.

There are two methods for arming your system in STAY Mode 1. Refer to the "Installation Notes" on page 55 for information on which zones have been programmed for STAY Mode isolation.

Method One

Enter your code followed by the STAY button.
Two beeps will be heard and the STAY indicator will illuminate. Exit time will now commence.

Any zones that have been programmed for STAY Mode 1 will be automatically isolated and their respective indicators will begin to flash until exit time expires. At the end of exit time, the ZONE indicators will extinguish and the codepad will give one short beep.

$$\boxed{\text{CODE}} \; + \; \boxed{\bigstar \text{STAY}}$$

Method Two

Hold down the STAY button until two beeps are heard.
The STAY indicator will illuminate and exit time will now commence.

Any zones that have been programmed for STAY Mode 1 will be automatically isolated and their respective indicators will begin to flash until exit time expires. At the end of exit time, the ZONE indicators will extinguish and the codepad will give one short beep.

$$\boxed{\bigstar \text{STAY}}$$

Single button arming in STAY Mode 1 will report as user code number 16.

If a zone is not sealed at the end of exit time, the zone will be automatically isolated. The zone will become an active part of the system again as soon as it has resealed (ie. If a window is left open after exit time has expired, the window will not be an active part of the system until it has closed. Opening the window after exit time has expired will cause an alarm condition).

Forced Arming

The feature of arming the system when a zone is not sealed is known as forced arming.

If the STAY indicator does not illuminate and a long beep is heard when you attempt to arm the system, forced arming is not permitted. If this is the case you must ensure that all zones are sealed or manually isolated before you can arm the system.

Disarming The System From STAY Mode 1

There are two methods for disarming the system from STAY Mode 1. Method one is standard and will always operate. Method two is optional and needs to be programmed by your installer.

Method One

Enter your code followed by the STAY button.
Two beeps will be heard and the STAY indicator will extinguish. A flashing ZONE indicator represents a previous alarm on that zone.
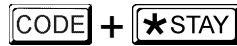
<div align="center">CODE + *STAY</div>

Method Two

A flashing ZONE indicator represents a previous alarm on that zone. If this is the case, a valid user code will need to be used to disarm the system.

Hold down the STAY button until two beeps are heard. The STAY indicator will extinguish and the system will disarm.

<div align="center">*STAY</div>

Single button disarming from STAY Mode 1 will report as user code number 16.

Arming The System In STAY Mode 2

STAY mode 2 is when the system has been armed with particular zones automatically isolated. Any Master Code user can program these zones before the system is armed in STAY mode 2. Refer to "Setting STAY Mode 2 Zones" on page 36 for details on how to program zones for STAY mode 2.

When there is a need to arm the perimeter of your building, this mode is extremely handy. It automatically disables the interior detection zones allowing for movement within the protected area while at the same time arming the perimeter zones.
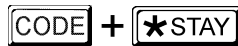
To Arm Your System In STAY Mode 2

Hold the 0 button down until two beeps are heard.
The STAY indicator will illuminate and any zones that have been programmed for STAY mode 2 will be automatically isolated and their respective indicators will begin to flash until exit time expires. At the end of exit time the zone indicators will extinguish.

<div align="center">**O**</div>

If a zone is not sealed at the end of exit time it will be automatically isolated. It will become an active part of the system as soon as it is sealed (**ie**. If a window is opened before the end of exit time, it will not be an active part of the system until it is closed. Opening the window after this time will cause an alarm condition).

The feature of arming the system when a zone is not sealed is known as forced arming. If this feature is not suitable, your installer can program your system so that it will not arm unless all zones are sealed. If the STAY indicator does not illuminate and a long beep is heard, forced arming is not permitted. If this is the case, you must ensure that all zones are sealed or manually isolated before you will be allowed to arm the system.

Disarming The System From STAY Mode 2

There are two methods for disarming the system from STAY Mode 2. Method one is standard and will always operate. Method two is optional and needs to be programmed by your installer.

Method One

Enter your code followed by the STAY button. Two beeps will be heard and the STAY indicator will extinguish. A flashing ZONE indicator represents a previous alarm on that zone.
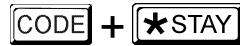
$$\boxed{\text{CODE}} + \boxed{\bigstar\text{STAY}}$$

Method Two

A flashing ZONE indicator represents a previous alarm on that zone. If this is the case, a valid user code will need to be used to disarm the system.

Hold down the 0 button until two beeps are heard. The STAY indicator will extinguish and the system will disarm.

O

Single button disarming from STAY Mode 2 will report as user code number 16.

Codepad Functions

The following pages will describe how to use and interpret the many codepad functions that are available on the *Solution 880* control panel.

Most functions are performed using the Master Code. Refer to "Master Code Functions" on page 29 for more information.

Before attempting to enter any of the Master Code functions, ensure that the system is in the disarmed state and that there are no alarm memory indicators flashing. If this is not the case, the following will be required.

1. If any of the zone indicators are flashing fast, enter your code followed by the AWAY button. This will reset any zone alarms that have occurred (If the system becomes armed, enter your code followed by the AWAY button a second time to disarm the system).

2. If the system has been armed in AWAY Mode, STAY Mode 1 or STAY Mode 2 (ie. The AWAY or STAY indicator is illuminated), enter your code followed by the AWAY button to disarm the system.

The factory default Master Code is 2580 and can be changed at any time. Therefore, if your system's Master Code differs from the default, please substitute your existing Master Code in the following examples.

The Master Code allows you to change any user code and even the Master Code itself. The Master Code is the only code that allows the execution of Master Code functions detailed later in this manual.

Isolating Zones

When a zone has been isolated, access is allowed into that zone at all times. Isolating zones is performed by one of two methods. One way requires the use of a valid user code while the other way does not. The ability to isolate zones is governed by the priority level allocated to each user code holder. Some user code holders may not be able to isolate zones. Refer to "User Code Priority" on page 12 for further information.

Standard Isolating

1.   Press the STAY button twice. Three beeps will be heard.

2.   * Enter the zone number required to be isolated followed by the STAY button. The zone you have just selected to be isolated will now begin to flash.

      Repeat step 2 if more than one zone is required to be isolated.

3.   Press the AWAY button when finished selecting the zones to be isolated. Two beeps will be heard.

The zones selected to be isolated will now continue to flash until the system has next been disarmed. The system is now ready to be armed in AWAY Mode.

$$\boxed{\texttt{*STAY}} + \boxed{\texttt{*STAY}} + \boxed{\texttt{ZONE NUMBER}} + \boxed{\texttt{*STAY}} + \boxed{\texttt{# AWAY}}$$

*   As each zone is isolated, the corresponding ZONE indicator will begin to flash. If a mistake is made, press the zone number that was incorrectly entered followed by the STAY **button. This zone is now no longer isolated and the ZONE indicator will extinguish.**

Code To Isolate

1.   Press the STAY button.

2.   Enter your code.

3.   Press the STAY button. Three beeps will be heard.

4.   * Enter the zone number required to be isolated followed by the STAY button. The zone you have just selected to be isolated will now begin to flash. Repeat step 4 if more than one zone is required to be isolated.

5.   Press the AWAY button when finished selecting the zones to be isolated. Two beeps will be heard.

The zones selected to be isolated will now continue to flash until the system has next been disarmed. The system is ready to be armed in AWAY Mode.

$$\boxed{\texttt{*STAY}} + \boxed{\texttt{CODE}} + \boxed{\texttt{*STAY}} + \boxed{\texttt{ZONE NUMBER}} + \boxed{\texttt{*STAY}} + \boxed{\texttt{# AWAY}}$$

> *** As each zone is isolated, the corresponding ZONE indicator will begin to flash. If a mistake is made, press the zone number that was incorrectly entered followed by the STAY button. This zone is now no longer isolated and the ZONE indicator will extinguish.**

Fault Analysis Mode

Whenever a system fault occurs, the FAULT or MAINS indicator will flash and the codepad will beep once every minute.

If the MAINS indicator is flashing, this is because the AC mains supply has been disconnected. There is no need to determine this type of system fault. Pressing the AWAY button once will acknowledge the AC mains fail and will stop the codepad beeping once every minute.

To Determine The Type Of System Fault

Hold down the 5 button until two beeps are heard or alternatively, enter your MASTER CODE followed by 5 and the AWAY button.

The FAULT indicator should remain steady and the STAY and AWAY indicators should flash in unison with each other.

The type of system fault will be indicated by the ZONE indicators. Refer to "Table 14: Fault Indicators" for the list of different system faults that may occur.

Zone Indicator	Fault Description
1	Low Battery
2	Date and Time
3	Sensor Watch
4	Horn Speaker Disconnected
5	Telephone Line Fault
6	E^2 Fault
7	Codepad Fuse Fail
8	Communications Failure

Table 14: Fault Indicators

To exit fault analysis mode, press the AWAY button. The STAY and AWAY indicators will extinguish and the FAULT indicator will remain illuminated.

To Acknowledge The System Fault

To acknowledge the system fault, press the AWAY button.   The FAULT indicator will remain illuminated and the codepad will cease its once a minute beep.

Fault Descriptions

Low Battery

A low battery fault will register when the battery supply voltage falls below 10.5 volts or when a dynamic battery test detects a low capacity battery. This fault will clear after a successful dynamic battery test. A dynamic battery test is performed every four hours once power has been connected to the control panel and also every time the system is armed in AWAY Mode, STAY Mode 1 or STAY Mode 2.

Date and Time

The date and time fault will register every time the control panel has been powered down. This fault will not cause the FAULT indicator on the codepad to illuminate unless an Auto-arming time has been programmed by the installer.

This fault will clear once the date and time has been programmed if an Auto-arming time has been programmed. Refer to "Setting The Date and Time" on page 38 for further information.

Sensor Watch

A sensor watch fault will register because one of the detection devices has stopped working or has failed to detect movement for the programmed time period whilst the system is disarmed. The fault will clear after the registered zone has been unsealed and resealed again. Hold down the 5 button a second time to display the zone that registered the sensor watch fault.

Horn Speaker Monitor

A horn speaker fault will register when the horn speaker is disconnected from the control panel. This fault will clear when the horn speaker has been reconnected.

Telephone Line Fault

A telephone line fault will register when the telephone line connected to the control panel has been cut or disconnected for a continuous period of 40 seconds or more. This fault will clear when the telephone line has been reconnected for a period of over 40 seconds.

E^2 Fault

An E^2 fault will register when the control panel detects an internal checksum error.

Codepad Fuse Fail

A codepad fuse fail fault will register when either the codepad fuse or the accessories fuse has blown or is disconnected. This fault will clear when the blown fuse is replaced or reconnected.

Communication Failure

A communication failure fault will register if the control panel was unsuccessful in calling the receiving party after the control panel has exhausted its maximum number of attempts.

AC Mains Failure

An AC mains failure will flash the MAINS indicator, sound the codepad buzzer once every minute and send an "AC Fail" report to the monitoring station. This fault will clear once the AC mains has been reconnected. An "AC Restore" report will be transmitted once the AC mains has been restored for more than two minutes.

Codepad Duress Alarm

A codepad duress alarm can be used as a hold up alarm. This will occur when the number 9 is added to the end of any valid user code that is being used to disarm the system. A duress alarm is always silent and can only be made use of if your system is reporting back to a monitoring station or numeric pager.

CODE + **9** + # AWAY

There is a feature available that allows the number 3 **to be used for a codepad duress alarm instead of the number** 9**. Contact your installer if you wish the codepad duress alarm to use the number** 3 **button.**

Codepad Panic Alarm

A codepad panic alarm will be triggered when either the 1 and 3 buttons or the STAY and AWAY buttons are pressed simultaneously. This is an audible alarm. Contact your installer if you wish codepad panic to be silent.

1 + **3** or ★ STAY + # AWAY

Codepad Fire Alarm

A codepad fire alarm will be triggered when the 4 and 6 buttons on the remote codepad are pressed simultaneously. A distinct fire sound is emitted through the horn speaker to indicate this type of alarm condition. The fire sound is different to the burglary sound. This is an audible alarm. Contact your installer if you require this to be silent.

4 + **6**

Codepad Medical Alarm

A codepad medical alarm will be triggered when the 7 and 9 buttons on the codepad are pressed simultaneously. This is an audible alarm. Contact your installer if you require this to be silent.

7 + **9**

Remote Radio Transmitter Operation

The *Solution 862* control panel has the ability to be remotely operated using a Hand Held 2 Channel Radio Transmitter. The radio transmitter has 4 buttons, each of which can perform various functions such as arming and disarming the system and to operate remote outputs. These are described below in detail.

When using the hand held transmitter to operate the system, audible indications can be provided through the horn speakers and visual indications provided by the blue strobe light. This will allow you to operate the system from outside the building with confidence. The feature of audible indication beeps and strobe flashes can only be programmed by your installer.

No Of Beeps	System Status
1	System Disarmed
2	System Armed In AWAY Mode
Two tone beep	System Armed In STAY Mode

Table 15: Horn Speaker Beeps

Strobe Operation	System Status
3 Seconds Duration	System Disarmed
6 Seconds Duration	System Armed In AWAY Mode
6 Seconds Duration	System Armed In STAY Mode

Table 16: Strobe Indications

Before any of these features will operate, you will need to teach the control panel the transmitter radio code. Refer to "**Error! Reference source not found.**" on page 32 for more information.

Arming Via Transmitter In AWAY Mode

Press button one on the transmitter for two seconds.
Two beeps will be heard on the remote codepad and the AWAY indicator will illuminate. Exit time will now commence.

If the horn speaker indication beeps have been enabled, two beeps will be heard from the horn speaker. If strobe flashes have been enabled, the strobe will operate for six seconds.

Disarming Via Transmitter From AWAY Mode

Press button one on the transmitter for two seconds.
Two beeps will be heard on the remote codepad and the AWAY indicator will extinguish.

If the horn speaker indication beeps have been enabled, one beep will be heard from the horn speaker. If strobe flashes have been enabled, the strobe will operate for three seconds.

Arming Via Transmitter In STAY Mode

Press button two on the transmitter for two seconds.
Two beeps will be heard on the remote codepad and the STAY indicator will now illuminate.

If horn speaker indication beeps have been enabled, a two-tone beep will be heard from the horn speaker. If strobe flashes have been enabled, the strobe will operate for six seconds.

Disarming Via Transmitter From STAY Mode

Press button one on the transmitter for two seconds.
Two beeps will be heard on the remote codepad and the STAY indicator will extinguish.

If the horn speaker indication beeps have been enabled, one beep will be heard from the horn speaker.
If strobe flashes have been enabled, the strobe will operate for three seconds.

Panic Alarm Via Transmitter

Press both buttons 1 and 2 together for two seconds on the hand held transmitter. This will cause a panic alarm which will activate the horn speaker, strobe and internal sirens.

Operating Remote Outputs Via Transmitter

There are two remote outputs that can be operated from buttons 3 and 4 on the Hand Held 2 Channel Radio Transmitter. These outputs can only be programmed by your installer.

Turning Output 1 'ON'

Press button 3 on the transmitter for two seconds. Output 1 will now turn on.

Turning Output 1 'OFF'

Press button 3 on the transmitter for two seconds. Output 1 will now turn off.

Turning Output 2 'ON'

Press button 4 on the transmitter for two seconds. Output 2 will now turn on.

Turning Output 2 'OFF'

Press button 4 on the transmitter for two seconds. Output 2 will now turn off.

Master Code Functions

Master Code functions are designed to allow those users that have the appropriate priority level to perform certain functions of a supervisory level. These functions can only be carried out while the system is in the disarmed state.

> **The default Master Code is** 2580 **and is known as User 1. It is possible for this system to have multiple Master Codes. Please check with your installer as to how your system is configured.**

To enter the required Master Code Function, enter your MASTER CODE followed by the required FUNCTION digit and the AWAY button.

<div align="center">

MASTER CODE + FUNCTION + # AWAY

</div>

These functions can only be carried out when the system is in the disarmed state.

Function	Description
0	Arm Or Disarm Both Areas At The Same Time
1	Changing Or Deleting User Codes/Remote Radio User Codes
2	Changing Domestic Phone Numbers
3	Changing Telco Arm/Disarm Sequence
4	Setting STAY Mode 2 Zones
5	Turning Outputs On/Off
6	Setting The Date and Time
7	Walk Test Mode
8	Event Memory Recall
9	Reserved

Table 17: Master Code Functions

Arm Or Disarm Both Areas At The Same Time

This option allows you to arm or disarm both areas at the same time when the system has been partitioned. Both areas will arm or disarm to follow the state of the area that the code was entered from (ie: If you disarm an area, the other area will disarm, or if you arm an area, the other area will arm as well). This allows a user to ensure that both areas will be armed by pressing one extra button rather than entering a user code at both area codepads.

How To Arm Or Disarm Both Areas At The Same Time

Enter your MASTER CODE followed by 0 and the AWAY button. Two beeps will be heard and both areas will arm or disarm.

<div align="center">

MASTER CODE + O + # AWAY

</div>

Changing and Deleting User Codes

This function allows a Master Code holder to add/change or delete any of the system user codes.

When changing or deleting user codes it is important that you know the number of the user you wish to change or delete. Your installer should provide you with this information at the time of installation.

To Add Or Change A User Code

1. Enter your MASTER CODE followed by 1 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2. Enter the user number (1-16) that you wish to add or change followed by the AWAY button.

Two beeps will be heard and the corresponding ZONE indicator will illuminate. Refer to "Table 18: Zone Indicators Showing Relative User Numbers" on page 31.

3. Enter the digits required (from 1-4 digits) for the new code followed by the AWAY button. Two beeps will be heard and the STAY and AWAY indicators will extinguish.

If you wish to change any further user codes, repeat this procedure as many times as required.

[MASTER CODE] **+ 1 +** [# AWAY] **+** [USER NUMBER] **+** [# AWAY] **+** [NEW CODE] **+** [# AWAY]

> **When adding or changing user codes, this function will automatically terminate if a button is not pressed within sixty seconds. Pressing the AWAY button will also terminate the session at anytime. One long beep indicates the code entered already exists or an incorrect user number has been selected.**

To Delete A User Code

1. Enter your MASTER CODE followed by 1 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2. Enter the user number (1-16) that you wish to delete followed by the AWAY button.

Two beeps will be heard and the corresponding ZONE indicator will illuminate. Refer to "Table 18: Zone Indicators Showing Relative User Numbers" on page 31 for more information.

3. Press the STAY button to delete the user code. Two beeps will be heard and the STAY and AWAY indicators will extinguish.

If you wish to delete any further user codes, repeat this procedure as many times as required.

[MASTER CODE] **+ 1 +** [# AWAY] **+** [USER NUMBER] **+** [# AWAY] **+** [★ STAY]

> **When deleting user codes, this function will automatically terminate if a button is not pressed within sixty seconds. Pressing the AWAY button will also terminate the session at anytime. One long beep indicates an incorrect user number has been selected.**

User No	Zone 1 Indicator	Zone 2 Indicator	Zone 3 Indicator	Zone 4 Indicator	Zone 5 Indicator	Zone 6 Indicator	Zone 7 Indicator	Zone 8 Indicator	Mains Indicator
1	✓								
2		✓							
3			✓						
4				✓					
5					✓				
6						✓			
7							✓		
8								✓	
9	✓							✓	
10									✓
11	✓								✓
12		✓							✓
13			✓						✓
14				✓					✓
15					✓				✓
16						✓			✓

Table 18: Zone Indicators Showing Relative User Numbers

Changing and Deleting Radio Remote User Codes

This function allows a Master Code holder to add/change or delete any of the system radio remote user codes.

When changing or deleting radio remote user codes it is important that you know the number of the user you wish to change or delete. Your installer should provide you with this information at the time of installation.

To Add Or Change A Remote Radio User Code

1. Enter your MASTER CODE followed by 1 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2. Enter the user number (9-16) that you wish to add or change followed by the AWAY button.

    Two beeps will be heard and the corresponding ZONE indicator will illuminate. Refer to "Table 19: Zone Indicators Showing Relative Remote Radio User Numbers" on page 33.

3. Now press any button on the transmitter.

Two beeps will be heard and the STAY and AWAY indicators will extinguish. The control panel has now been taught the code of the hand held radio transmitter.

If you wish to change any further radio remote user codes, repeat this procedure as many times as required.

MASTER CODE **+ 1 +** # AWAY **+** USER NUMBER **+** # AWAY **+** TRANSMIT

> **When adding or changing user codes, this function will automatically terminate if a button is not pressed within sixty seconds. Pressing the AWAY button will also terminate the session at anytime. One long beep indicates the code entered already exists or an incorrect user number has been selected.**

To Delete A Radio Remote User Code

1. Enter your MASTER CODE followed by 1 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2. Enter the user number (9-16) that you wish to delete followed by the AWAY button.

    Two beeps will be heard and the corresponding ZONE indicator will illuminate. Refer to "Table 19: Zone Indicators Showing Relative Remote Radio User Numbers" on page 33.

3. Press the STAY button to delete the user code. Two beeps will be heard and the STAY and AWAY indicators will extinguish.

If you wish to delete any further user codes, repeat this procedure as many times as required.

MASTER CODE **+ 1 +** # AWAY **+** USER NUMBER **+** # AWAY **+** ✱ STAY

> **When deleting user codes, this function will automatically terminate if a button is not pressed within sixty seconds. Pressing the AWAY button will also terminate the session at anytime. One long beep indicates an incorrect user number has been selected.**

User No	Zone 1 Indicator	Zone 2 Indicator	Zone 3 Indicator	Zone 4 Indicator	Zone 5 Indicator	Zone 6 Indicator	Zone 7 Indicator	Zone 8 Indicator	MAINS Indicator
9	✓							✓	
10									✓
11	✓								✓
12		✓							✓
13			✓						✓
14				✓					✓
15					✓				✓
16						✓			✓

Table 19: Zone Indicators Showing Relative Remote Radio User Numbers

User codes 9-16 and Radio user codes 9-16 share the same user numbers. It is then possible to have a 4 digit user number and a radio user allocated to the same user number.
When deleting user numbers 9-16, both the 4 digit user number and the radio user will be erased when deleting the user number selected.

Changing Domestic Phone Numbers

This option allows the Master Code holder to view and program the required telephone numbers that the system will call in the event of an alarm. For a more detailed description, refer to "Domestic Dialling Reporting" on page 46 for further information.

To Change Domestic Phone Numbers

Enter your MASTER CODE followed by 2 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash. If there are telephone numbers already programmed, they will be displayed one digit at a time via the zone indicators on the codepad. Refer to "Table 20: Zone Indicators For Changing Phone Numbers" on page 34 for the indicators and their meanings.

If there are no telephone numbers programmed, a further two beeps will be heard after entering this mode. These two beeps are normally heard after the last digit of the last phone number has been displayed.

1. Enter all the digits for Phone Number 1, one digit at a time. As each digit is entered, the corresponding codepad indicators will illuminate.

2. After you have entered all the digits of the first telephone number press the STAY button followed by the 4 button if there is more than one phone number to be programmed. This will insert a break between the first telephone number and the second telephone number. If there is only one telephone number, press the AWAY button to exit this mode.

3. Enter all the digits for Phone Number 2, one digit at a time. As each digit is entered, the corresponding codepad indicators will illuminate. After the last digit of the second telephone number, press the AWAY button to exit this mode unless a third telephone number is required.

MASTER CODE + **2** + # AWAY + PHONE No 1 + ✱ STAY + **4** + PHONE No. 2 + # AWAY

The maximum number of digits allowed is 48. This includes any pauses and any breaks that you have programmed.

The feature of Domestic Dialling must be programmed by your installer. Refer to the "Installation Notes" on page 55 for information on whether your system has been programmed for domestic tone reporting.

To Disable Domestic Dialling

1. Enter your MASTER CODE followed by 2 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2. Press the STAY button followed by the 4 button and the AWAY button to disable domestic dialling.

MASTER CODE + **2** + #AWAY + *STAY + **4** + #AWAY

Digit	Zone 1 Indicator	Zone 2 Indicator	Zone 3 Indicator	Zone 4 Indicator	Zone 5 Indicator	Zone 6 Indicator	Zone 7 Indicator	Zone 8 Indicator	MAINS Indicator
0									✓
1	✓								
2		✓							
3			✓						
4				✓					
5					✓				
6						✓			
7							✓		
8								✓	
9	✓							✓	
∗	✓								✓
#		✓							✓
Pause			✓						✓
Break				✓					✓

Table 20: Zone Indicators For Changing Phone Numbers

Changing Telco Arm/Disarm Sequence

This feature allows you to automatically divert all incoming phone calls at your home or office to another phone number of your choice. This feature is only available if your telecommunication provider has the call forward option available.

When arming the system in AWAY Mode, the control panel will automatically dial the telecommunication exchange to redirect all calls to your mobile phone, pocket pager or answering service. When activated, your telephone will not ring but outgoing calls may still be made.

When the system is next disarmed, the control panel will automatically dial the telecommunication exchange to undivert your home or office phone.

Contact your telecommunications provider for more information on call forward operations.

How To Program Telco Arming Sequence - Easy Call Forward (Immediate On)

    1.   Enter your MASTER CODE followed by 3 and the AWAY button.
            Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

    2.   Press button 1 followed by the AWAY button to change the Telco arming sequence. Three beeps will be heard.

            If a previous call forwarding sequence has already been programmed, the sequence will be displayed one digit at a time via the remote codepad indicators. Refer to "Table 20: Zone Indicators For Changing Phone Numbers" on page 34 for the indicators and their meanings.

            If there is no call forward sequence programmed, a further two beeps will be heard after entering this mode. These two beeps are normally heard after the last digit of the call forward sequence has been displayed.

    3.   Enter STAY + 121 followed by the Phone Number you wish the control panel to divert all calls to followed by STAY + 2 and the AWAY button. Two beeps will be heard and the system will return to the disarmed state.

$$\boxed{\text{MASTER CODE}} + \mathbf{3} + \boxed{\text{\# AWAY}} + \mathbf{1} + \boxed{\text{\# AWAY}} + \boxed{\text{\textasteriskcentered STAY}} + \mathbf{121}$$
$$+ \boxed{\text{PHONE N}^\text{o}} + \boxed{\text{\textasteriskcentered STAY}} + \mathbf{2} + \boxed{\text{\# AWAY}}$$

How To Program The Telco Disarming Sequence – Easy Call Forward (Immediate Off)

    1.   Enter your MASTER CODE followed by 3 and the AWAY button.
            Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

    2.   Press button 2 followed by the AWAY button to change the Telco disarming sequence. Three beeps will be heard.

            If a previous Telco disarming sequence has already been programmed, the sequence will be displayed one digit at a time via the remote codepad indicators. Refer to "Table 20: Zone Indicators For Changing Phone Numbers" on page 34 for the indicators and their meanings.

            If no Telco disarming sequence has been programmed, a further two beeps will be heard after entering this mode. These two beeps are normally heard after the last digit of the call forward disarming sequence has been displayed.

    3.   Enter STAY + 221 + STAY + 2 and the AWAY button.
            Two beeps will be heard and the system will return to the disarmed state.

$$\boxed{\text{MASTER CODE}} + \mathbf{3} + \boxed{\text{\# AWAY}} + \mathbf{2} + \boxed{\text{\# AWAY}} + \boxed{\text{\textasteriskcentered STAY}} + \mathbf{221}$$
$$+ \boxed{\text{\textasteriskcentered STAY}} + \mathbf{2} + \boxed{\text{\# AWAY}}$$

Setting STAY Mode 2 Zones

This function allows the master code holder to select which zones are to be automatically isolated when the system is armed in STAY Mode 2.

Every time the system is armed in STAY Mode 2, the zones selected using this function will be automatically isolated.

To arm the system in STAY Mode 2, hold down the 0 button until two beeps are heard. Refer to "Hold Down Functions" on page 41 or "Arming The System In STAY Mode 2" on page 21 for more information.

How To Set STAY Mode 2 Zones

1. Enter your MASTER CODE followed by 4 and the AWAY button.
    Three beeps will be heard and the STAY indicator will begin to flash.

2. * Enter the zone number that you wish to automatically isolate followed by the STAY button. The corresponding ZONE indicator will now begin to flash to display that you have selected the zone to be automatically isolated when the system has been armed in STAY Mode 2.

    If more than one zone is required to be automatically isolated, repeat step 2 until all zones required have been selected.

3. Press the AWAY button to exit this function.
    Two beeps will be heard and the system will return to the disarmed state. The zones that were selected to be automatically isolated in STAY Mode 2 and the STAY indicator will extinguish.

$$\boxed{\text{MASTER CODE}} + \mathbf{4} + \boxed{\text{\# AWAY}} + \boxed{\text{ZONE NUMBER}} + \boxed{\text{* STAY}} + \boxed{\text{\# AWAY}}$$

> * **As each zone is isolated, the corresponding ZONE indicator will begin to flash. If a mistake is made, press the zone number that was incorrectly entered followed by the** STAY **button. This zone is now no longer isolated and the ZONE indicator will extinguish.**

Turning Outputs On/Off

If an output has been programmed for remote operation, you may turn the remote output on or off using this Master Code function.

To Turn An Output On From The Remote Codepad

1. Enter your MASTER CODE followed by 5 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2. Enter the required Output Number followed by the AWAY button. Three beeps will be heard and the output will now turn on. Repeat step 2 if more than one output is required to be turned on.

3. Press the AWAY button again to exit this function. Two beeps will be heard and the STAY and AWAY indicators will extinguish.

MASTER CODE + **5** + #AWAY + OUTPUT No. + #AWAY + #AWAY

To Turn An Output Off From The Remote Codepad

1. Enter your MASTER CODE followed by 5 and the AWAY button. Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2. Enter the required Output Number followed by the STAY button. Two beeps will be heard and the output will now turn off. Repeat step 2 if more than one output is required to be turned off.

3. Press the AWAY button to exit this function. Two beeps will be heard and the STAY and AWAY indicators will extinguish.

MASTER CODE + **5** + #AWAY + OUTPUT No. + ✱STAY + #AWAY

Setting The Date and Time

This function needs to be used when the date and time needs to be changed or the system has been powered down.

To Set The New Date and Time

1.   Enter your MASTER CODE followed by 6 and the AWAY button.
Three beeps will be heard and the STAY and AWAY indicators will begin to flash.

2.   Enter the day, month, year, hour and minute using the (DD, MM, YY, HH, MM) format.

3.   Press the AWAY button when finished to exit this function.
Two beeps will be heard and the STAY and AWAY indicators will extinguish.

$$\boxed{\text{MASTER CODE}} + 6 + \boxed{\text{\# AWAY}}$$

Example

If the date and time needs to be set for the 1st January 1998 at 10:30 PM, program the date and time as follows;

$$\boxed{\text{MASTER CODE}} + 6 + \boxed{\text{\# AWAY}}$$
$$0 + 1 + 0 + 1 + 9 + 8 + 2 + 2 + 3 + 0 + \boxed{\text{\# AWAY}}$$

Walk Test Mode

Walk test mode allows you to test the detection devices that are connected to your system to ensure that they are functioning correctly. This should be performed on a weekly basis.

Before activating walk test mode, isolate any zones that are not required for testing. Refer to "Zone Isolating Mode" on page 17 for more information on isolating zones.

To Enter Walk Test Mode

1.   Enter your MASTER CODE followed by 7 and the AWAY button.
Three beeps will be heard and the STAY and AWAY indicators will begin to flash. The codepad will beep once every second while the system is in walk test mode.

2.   Unseal and seal the zones to be tested. The codepad will sound one long beep and the horn speaker will sound one short beep every time a zone is sealed or unsealed.

3.   Press the AWAY button to exit this function.
Two beeps will be heard and the STAY and AWAY indicators will extinguish.

$$\boxed{\text{MASTER CODE}} + 7 + \boxed{\text{\# AWAY}}$$

Event Memory Recall Mode

This feature allows you to playback the last forty events that have occurred to the system. The event memory recall mode reports all alarms and arming/disarming of the system in the AWAY Mode and STAY Mode 1 and 2. This function helps with trouble shooting system faults. The events are displayed via the codepad indicators.

To Enter The Event Memory Recall Mode

1. Enter your MASTER CODE followed by 8 and the AWAY button. Three beeps will be heard. The events will be played back via the codepad indicators in reverse chronological order.

<div align="center">

MASTER CODE + **8** + #AWAY

</div>

Example

<div align="center">

If the events were as follows:

</div>

Event No	Event Description
1	System Armed In AWAY Mode
2	Alarm In Zone 3
3	Alarm In Zone 4
4	System Disarmed

Table 21: Event Memory Recall - Example Events

<div align="center">

The event memory playback will report as follows:

</div>

Event No	Codepad Indicator	Event Description
4	All Indicators Off Except MAINS	System Disarmed
3	Zone 4 + AWAY Indicator Illuminates	Alarm In Zone 4
2	Zone 3 + AWAY Indicator Illuminates	Alarm In Zone 3
1	AWAY Indicator Illuminates	System Armed In AWAY Mode

Table 22: Event Memory Recall - Example Event Playback

Each event is indicated by a beep and an illuminated indicator. Resetting a 24 hour alarm in the disarmed state is indicated by one beep only. After the last event, three beeps will be heard to indicate the end of playback. The replay can be terminated at any time by pressing the AWAY button.

During the event memory playback, arming the system in STAY Mode 1 and STAY Mode 2 is indicated by the STAY indicator illuminating. There is no differentiation between arming the system in STAY Mode 1 and STAY Mode 2.

If the control panel has been powered down, the memory of all events will be lost.

User Code Functions – Partitioned Systems Only

To enter the required user code function, enter your user code followed by the required FUNCTION digit and the AWAY button.

$$\boxed{\text{USER CODE}} \ + \ \boxed{\text{FUNCTION}} \ + \ \boxed{\text{\# AWAY}}$$

Function	Description
0	Arm Or Disarm Both Areas At The Same Time

Table 23: User Code Functions

Arm Or Disarm Both Areas At The Same Time

This option allows you to arm or disarm both areas at the same time when the system has been partitioned. Both areas will arm or disarm to follow the state of the area that the code was entered from (ie: If you disarm an area, the other area will disarm, or if you arm an area, the other area will arm as well).

This allows a user to ensure that both areas will be armed by pressing one extra button rather than entering a user code at both area codepads.

To Arm Or Disarm Both Areas

1.   Enter your user code followed by 0 and the AWAY button. Two beeps will be heard and both areas will arm or disarm.

$$\boxed{\text{USER CODE}} \ + \ \textbf{O} \ + \ \boxed{\text{\# AWAY}}$$

Hold Down Functions

Hold down function have been incorporated to allow easy activation of specific operations. When a button is held down for two seconds, two beeps will be heard and a particular function will operate. The functions available are listed below.

Arm The System In AWAY Mode

| # AWAY | Holding the AWAY button down until two beeps are heard will arm the system in AWAY Mode.

If the system has been partitioned, holding down the AWAY button on an area addressable codepad will only arm the area that the codepad belongs to in AWAY Mode. Holding down the AWAY button on a Master Partitioned Codepad will not arm the area that is currently displayed and will toggle to the next available area.

Arm The System In STAY Mode 1

| ★ STAY | Holding the STAY button down until two beeps are heard will arm the system in STAY Mode 1. If there has not been an alarm during the armed cycle, holding the STAY button down a second time will disarm the system from STAY Mode 1.

If an alarm has occurred or entry warning has been triggered, a valid user code will need to be used to disarm the system.

If the system has been partitioned, holding down the STAY button until two beeps are heard will only arm the area that the codepad belongs to in STAY Mode 1.

Arm The System In STAY Mode 2

O   Holding the 0 button down until two beeps are heard will arm the system in STAY Mode 2. If there has not been an alarm during the armed cycle, holding the **O** button down a second time will disarm the system from STAY Mode 2.

If an alarm has occurred or entry warning has been triggered, a valid user code will need to be used to disarm the system.

If the system has been partitioned, holding down the 0 button will have no effect as STAY Mode 2 does not operate when the system has been partitioned.

Horn Speaker Test

1   Holding the 1 button down until two beeps are heard will sound the horn speaker for a two second burst. No other sounding device will sound in this mode.

If An EDMSAT – Satellite Siren has been connected to the control panel, this function will test the horn speaker for a two second burst followed by the strobe for two seconds.

Bell Test

2   Holding the 2 button down until two beeps are heard will sound the speakers for a two second burst. No other sounding device will sound in this mode.

If an EDMSAT – Satellite Siren has been connected to the control panel, this function will test the horn speaker for a two second burst followed by the strobe for two seconds.

Strobe Test

3   Holding the 3 button down will operate the strobe. No other device will operate in this mode.

If an EDMSAT – Satellite Siren has been connected to the control panel, this function will also test the strobe on the satellite siren.

1. Hold down the 3 button until three beeps are heard. The strobe will begin to flash.
2. Hold down the 3 button until two beeps are heard. The strobe will stop flashing.

Turning Day Alarm On and Off

4   Holding the 4 button down will turn day alarm on or off.

1. Hold down the 4 button until three beeps are heard. Day alarm has now been turned on.
2. Hold down the 4 button until two beeps are heard. Day alarm has now been turned off.

Fault Analysis Mode

5   There are various system faults that can be detected by the control panel. When any of these are present, the FAULT indicator will begin to flash and the codepad will beep once every minute. Refer to "Fault Descriptions" on page 24 for a more detailed description on each fault type.

1. Hold the 5 button down until two beeps are heard.
   The STAY and AWAY indicators will begin to flash in unison with the FAULT indicator. One or more ZONE indicators (1-8) will illuminate to indicate the type of fault that has occurred.

2. To exit fault analysis mode, press the AWAY button. The STAY and AWAY indicators will extinguish.

Zone Indicator	Fault Description
1	Low Battery
2	Date and Time
3	Sensor Watch
4	Horn Speaker Disconnected
5	Telephone Line Fault
6	E^2 Fault
7	Codepad Fuse Fail
8	Communications Failure

Table 24: Fault Indicators

Initiate A Modem Call

6   Holding the 6 button down until two beeps are heard will force the control panel to dial the callback telephone number programmed in an attempt to connect to the installer's remote computer. Your installer may require you to do this for remote programming changes.

Reset Latching Outputs

7   Holding the 7 button down until two beeps are heard will reset any programmable output that has been programmed to remain on once it has been activated. This could be a door bell that is required to keep ringing until someone has acknowledged it. Your installer will advise you if this feature has been set.

Codepad ID and Beeper Tone Change

8   Holding down the 8 button for two seconds performs one of two functions.

The first function is to indicate the area that the codepad belongs to. The second function changes the tone of the codepad buzzer. There are fifty different tones to choose from between 1500 Hz and 5000 Hz and they are specific to each codepad. In a multiple codepad installation, each codepad can have a different tone.

To Determine The Area That The Codepad Belongs To

This function is only available if the system has been partitioned.

   1.   Hold the 8 button down until two beeps are heard before releasing the button.

A zone indicator will illuminate to indicate which area that the codepad belongs to.

Zone Indicator	Codepad ID
1	Area 1 Codepad
2	Area 2 Codepad
7	Master Partitioned Codepad

Table 25: Codepad ID Descriptions

If no zone indicator illuminates, the codepad cannot be used when the system has been partitioned.

   2.   Press the AWAY button to exit this function.

To Change The Tone Of The Buzzer

   1.   Hold the 8 button down continuously. The tone of the buzzer will start to increase in pitch.

If the codepad is an addressable area codepad or a Master Partitioned codepad, two beeps will be heard indicating the area that the codepad belongs to as described above. Shortly after the two beeps are heard, the tone of the codepad buzzer will begin to increase in pitch.

   2.   Release the 8 button when the desired tone has been reached.

   3.   Press the AWAY button to exit this function.

Initiate A Test Report

9   Holding the 9 button down until two beeps are heard will send a "Test" report which is used to test the dialling and reporting capabilities of the system without causing the sirens to sound. This hold down function is only applicable if your system has a communication dialler fitted and enabled.

Partitioning

The *Solution 880* control panel can be partitioned or split into two individual areas. Both areas can be operated from one Master Partitioned codepad or from a number of separate area addressable codepads. In this case, one of each will be designated to a particular area.

Master Partitioned Codepad Indicators

The indicators on a Master Partitioned codepad are configured in to four groups. Following is a description of what the indicators show.

Zone Indicators

Zone indicators (1-8) display the status of each zone. These zones belong to the area that has the AREA DISPLAY indicator illuminated (ie. If a ZONE indicator is illuminated, that zone is unsealed and if the ZONE indicator is not illuminated, that zone is sealed).

Area On/Off Indicators

The group of four AREA ON/OFF DISPLAY indicators show the status of each area (ie. If an indicator is illuminated, that area is armed and if the indicator is not illuminated, that area is disarmed).

Area Display Indicators

A group of four AREA DISPLAY indicators show what area the zones belong to that are currently being displayed.

Status Indicators

A group of four indicators show the following:

AUX Indicator

The AUX indicator displays when the system is using the telephone line communicating to the receiving party.

The AUX indicator will flash in conjunction with the PARTIAL indicator to indicate successful entry into any programming mode. For example, this will occur when using Master Code functions.

Mains Indicator

This indicator displays the status of the AC mains supply (ie. If the MAINS indicator is illuminated, the AC mains is normal and if the indicator is flashing, the AC mains has been disconnected).

Fault Indicator

This indicator displays the status of the systems fault register (ie. If the FAULT indicator is flashing, the system has detected a fault that has not yet been acknowledged. If the indicator is illuminated, the fault has been acknowledged and if the indicator is not illuminated, the system has no system faults.

Partial Indicator

The partial indicator displays whether an area is armed in STAY Mode 1 (ie. If the PARTIAL indicator is illuminated, an area is armed in STAY Mode 1, and if the PARTIAL indicator is not illuminated, no areas are armed in STAY Mode 1). Whilst isolating zones, the PARTIAL indicator flashes to indicate that you are in the isolate mode. The PARTIAL indicator will flash in conjunction with the AUX indicator to indicate successful entry into any programming mode. For example, this will occur when using Master Code functions.

Figure 3: Master Partitioned Codepad
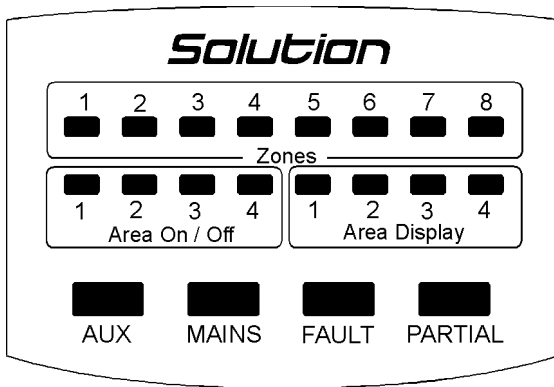
Operating From A Master Partitioned Codepad

If you have a partitioned system with a Master Partitioned codepad installed, the operating procedure is the same as described throughout this manual with one exception. All operations are relative to the area whose AREA DISPLAY indicator is illuminated at the time.

Example

If the AREA DISPLAY indicator number 2 is illuminated, all operations performed will effect only Area 2. To perform any operations in another area, you will have to move the AREA DISPLAY illuminator to the desired area.

To Move From One Area To The Next

1. Press the AWAY button. The area display indicator will move to the next area.
2. Press the AWAY button again. The area display indicator will move to the next area.

Operating From Area Addressable Codepads

If you have a partitioned system with Area Addressable codepads, the operating procedure is exactly the same as described throughout this manual. Refer to "Codepad ID and Beeper Tone Change" on page 43 to determine which area a particular codepad belongs to.

Communication Options

Your *Solution 880* control panel has a communications dialler fitted to report all alarms and system events. These events can be reported to a number of destinations via different transmission formats. These different formats have varying levels of ability. Some can report all events while others have limitations and may report alarms only. The suitability of the different formats should be discussed with your installer.

Options and Accessories

Domestic Tone Only Reporting
Back To Base Reporting Via Digital Communicator
Basic Pager Reporting
Phone Controller

Remote Arming Via The Telephone

This feature allows you to arm your system from any remote location via the telephone line. For obvious security reasons, the system cannot be disarmed using this method. To make use of this feature, you will require a touch tone telephone or the phone controller.

To Remotely Arm Your System Via The Telephone

1.   Call the telephone number that your control panel has been connected to.

2.   When the control panel answers the incoming call, a short jingle will be heard. Hold the phone controller to the mouth piece of the telephone and press the button on the side of the unit for 3 seconds. You can alternatively press the * button on the touch tone telephone for 3 seconds to arm the system.

      If you hear a number of strange sounding tones when the control panel answers the incoming call, this means that the system has been programmed for remote programming functions. Simply wait for a pause in the tones and follow step 2 to remotely arm the system.

3.   After releasing the button on the phone controller or the * button on the touch tone telephone, two beeps will be heard to indicate that the system has armed in AWAY Mode.

4.   Hang up the telephone and the system will remain armed.

If the control panel does not answer the call, this means that the system may already be armed, remote functions have not been enabled or the ring count has been set to zero so that the control panel does not answer any incoming calls.

Where both remote arming and Upload/Download via the installer's remote computer have been selected, the control panel will answer the call expecting the remote computer. This is easily noticed as the modem negotiating tones will be heard rather than the remote arming jingle.

If your system has been partitioned, when you remote arm the system, both areas will arm in AWAY mode.

Domestic Dialling Reporting

When the control panel has activated into an alarm condition, it will commence dialling the first programmed telephone number. If a busy or engaged tone has been detected, the control panel will hang up and commence dialling the second telephone number (if one is programmed). The first call however will be counted as one unsuccessful dialling attempt. If the second telephone number is also busy or an engaged tone is detected, the control panel will hang up and commence dialling the third telephone number (if one is programmed).

If a busy tone is not detected, the control panel will assume that the phone has been answered and will begin sending its transmission. The transmission consists of a siren tone followed by a unit identification beep. The identification beep will allow the customer to verify which control panel made the call if more than one control panel is reporting to the same telephone number.

After the identification beep, a long pause will follow allowing you to acknowledge the call. If the call is not acknowledged during the pause, the sequence of the siren tone, the identification beep and the pause will continue until you acknowledge the call or until the control panel hangs up after two minutes has expired.

A maximum of 6 calls per alarm event will be made when the control panel has been set up for domestic dialling format. This count includes any unsuccessful calls. The counter will reset if the zone retriggers and a further 6 attempts will be made. The control panel will stop dialling after 6 attempts or 3 successful calls. The control panel will also stop dialling if a valid user code has been entered at the remote codepad.

To Acknowledge Domestic Dialling

Once the call has been received, if it is not acknowledged by pressing the * button on a touch tone telephone or by using the phone controller, the control panel will continue to send its transmission for a period of 2 minutes. It will then hang up and commence dialling the next telephone number. If the call is acknowledged, the control panel will hang up and no further calls will be made for that event.

Basic Pager Reporting

Basic pager reporting has been introduced so that alarms and system information can be transmitted to a pocket pager allowing you to receive information from your alarm system at any time.

Basic pager format requires some interpretation of the numbers that appear on the display, however, it is possible to differentiate between 1000 different control panels when a number of control panels are reporting to the one pager.
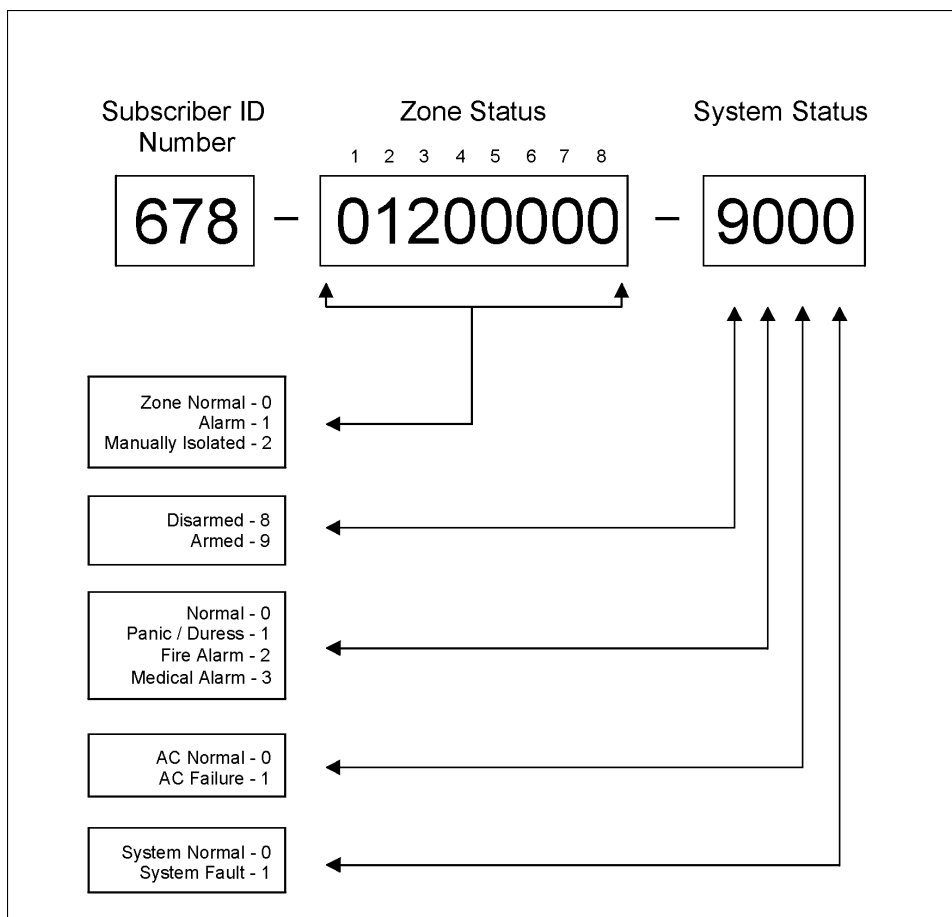
Figure 4: Basic Pager Display

The example shows that the transmission has come from Subscriber ID Number 678 and that zone 2 is in alarm, zone 3 has been manually isolated, the system is armed, the panic zone is normal, the AC is connected and there is no fault condition.

Optional Equipment

There are numerous accessories and features that can be added to your alarm system. Contact your installer for more information on any of the accessories listed below.

EDMSAT - Satellite Siren

To enhance the security of your system a satellite siren is available. When tampered with or disconnected from your system it will still continue to emit its ear shattering warning sound.

Additional Codepads

Numerous codepads can be fitted giving you the ability to control your system from not only the entry point but even from your bedroom or anywhere else that you may require.

Night Arm Station

The night arm station is a touch pad that allows you to perform three basic functions. Firstly, it allows you to arm your alarm system in STAY Mode by pressing just one button. Secondly, it allows you to activate a panic alarm 24 hours a day should an emergency situation arise. Thirdly, it provides system status at all times via its indicator lights. Using a night arm station means that at the press of a button you can arm your entire alarm system except for the zones that are designated for STAY Mode. The night arm station will allow the user to disarm the system from STAY Mode, providing that no alarm has been triggered.

Radio Remote Control

This equipment when fitted will enable you to control the general operation of your system from a portable hand held transmitter. It can even be used for basic arm/disarm where there is a requirement for a keyswitch.

Phone Controller

The phone controller can be used for remote arming of your system. Where this feature is required the phone controller can be used to generate a specific tone that will arm your system via the telephone. The phone controller can also be used to acknowledge domestic dialling.

Hand Held Radio Remote Control Panic Button

Any number of hand held panic buttons can be connected to your system. These are ideal for medical or emergency situations where help is required instantly. The benefits of these are only apparent if your system is monitored.

Smoke Detectors

Any number of smoke detectors may be connected to your system for an early warning of a fire. A different sound is available for your horn speaker if a smoke detector is triggered. This different sound will alert your neighbours to a fire rather than a burglary.

Photoelectric Beams

Photoelectric beams can be connected to your system to provide perimeter protection. These beams can be placed up to distances of 160 metres apart. Any movement across the beams (ie. a person or vehicle entering a driveway) will cause an alarm. These can be used in both indoor and outdoor applications.

Passive Infrared Detectors

Passive infrared (PIR) detectors are the most common type of detection devices used. PIR's detect human body heat up to a distance of approximately 15 metres.

Magnetic Reed Switches

Reed switches are used to monitor the opening and closing of doors and windows. These are ideal for perimeter protection when used in conjunction with STAY Mode.

Glass Break Detectors

Glass break detectors are used to pick up the sound of breaking glass. These are ideal for shop front windows.

Vibration Detectors

Vibration detectors are designed to pick up the vibrations of a rattling door or window.

Communications Dialler

A communications dialler is fitted to your system to inform another party that an alarm has occurred. Refer to "Communication Options" on page 45 for more information.

Telephone Line Fault Monitor

A telephone line fault monitor is designed to connect your alarm system to two telephone lines. When line A is disconnected the unit will automatically switch to line B. For added security, line B could be connected to a stand-alone cellular unit.

Glossary Of Terms

Term	Description
Alarm Condition	Is when your alarm system is armed and one of the detection devices are violated. A 24 hour zone (eg. Smoke detector) may trigger when armed or disarmed.
Answering Machine Bypass	Answering machine bypass has been incorporated so that it is possible to make a connection with the control panel for remote arming or remote programming operations when there is a answering machine or facsimile machine on the same telephone line.
Armed (System ON)	When the system is in a state ready to accept alarms.
#AWAY	This is the button on your codepad used to execute any given command.
AWAY Mode	Is the mode used to arm your system when you leave your premises.
Codepad	The codepad allows you to perform all functions such as arming, disarming and programming of your alarm system.
Day Alarm	Day alarm allows a combination of zones to be monitored while the system is in the disarmed state.
Detectors	Are devices connected to your alarm system used to cause an alarm condition. Some common forms of detection devices are; passive infrared, smoke, photo electric beams, reed switches and vibration sensors.
Dialler	Is a device that is used for communicating to a monitoring station, mobile phone or pocket pager etc.
Disarmed	Is when your system is in a state that will not accept alarms except for 24 hour zones.
Dynamic Battery Testing	Is a feature used to monitor and test the condition of your backup battery.
EDMSAT (Satellite Siren)	Is a self contained siren unit complete with flashing blue strobe light and a backup battery. It offers a higher level of security for your alarm system.
Entry Time or Entry Delay	Is the time allowed after entering your premises, to disarm your system before an alarm occurs.
Entry Warning	Is the beeping from your codepad during entry time to remind you to disarm your system.
Exit Time or Exit Delay	Is the amount of time you have to leave your premises after arming your system.
External Equipment	Is any device connected to your system such as detectors, codepads and sirens.
Forced Arming	Is a situation where your alarm system is permitted to be armed when one or more zones are unsealed.
Handover Delay	When your system is armed and zone one is violated, the entry delay starts timing. If zone two is then violated the entry delay time is handed over to zone two and so on through zones three and four. This is known as sequential hand over delay.

Hand Held Radio Remote Control	Can be used to arm and disarm your system or cause a panic alarm.
Lockout Dialler	Lockout dialler means that the dialler will only activate once per zone per arming cycle.
Lockout Siren	Lockout siren means that the sirens will only activate once per zone per arming cycle.
Master Code	Is a numerical code used for arming and disarming the system as well as allowing access to all functions that are programmable through the codepad.
Monitoring Station	Is a secure location where a digital receiver monitors numerous alarm systems and deciphers their alarm transmission reports so that the operator can advise the appropriate authorities to take immediate action.
Panic	This is a type of alarm raised by you to indicate to the monitoring station that there is an emergency situation at your premises.
Phone Controller	Is a device used for arming your system via the telephone line. It is also used to acknowledge domestic alarm reports.
Sealed	Refers to a zones status. If a zone is sealed, the detection devices are not violated and the zone indicator will be extinguished (ie. a reed switch is closed or a detector is on stand by waiting for an intrusion).
Sensor Watch	Sensor watch gives the control panel the ability to recognise that detection devices may have stopped working. This is a feature that monitors the operation of a zone over a programmed time period.
Silent Alarm	When programming your system, it is possible to have an individual zone for silent alarm. This means that when the zone is violated your alarm system will communicate with the monitoring station without sounding the sirens. This can only be programmed by your installer.
STAY Mode 1	Is a condition that automatically isolates certain zones when your system is armed in STAY Mode 1. These zones can only be programmed by your installer.
STAY Mode 2	Is a condition that automatically isolates certain zones when your system is armed in STAY Mode 2. These zones can only be programmed by a master code holder.
Unsealed	Refers to zone status. If a zone is unsealed, the detection devices are violated and the zone indicator will be illuminated (ie. a reed switch is open or a detector has noted an intrusion).
User Code	A numerical code used to arm and disarm the system.
Zones	A monitored input used to trigger an alarm condition.
24 Hour Zone	A monitored input where tamper switches and emergency switches may be connected. If at any time, (whether your system is armed or disarmed) one of these switches is violated, an alarm condition will be generated.

Warranty

Electronics Design and Manufacturing Pty limited warrants this product to be free from defects in material and workmanship for a period of three years from the date of manufacture as indicated by the date stamp and / or the serial number on the product.

Defective units returned by the purchaser at their own expense during this period will be repaired or replaced at the option of the manufacturer. The repair or replacement will be free of charge provided that the defects were not incurred during shipping or handling, or the damage was not due to causes beyond the control of Electronics Design and Manufacturing Pty Limited, excessive voltage, mechanical shock or damage arising out of abuse, alteration or improper application of the equipment.

Should a product be returned for repair and it is out of warranty, normal repair charges will be applicable. If the product is unrepairable or deemed uneconomical to repair in EDM's opinion, another replacement unit will be made available for purchase. In the event of a product being superseded, a similar or equivalent product may be offered for purchase.

Limitations

While this system is an advanced design security system, it does not offer guaranteed protection against burglary, fire or any other emergency. An alarm system, whether commercial or residential, is subject to compromise or failure.

Despite frequent testing, and due to, but not limited to, any or all of the following; criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. Electronics Design and Manufacturing Pty Limited does not represent that the product or system may not be compromised or circumvented; or that the product or system will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; nor that the product or system will in all cases provide adequate warning or protection. A properly installed and maintained alarm system may only reduce risk of burglary, robbery, fire or otherwise but it is not insurance or a guarantee that these events will not occur.

CONSEQUENTLY, ELECTRONICS DESIGN AND MANUFACTURING PTY LIMITED SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING.

Electronics Design and Manufacturing Pty Limited is not an insurer of either the property or safety of the user's family or employees and limits its liability for any loss or damage including incidental or consequential damages to Electronics Design and Manufacturing Pty Limited's original selling price of the product regardless of the cause of such loss or damage.

Maintenance

Electronics Design and Manufacturing Pty Limited recommend the system be checked on a weekly basis for correct operation. Reference should also be made to Australian Standard 2201.1 in that routine maintenance should be carried out every six months by a licensed alarm technician.

Year 2000 Compliance

This notice is to confirm that the *Solution 880* control panel is not susceptible to, or will be corrupted by the "Year 2000 Millenium Bug".

To date, all *Solution* products that incorporate time keeping facilities employ a rotating 100 year calendar. This means that *Solution* products do not use the century in any time keeping algorithms, only the year within the century.

Specifications

Temperature Range:	0 – 45 Degrees Celsius
Humidity:	10% - 95%
Power Source:	TF008 Plug Pack – 240 Volt / 18 Volt AC @ 1.3 Amp
Stand-By Current:	65 mA
Current Draw In Alarm Condition:	115 mA
Current Draw With No Alarm and Codepad Fitted:	105 mA
Back-Up Battery:	6.5 Ah / 12 Volt DC Rechargeable Sealed Lead Acid Battery
Dimensions:	306 mm x 262 mm x 84 mm (Packed In Carton)
Weight:	2.5 Kg
Austel Approval Number:	A96/03/0096 – Only With TF008 Plug Pack
New Zealand Telepermit:	PTC 211/96/007

Quality Policy

AS 3901 Clause 4.1.1 Refer to Procedure No 1
The operations of Electronics Design and Manufacturing Pty Limited include design, development and manufacturing of electronic equipment.

Electronics Design and Manufacturing Pty Limited recognises that it is the responsibility of suppliers and contractors to meet their contractual obligations and carry out works which comply fully with the relevant specifications, drawings and contract documents.

It further recognises that the diligent operation of a Quality Management System leads to efficient and effective execution of the works with a minimum of errors and rework.

Electronics Design and Manufacturing Pty Limited and its Employees are committed to the implementation of this Quality Management System in accordance with Australian standard AS3901-1987, European standard ISO9001-1987 and New Zealand standard NZS9001-1990 implementing quality systems for design, development and production to the mutual benefit of the customers and Electronics Design and Manufacturing Pty Limited.

Meinrad Formosa
Managing Director

Advice To Users

The Austel permit that has been issued for this product is subject to the following conditions.

- The *Solution 880* control panel may only be powered by an EDM Plug Pack TF008 (Approval number Q92128).

New Zealand Telepermit Notes

The following notes are only relevant when this product is used in New Zealand.

- The grant of a Telepermit for a device in no way indicates Telecom's acceptance of responsibility for the correct operation of that device under all operating conditions.

- The equipment shall not be used in any manner, which could constitute a nuisance to other Telecom customers.

- Immediately disconnect this equipment should it become physically damaged, and arrange for its disposal or repair.

- The transmit level from this device is set at a fixed level and because of this there may be circumstances where the performance is less than optimal. Before reporting such occurrences as faults, please check the line using a standard Telepermitted telephone and do not report a fault unless the telephone performance is impaired.

- This device is equipped with pulse dialling while the Telecom standard is DTMF tone dialling. There is no guarantee that Telecom lines will always continue to support pulse dialling.

  Use of dialling, when this equipment is connected to the same line as other equipment, may give rise to bell tinkle or noise and may also cause a false answer condition. Should such problems occur, the user should NOT contact the Telecom Faults Service.

- This equipment is set up to carry out test calls at pre-determined times. Such test calls will interrupt any other calls that may be set up on the line at the same time. The timing set for such test calls should be discussed with the installer.

  The timing set for test calls from this equipment may be subject to drift. If this proves to be inconvenient and your calls are interrupted, then the problem of timing should be discussed with the equipment installer. The matter should NOT be reported as a fault to Telecom Faults Service.

- This equipment shall not be set up to make automatic calls to the Telecom 111 Emergency Service. This equipment should not be used under any circumstances which may constitute a nuisance to other Telecom customers.

- In the event of any problem with this device, the systems battery, AC mains supply and telephone line should be disconnected. The user is to then arrange with the supplier of the device to make the necessary repairs.

Should the matter be reported to Telecom as a wiring fault and the fault be proven to be due to this product, a call-out charge will be incurred.

Installation Notes

Installation Company   _____

Technician   _____

Phone Number   _____

Installation Date   _____

Warranty Expires   _____

Panel Software Version   _____

Zone Descriptions

		STAY Mode	Day Alarm
Zone 1	_____	☐	☐
Zone 2	_____	☐	☐
Zone 3	_____	☐	☐
Zone 4	_____	☐	☐
Zone 5	_____	☐	
Zone 6	_____	☐	
Zone 7	_____	☐	
Zone 8	_____	☐	

Entry and Exit Times

Entry Timer 1   _____   Seconds

Entry Timer 2   _____   Seconds

Exit Time   _____   Seconds

Entry Guard Time For STAY Mode 1 and STAY Mode 2   _____   Seconds

User Code Options

Code Retry Count   _____   Attempts

Codepad Lockout Time   _____   Minutes

Arming Options

Forced Arming   YES   NO

Single Button Arming   YES   NO

Single Button Disarming   YES   NO

Remote Arming Via The Telephone   YES   NO

Automatic Arming   YES   NO   _____ Am/Pm

Automatic Disarming   YES   NO   _____ Am/Pm

Output Options

Output 1   _____

Output 2   _____

Output 3   _____

Output 4   _____

Isolating Options

Standard Isolating   YES   NO

Code To Isolate   YES   NO

Communication Options

Domestic Tone Reporting   YES   NO

Domestic Tone Reporting – Number Of Beeps   ☐

Others

Siren Run Time   _____   Minutes

Sensor Watch Time   _____   Days

Can Your System Be Serviced By Another Technician   YES   NO

If YES, Installer's Code   _____

Service Notes

_____

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