Gardasoft

CTC-1131

Wirefree communicating alarm system

Installation

Programming

Operating

24-APR-2009

For ELECTIA

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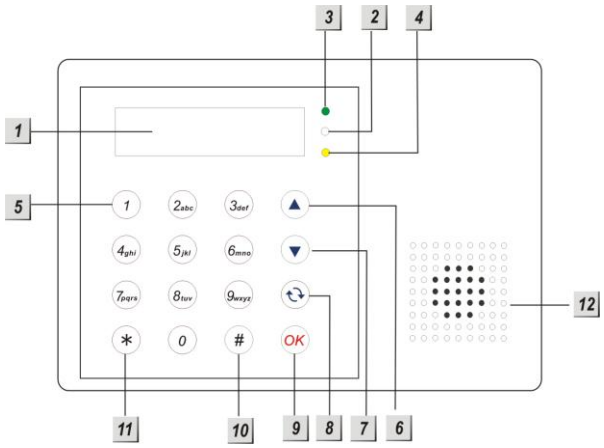
1. Application Overview

1.1. Identifying the parts



1 **Backlit LCD Display**

2 **Microphone**

3 **Green LED**

— AC Power Indicator; the Green LED will light up when AC Power is on.

4 **Yellow LED**

— Fault Indicator; the Yellow LED will light up when any fault situation is detected and turn off when all fault conditions are restored.

5 **Numeric Keys**

6 **▲ Key**

— In Programming mode, press this key to move the cursor and scroll the display upwards

7 **▼ Key**

— In Programming mode, press this key to move the cursor and scroll the display downwards.

8 **↺ Key**

— In Programming mode, use this key for deleting a digit, canceling the selection, aborting the current screen and returning to the previous screen etc.

9 **OK Key**

— To confirm the keyed-in data or confirm the selection.

10 **# Key**

— To enter the Programming menu

— For Telephone Number Setting; The system will dial as it is entered.

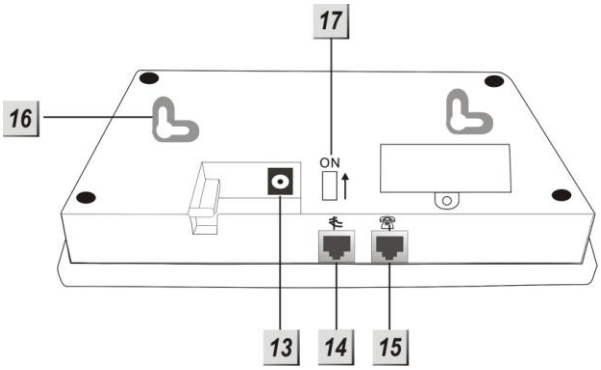
11 **✱ Key**

— For Telephone Number Setting; it represent 3-second delay when dialing.

12 **Buzzer**

13 **DC Jack**

— For connecting the DC 9V power adapter.



14 **Phone Jack Marked Line**

— This jack is for the connection to the phone line from the wall.

15 **Phone Jack Marked Phone**

— This jack is for the connection to the telephone unit.

16 **Two Mounting Holes**

17 **Battery Switch**

1.2. The Power Supply

An AC power adapter is required to connect to a wall outlet. Be sure only to use an adapter with the appropriate AC voltage rating to prevent component damage. A DC 9V output and 500mA adapter is generally used to power the Control Panel.

● Rechargeable Battery

- In addition to the adapter, there is a rechargeable battery inside the Control Panel that serves as a back up in case of a power failure.
- The battery used is a 7.2V 600 mAH Ni-mH rechargeable battery pack.
- During normal operation, the AC power adapter is used to supply power to the Control Panel and at the same time recharge the battery.
- When the battery is fully charged, it can provide back-up power for a period of at least 8 hours. It takes approximately 48 hours to fully charge the battery.

1.3. Connecting the telephone line

One telephone jacks can be found next to the DC jack for the connection of your telephone line.

- Plug one end of the enclosed telephone cable into the socket jack on the wall.
- Plug the other end of the enclosed telephone cable into the socket marked **Line** .

1.4. How to install the Control Panel

The easiest way to get to know the system and get it up and running quickly is to get all the devices and accessories programmed on a tabletop before locating and mounting them.

The Control Panel can be mounted on the wall or wherever desired. Ensure the Control Panel is fitted at approximately chest height where the display can be easily seen and the keypad convenient to operate.

- Using the 2 holes of the Wall Mounting Cross Bracket as a template, mark off the holes' positions.
- Drill 2 holes and fix the screws & plugs provided.
- Hook the CTC-1131 unit onto the Wall Mounting Cross Bracket (holding the unit with the front facing you).

1.5. Two-Level Passwords

In order to provide highest security in operating the system, CTC-1131 offers 2 levels of authorization. When you want to program the system, you have to enter Personal PIN Code and Master Code.

PIN Code

- There are a total of 4 User PIN Codes per system. The PIN Code is the 1st level of password. When the display panel asks you to key in **Enter Code** or **P-Code**, please enter your User PIN Code.
- **1234** is set as default User 1 PIN Code by the factory.
- User 2~4 PIN codes are deactivated by factory default.

Master Code

- The Master Code has the authorization to enter Programming mode. When the display panel asks you to key in **M-Code**, please enter your Master Code.
- **1111** is set as default Master Code by the factory.

<NOTE>

☞ Any of the Codes can NOT be set the same. If you set the same number, the display panel will show: **Code is use, select another** to prompt the user to choose differently.

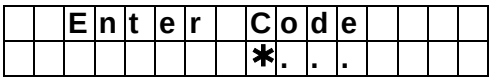
1.6. Getting Started

Step 1. Find a suitable location for the Control Panel to be installed.

Step 2. Apply the AC Power. You will hear a long beep. **Alarm On** will be displayed on the first line and **00:01 01 Jan** displayed on the second line

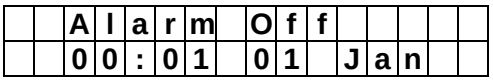
of the screen indicating the system is in Away mode (this is the default mode)

Step 3. Press **1** key on the keypad, the display will show.



Step 4. Key in the remaining **234** (default User1PIN code, 1234) within 30 sec.

Step 5. Press **OK**. You will hear 2 short beeps and the display will show.



The system is now in Disarmed mode.

<NOTE>

- ☞ In Step 4, press ↺ (cancel) key will clear the code field, (making all the * dots again).
- ☞ **OK** key confirming the entered PIN code should be pressed within 30 sec. Otherwise, the display will go back to **Alarm On** and the system remains armed.
- ☞ While entering PIN code, if more than 20 keys (including **OK** & ↺ key) were pressed without a valid PIN code strings, it will inhibit further key presses for 1 minute.
- ☞ In Step3, if you press a key other than numeric keys, the display will remain the same requesting you to key in **1234** (default PIN code) and then press **OK.**
- ☞ The Control Panel has **Screen Saver** function. The **Alarm off** message will be displayed for 30 sec. only. Afterwards only current date & time is displayed on the second row.

2. Configuring Your System

2.1. Entering Programming Mode

If the system is in Disarmed (Alarm off) mode, to enter the Programming mode, follow the steps below.

Step 1. Press # key.

The screen will prompt you to enter the User1 PIN code.

		P	-	M	o	d	e		E	n	t	e	r	
			P	-	C	o	d	e		.	.	.	.	

Step 2. Key in **1234** (default **User1** PIN code) within 30 sec. Then, press **OK**

The screen will prompt you to enter the Master PIN code.

		P	-	M	o	d	e		E	n	t	e	r	
			M	-	C	o	d	e		.	.	.	.	

<NOTE>

☞ During keying in the PIN code, press C will clear the code field (making all the ∗ dots again). If the code field is empty, press C, the screen will exit and return to **Alarm Off** screen.

Step 3. Key in **1111** (default **Master** Code) within 30 sec.

Step 4. **Press OK**

The following message is displayed for 2 sec.

		P	r	o	g	r	a	m		M	e	n	u	
M	a	k	e		a		S	e	l	e	c	t	i	o	n

Step 5. Then the Programming Main menu will be displayed.

		W	a	l	k		T	e	s	t				
		T	e	l	.	S	e	t	t	i	n	g	s	

<NOTE>

☞ The cursor is indicated by a flashing dot on the left upper corner. It can be move up & down by pressing ▲&▼ key respectively.

Step 6. Press ▲&▼ keys to move the cursor downward or upward. The screen is also scrolled down or up respectively. The following items can be selected.

		W	a	l	k		T	e	s	t				
		T	e	l	.	S	e	t	t	i	n	g	s	
		G	e	n	.	S	e	t	t	i	n	g	s	
		D	e	v	i	c	e	d		+	/	-		

Step 7. After making a selection by moving the cursor to the desired item, press **OK** to confirm the selection. The display will show you the individual programming screen accordingly.

<NOTE>

☞ If a down-arrow symbol V appears on the last column of the screen, it indicates the selection list can be downwards scrolled. If the lowest position is reached, the down-arrow symbol disappears.

☞ If an up-arrow symbol Λ appears on the last column of the screen, it indicates the selection list can be upwards scrolled. If the upper position is reached, the up-arrow symbol disappears.

☞ Pressing C, the screen will also return to **Alarm Off** screen.

☞ After User1, 2, 3 & 4 PIN codes and Master code are programmed with new numbers, remember to enter the newly programmed codes when accessing Programming mode afterwards.

☞ In Programming mode, if no key is pressed within 5 minutes, the Control Panel will automatically exit Programming mode to Alarm Off mode.

2.2. Telephone Settings

In **Telephone Settings** menu, the following parameters can be programmed at your discretion.

*		T	e	l	.	N	u	m	b	e	r	s		
		R	e	c	.	A	d	d	r	e	s	S		
		T	e	s	t		R	e	p	o	r	t		

2.2.1. Telephone Numbers

- In **Tel.Settings** menu, select **Tel.Numbers**, the screen allows you to set/change/delete the emergency telephone numbers.
- A maximum of six numbers can be stored in priority order (in the order of A. B. … to F).

<NOTE>

☞ A, B,… to F represent the priority number of the six tel. numbers respectively.

☞ If the tel. number for a particular priority number has not been stored, three dots are displayed indicating the memory spot is empty.

☞ Only 11 digits can be displayed on the tel. Numbers list. Non fitting numbers are indicated with **.** after the incomplete number.

● Store Tel. Numbers

Step 1. Move the curser to the **Tel. Number** submenu and press **OK**.

The display will show the following screen when no tel. number has been entered:

*		A	)	.	.	.								
		B	)	.	.	.								
		C	)	.	.	.								
		D	)	.	.	.								
		E	)	.	.	.								
		F	)	.	.	.								

Step 2. Press **OK**.

The following screen will be shown for you to enter the phone number.

E	n	t	e	r		n	e	w		N	o	.	+	OK
.	.	.	.	.	.	.	.	.	.	.	.	.	.	.

Step 3. Key in your phone number.

Step 4. Press **OK**

The screen will return to the **Tel. Number** screen to show you the stored phone number and for you to store another number:

*		A	)	2	2	1	8	0	5	5	1			
		B	)	.	.	.								

<NOTE>

☞ The maximum length of a number is 20 digits including ✱ & #. If this length is reached, the Control Panel will sound 5 beeps and no key can be keyed in except ↵ key and **OK** key.

☞ During entering the number, the ↵ key is used as backspace. However, if the number field is empty, pressing the ↵ key, the screen will return to **Tel. Numbers** screen.

☞ During entering the number, when the 15th position is reached, non-fitting numbers will scroll sideward to the left.

● Change Tel. Numbers

Step 1. Move the cursor to the desired number of **Tel. Numbers** and press **OK**.

Step 2. The following screen will be displayed for you to confirm if you really want to change.

		C	h	a	n	g	e		N	u	m	b	e	r
2	2	1	8	0	5	5	1				?	(	Ok	)

Step 3. Press **OK** to confirm. The following screen will be displayed for you to enter the new number.

E	n	t	e	r		n	e	w		N	o	.	+	Ok
.	.	.	.	.	.	.	.	.	.	.	.	.	.	.

<NOTE>

☞ Press ↵ to abort and the screen returns to **Tel. Number** screen.

Step 4. Key in the new number.

Step 5. Press **OK**

The new number will then override the previous one. The screen returns to **Tel. Number** screen.

● Delete Tel. Numbers

To delete a telephone number, follow the **Step 1 to Step 3** of **Change Tel. Number** described above, and when **Enter new No**. prompt screen is displayed.

E	n	t	e	r		n	e	w		N	o	.	+	Ok
.	.	.	.	.	.	.	.	.	.	.	.	.	.	.

Step 4. Press **OK**, then the previous stored number will be deleted.

- **Special Characters for Setting**

Two special keys ***** & **#** are provided to help you to store the number:

☞ ***** represents a 3 seconds delay or pause and the Control Panel will not dial * .

☞ # key, which the Control Panel will dial as it is entered.

☞ **Storing a pager number**

Pager number – ***** - **#** – Identity code – **#** - **OK**

The Identity code is a number that you can key in at your discretion. This enables the recipient to know the call is from the Auto Dialer.

You can choose to use any number of ***** or **#** to match the protocols of the pager system used in your area.

☞ **Storing a Telephone Number in EPABX phone system**

EPABX Access code 0/9/8 – ***** – Tel. Number – **OK**

You can add as many ***** as required.

☞ **Storing a Telephone Number with extension number**

Tel number – ***** – ***** – extension number – **OK**

You can add as many ***** as required.

2.2.2. Record Address Message

- **Recording Address message**

Step 1. Move the cursor to select **Rec. Address** and then press **OK**, the screen will ask you to confirm.

		C	h	a	n	g	e							
S	t	a	r	t		R	e	c	o	r	d	i	n	g

Step 2. Press ↺ to abort. Or press **OK** to confirm, a prompt Message will be displayed for 2 sec.

S	t	a	r	t		R	e	c	o	r	d	i	n	g
	A	f	t	e	r		t	h	e		B	e	e	p

Step 3. After 2 sec, the Control Panel will sound a long beep, the following prompt message will be displayed, and recording can be started.

*	N	o	w		R	e	c	o	r	d	i	n	g	*
		E	n	d		w	i	t	h		O	k		

Step 4. Press **OK** to end the message.

<NOTE>

☞ Any time, press ↺ will abort recording and the message will not be saved.

☞ The maximum length of Address message is 10 sec. When the 10 sec duration is over, recording will be stopped automatically. The message being recorded will be saved.

☞ When recording, make sure you are facing the microphone and are within 30 cm of it.

☞ Address message must be recorded before the Control Panel will dial out at an Alarm situation

- **Messages**
  - Address message has a capacity of 10 seconds. Other messages are preset in the control unit.
  - In an emergency, the Control Panel will dial the emergency phone numbers according to the priority order. It will first play the Address message then play the specific message (Emergency, Fire, Burglar, and ACK). Then play Acknowledgement message.

2.2.3. Test Report

Control unit allows you to test whether telephone function is working properly or not with the pre-set telephone numbers.

Step 1. Use **V** or **Λ** cursors to select the test-call number to test dial. Press **OK** to confirm.

Step 2. Following screen will appear:

D	i	a	l	i	n	g	.	.	.	.	.	.	.	.

.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.

Step 3. Control Unit will dial the number and play messages starting with address message and ending with acknowledgement message.

		N	o	w		P	l	a	y	i	n	g	:		
		A	d	d	r	e	s	s		M	s	g			

Step 4. Panel will show what messages are being played. The word prompt will shows the following:

Now Playing:
Address Msg
Emergen. Msg
Fire Msg
Burglar Msg
Ack Msg
The **Address Message** will be played first. Followed by the specific messages. The last **Acknowledge message** will be played to the recipient and to confirm their reception & end the call by pressing **DTMF #9** or **#0.**

◆ **Acknowledging with signal 0**

If the recipient presses **0** on his phone set as the acknowledging signal. The Control Panel will then take the following actions.

✓ The Control Panel will go back on-hook.
✓ The Control Panel will continue Alarming.
✓ The Control Panel will try to dial the phone numbers of the next priorities until two recipients have acknowledged the call.

◆ **Acknowledging with signal 9**

If the recipient presses 9 on his phone set as the acknowledging signal, the following will happen:

✓ The Control Panel will go back on-hook.
✓ The Control Panel will stop alarming and stop dialing.

<NOTE>

☞ Until the recipient acknowledges and confirms acknowledgement on his or her phone, the control unit will play the message for 85 sec. before returning to selection menu.

☞ Pressing ↺ will return you to the menu with the list of numbers.

2.3. General Settings

In **General Settings** menu, the following parameters can be programmed at your discretion.

*		P	i	n		C	o	d	e						
		T	e	m	p	.	C	o	d	e					
		D	u	r	e	s	s		C	o	d	e			
		M	a	s	t	e	r		C	o	d	e			
		A	.	E	n	t	r	y		T	i	m	e		
		A	.	E	x	i	t		T	i	m	e			
		H	.	E	n	t	r	y		T	i	m	e		
		H	.	E	x	i	t		T	i	m	e			
		D	o	o	r		C	h	i	m	e				
		T	i	m	e										
		D	a	t	e										
		P	a	n	e	l		S	i	r	e	n			
		A	l	a	r	m		L	e	n	g	t	h		
		A	.	E	x	i	t		S	o	u	n	d		
		A	.	E	n	t	r	y		S	o	u	n	d	
		H	.	E	x	i	t		S	o	u	n	d		
		H	.	E	n	t	r	y		S	o	u	n	d	
		S	i	r	e	n		D	e	l	a	y			
		F	i	n	a	l		D	o	o	r				
		R	C		E	n	t		E						
		M	o	b	i	l	i	t	y		C	H	K	.	
		T	a	m	p	e	r		A	l	a	r	m		
		S	u	p	e	r	v	i	s	i	o	n			
		W	a	r	n	i	n	g		B	e	e	p		

2.3.1. Pin Code

- There are 4 User Pin Code in total, and each consists of 4 digits. User PIN code #1 is activated with **1234** as factory default. Before you set your own User PIN Code #1, **1234** has to be keyed in every time **Entering Code** is required.
- User PIN code #2~#4 are deactivated by factory default.
- **All 4 User Pin Codes** are used to regularly arm/disarm the system and are allowed to access the Programming mode accompanied with the Master Code.

- **To set your own PIN code**

Step 1. Move the cursor to the item **Pin Code**

then press **OK** the following screen is displayed.

*		1	)	✱	✱	✱	✱						
		2	)	.	.	.	.						
		3	)	.	.	.	.						
		4	)	.	.	.	.						

Step 2. Move the cursor to the desired # of **User Pin Code** then press **OK** the following screen is displayed.

	E	n	t	e	r		N	e	w		C	o	d	e	
										.	.	.	.		

Step 3. You can key in your preferred 4-digit number then press **OK.**

Step 4. The following screen will be displayed.

R	e	p	e	a	t		N	e	w		C	o	d	e	
											.	.	.	.	

You are requested to enter the same code again (as that entered in Step 3)

Step 5. Key in the same code again, then press **OK**. The following screen will ask you to enter the user's name for reference:

E	n	t	E	r		N	e	w		N	a	m	e		
.	.	.	.	.	.	.	.	.	.				+	O	k

Step 6. You are now invited to give a name for this User who will be using this newly programmed code to help better understand system events. You can enter up to 10 letters as you please for the name followed by **OK** or just press **OK** for no name. Please see section **User Naming** for details. Then, the screen returns to the **PIN Code** menu showing post-programmed status of each User PIN code:

*		1	)	M	R	.	S	M	I	T	H			
		2	)	M	R	S	.	S	M	I	T	H		
		3	)	✱	✱	✱	✱							

		4	)	.	.	.	.							

<NOTE>

- ☞ **2) MRS. SMITH** representing the User #2 PIN code is set up and user name specified.
- ☞ **3) ✱✱✱✱** representing this User #3 code is programmed without user name specified.
- ☞ **4) ●●●●** representing the User #4 code is not yet set up for activation.

Step 7. Proceed to set additional User PIN Codes as instructed from **Step 2 ~ Step 7**. When done, press ↻ and the screen returns to **Gen.Settings** menu, setting the PIN code is completed.

<NOTE>

- ☞ In **Step 5**, if the code is not correct, a **Code is not correct** prompt message will be displayed 2 sec., and you are requested to repeat Step 3 to enter again.
- ☞ **PIN Code**, **Temp. Code**, **Duress Code**, and **Master Code** have to be different. When identical codes are selected, the LCD will display a message **Code in use, select another** to prompt the user to choose a different code.

User Naming

Each individual User can be given a name for easy recognition when understanding system events. User Names can be named when first setting them or by editing them afterwards when resetting them, the procedure is similar for both situations.

- When the **Enter New Name** screen is displayed, the keypad can be used to enter text. Simply locate the corresponding numeric keys to the desired alphabets/symbols and press repeatedly until the wanted alphabets/symbols appear. Release the key and the flashing cursor automatically jumps to the next position for you to continue with the next

letter by the same method.

- The keys have the following functions:

1	1
2	2ABCabc
3	3DEFdef
4	4GHIghi
5	5JKLjkl
6	6MNOmno
7	7PQRSpqrs
8	8TUVtuv
9	9WXYZwxyz
0	0<space>/-&'.+

✱	✱
#	#
↺	Delete character and backspace

- When the name is complete, press **OK** to confirm and return to the previous or main menu.

<NOTE>

☞ The name can be erased by clearing the display by entering backward spaces and pressing **OK**.

● To Delete User PIN code

Except User #1 which is activated by factory default and can't be deleted in any way, User#2, 3 and 4 PIN code can be deleted by following the steps below:

Step 1. Move the cursor to the item **Pin Code** then press **OK** the following screen will show the status of each User PIN code:

*		1	)	M	R	.	S	M	I	T	H			
		2	)	M	R	S	.	S	M	I	T	H		
		3	)	✱	✱	✱	✱							
		4	)	.	.	.	.	.	.					

Step 2. Move the cursor to the desired # (2~4) of programmed user PIN code to be deleted, then press **OK** the following screen is displayed.

		D	e	l	e	t	e							
		P	i	n	-	C	o	d	e	(	+	O	k	)	?

Step 3. Press **OK** and the screen returns to previous one with the deleted User PIN code marked with ●●●●

● To Edit User PIN code

All 4 User PIN code can be edited freely by the following steps:

Step 1. Move the cursor to the item **Pin Code** then press **OK** the following screen will show the status of each User PIN code:

*		1	)	M	R	.	S	M	I	T	H			
		2	)	M	R	S	.	S	M	I	T	H		
		3	)	✱	✱	✱	✱							
		4	)	.	.	.	.							

Step 2. Move the cursor to the desired # (2~4) of programmed user PIN code to be deactivated/deleted, then press **OK** the following screen is displayed.

		D	e	l	e	t	e							
		P	i	n	-	C	o	d	e	(	+	O	k	)	

Step 3. Press **OK** key, the next screen will ask you to enter your new PIN code and repeat it for double confirmation.

Step 4. Follow the same steps as described in **To set your own Pin Code** to edit.

2.3.2. Temporary Code

- The Temporary Code is used to arm/disarm the system for a temporary user and is valid only once per Arming and once per Disarming. Afterwards, the Temporary Code is automatically erased and needs to be reset for a new Temporary user.
- The Temp. Code consists of 4 digits and is not activated as default by the factory.

● To Set Temporary Code

Step 1. Use the arrow keys to select **Temp. Code** and press **OK**

	E	n	t	e	r		N	e	w		C	o	d	e	
										.	.	.	.		

Step 2. You can key in your preferred 4-digit number and then press **OK**

R	e	p	e	a	t		N	e	w		C	o	d	e	
											.	.	.	.	

Step 3. You are prompted to re-enter the same code again and press **OK**

If the code is correct, the screen returns to **General Setting** menu, setting the Temporary code is completed.

<NOTE>

- ☞ There is no User Naming feature for **Temp. Code**.
- ☞ To change to a new **Temp. Code**, the existing one must be deleted first. Please follow the steps as described in **To Delete Temp. Code** for detail.

● To Delete Temp. Code

After the Temp. Code is programmed, it can be deleted by following the steps below:

Step 1. Move the cursor to the item **Temp. Code** then press **OK**.

		D	e	l	e	t	e							
		P	i	n	-	C	o	d	e	(	+	O	K	)	?

Step 2. Press **OK** and the screen returns to **Gen. Settings** menu.

2.3.3. Duress Code

- Duress Code can arm/disarm the system. When this code is used for accessing the system, the Control Panel will dial out to the Emergency phone numbers and play Emergency alarm voice message to indicate of a "**Duress Situation in Progress**".
- There is ***NO*** siren sounding for duress alarm.
- The Duress Code consists of 4 digits and is not activated as default by the factory.

● To Set Duress Code

Step 1. Use the arrow keys to select **Duress Code** and press **OK**

	E	n	t	e	r		N	e	w		C	o	d	e	
											.	.	.	.	

Step 2. You can key in your preferred 4-digit number and then press **OK**

R	e	p	e	a	t		N	e	w		C	o	d	e	
											.	.	.	.	

Step 3. You are prompted to re-enter the same code again and press **OK**

If the code is correct, the screen returns to **General Setting** menu, setting the Duress code is completed.

<NOTE>

- ☞ There is no User Naming feature for **Duress Code**.
- ☞ To change to a new **Duress Code**, the existing one must be deleted first. Please follow the steps as described in **To Delete Duress Code** for detail.

● To Delete Duress Code

After the DuressCode is programmed, it can be deactivated/deleted by following the steps below:

Step 1. To delete programmed Duress code, after you select **Duress Code** from the **Gen. Setting Menu**, the screen will show:

		D	e	l	e	t	e							
		P	i	n	-	C	o	d	e	(	+	O	k	)	?

Step 2. Press **OK** to confirm.

2.3.4. Master Code

- Master Code is used for accessing the Programming mode and it is set to **1111** as factory default. Before you set your own Master PIN code, **1111** has to be keyed in every time it is required.
- To set your Master Code, follow the same steps as in setting the Duress Code described above.

● To Edit Master Code

After the Master Code is programmed, it can be edited by following the same steps as described in **To Set Duress Code** described

above.

<NOTE>

☞ The Master code can not be deactivated as the User #1 PIN Code.

☞ The Master Code is used only when you enter the Programming mode. In other cases, only Pin Code should be entered.

<IMPORTANT NOTE>

When entering the following individual setting screens, the value displayed on the screen is the current setting of each item.

If it is not necessary to change the current setting, just press G to escape.

2.3.5. A.Entry Time (Away Entry Time)

This is for you to select the Entry Delay time when Away Arming. Options available are 0 sec., 10 sec., 20 sec., up to 70 sec. in 10-sec increments.

		A	.	E	n	t	r	y		T	I	m	e		
			2	0		s	e	c	.	(	∧	V	O	K	)

- **20 sec.** is set as factory default.

<NOTE>

☞ Full Arm Entry Delay time applies only to the zone that a Door Contact or PIR Detector is installed and is set to **Entry**.

2.3.6. A.Exit Time (Away Exit Time)

This is for you to select the Exit Delay time when Full Arming. Options available are 0 sec., 10 sec., 20 sec. up to 70 sec. in 10-sec increments.

		A	.	E	x	i	t		T	i	m	e			
			3	0		s	e	c	.	(	∧	V	O	K	)

- **30 sec.** is set as factory default.

2.3.7. H.Entry Time (Home Entry Time)

This is for you to select the Entry Delay time when Home Arming. Options available are 0 sec., 10 sec., 20 sec., up to 70 sec. in 10-sec increments.

		H	.	E	n	t	r	y		T	i	m	e		
			2	0		s	e	c	.	(	∧	V	O	K	)

- **20 sec.** is set as factory default.

<NOTE>

☞ Home Arm Entry Delay time applies only to the zone that a Door Contact or PIR Detector is installed and is set to **Entry**.

2.3.8. H.Exit Time (Home Exit Time)

This is for you to select the Exit Delay time when Home Arming. Options available are 0 sec., 10 sec., 20 sec. up to 70 sec. in 10-sec increments.

		H	.	E	x	i	t		T	i	m	e			
			3	0		s	e	c	.	(	∧	V	O	K	)

- 30 sec. is set as factory default.

2.3.9. Door Chime

This is for you to decide whether the Control Panel will sound a Door Chime if the Entry

Point Door Contact or PIR Detector is activated while the system is in Disarmed mode.

		D	o	o	r	C	h	i	m	e		O	n	
*		D	o	o	r	C	h	i	m	e		O	f	f

- **Door Chime Off** is set as factory default.

2.3.10. Time

This is for you to program the current time to be displayed. (hour & minute)

		T	i	m	e		S	e	t	t	i	n	g	
		0	0	:	0	0				(	▲	▼	O	K)

- Hour flashes first, use ▲&▼ keys to choose a correct number for the current hour. Hours are indicated by **00 ~ 23**.
- Press **OK** to confirm. Next, the screen will be displayed for you to set the correct minute.
- Minutes are then flashing.
- Use ▲&▼ keys to choose a correct number.
- Press **OK** to confirm.

2.3.11. Date

This is for you to set the current date.

		D	a	t	e		S	e	t	t	i	n	g	
		1	5		J	a	n			(	▲	▼	O	K)

- Months flash first, use ▲&▼ keys to choose the current Month.
- Press **OK** to confirm. Next, the screen will be displayed for you to set the current day.
- Days are then flashing.
- Use ▲&▼ keys to choose the correct day.
- Press **OK** to confirm.

2.3.12. Panel Siren

This is for you to decide to enable or disable the Control Panel built-in Siren when there is an alarm event..

		S	i	r	e	n		O	n					
		S	i	r	e	n		O	f	f				

- **Siren On** is set as factory default.

2.3.13. Alarm length

This is for you to select the period of time that the built-in siren will sound when an alarm is activated. You can choose from 1 min. to 15 min. in 1-min increments.

		A	l	a	r	m		L	e	n	g	t	h	
			3			m	i	n	.	(	^	V	O	K)

- **3 minutes** is set as factory default.

2.3.14. A.Exit Sound(Away Exit Sound)

This is for you to decide whether the Control Panel will sound short beeps during the Exit Delay period when in Away Arming.

		E	x	i	t		S	n	d		O	n		
		E	x	i	t		S	n	d		O	f	f	

- **Exit Snd On** (Exit sound On) is set as factory default.

2.3.15. A.Entry Sound (Away Entry Sound)

This is for you to decide whether the Control Panel will sound short beeps during the Entry Delay Period when Away Arming.

		E	n	t	r	y		S	n	d		O	n	
		E	n	t	r	y		S	n	d		O	f	f

- **Entry Snd On** (Entry Sound On) is set as factory default.

2.3.16. H.Exit Sound(Home Exit Sound)

This is for you to decide whether the Control Panel will sound short beeps during the Exit

Delay period when Home Arming.

		E	x	i	t		S	n	d		O	n		
		E	x	i	t		S	n	d		O	f	f	

- **Exit Snd On** (Exit sound On) is set as factory default.

2.3.17. H.Entry Sound(Home Entry Sound)

This is for you to decide whether the Control Panel will sound short beeps during the Entry Delay Period when Home Arming.

		E	n	t	r	y	S	n	d		O	n		
		E	n	t	r	y	S	n	d		O	f	f	

- **Entry Snd On** (Entry Sound On) is set as factory default.

2.3.18. 18. Siren Delay

This is for you to decide how long should the Control Panel suppress all audible alarms after a Burglar alarm is reported. Options are **OFF** and 1-min delay to 10-min delay in increments of 1 minute

		O	f	f										
		1		M	i	n	.							
		2		M	i	n	.							
		3		M	i	n	.							
		4		M	i	n	.							

to

		1	0		M	i	n	.						

- **Off** is set as factory default.

2.3.19. Final Door

Turn on and off the Final Door Set Option.

		F	i	n	a	l	D	o	o	r		O	f	f
		F	i	n	a	l	D	o	o	r		O	n	

- **FinalDoor On** (Final Door Set Option On) is set as factory default.

<NOTE>

☞ To activate Final Door properly, you must first program the accessory for Entry. When **Final Door Arming** is programmed, the Control Panel will arm the system after the entry door is closed and interrupt the countdown. For more description of this feature, please refer to Sec. II **Away (Alarm On) Mode** of **Operation.**

2.3.20. Remote Controller Entry Enable (RC Ent E)

Turn on and off the Remote Controller disarm function.

		R	C		E	n	t		E		O	f	f	
		R	C		E	n	t		E		O	n		

- **Remote Controller Entry Enable On** is set as factory default.

<NOTE>

☞ When the **Remote Controller Entry Enable** is set to **Off** it will not be possible to disarm the Control Panel when the system is fully armed unless an entry point device is activated first. This feature is used to ensure that the system cannot be disarmed with a stolen Remote Control without unlocking a door first.

☞ When the **Remote Controller Entry Enable** is set to **On**, the Remote Controller can Arm and Disarm the Control Panel as normal without activating an entry point first.

2.3.21. Mobility Check (Mobility CHK.)

This is to disable or enable the Mobility Timer with selected countdown period. Options available are **Disable, 4 hours, 8 hours and 12 hours.**

If the Mobility Timer is enabled, it will count down the pre-programmed time length. When the timer times out without being reset, a Medical Alarm will be reported to the Emergency phone numbers..

		D	i	s	a	b	l	e						
		4		H	r	s								V

- **Disable** is set as factory default.

<NOTE>

☞ When the **Mobility** is set with a specified timer, the Control Panel will report a Medical Emergency to the phone numbers when the timer runs out unless one of the following actions occurred in advance to reset the timer:

- ◆ In **Home** mode: whenever any **Home Omit** DC, IR is triggered, or whenever any of the keys of the Control Panel is pressed
- ◆ In **Alarm off mode**: whenever any of the DC or IR (except **24 Hr, Fire, Medical Emergency and Water)** is triggered, or whenever any of the keys of the Control Panel is pressed

☞ When the system is set to **Away Arm**, the timer automatically stops. When the system enters **Home Arm** or **Alarm off mode**, the timer automatically starts again.

2.3.22. Tamper Alarm

This option is to choose if the siren will sound alarm when the Tamper is triggered.

		A	w	a	y		A	r	m		O	n	l	y	
		N	o	r	m	a	l								V

- **Away Arm Only** is set as factory default.

☞ **Away Arm Only** means, only when the system is under Away Mode, siren will sound alarm for tamper-trigger. When the system is under Home Mode or Alarm off mode and the tamper is triggered, only the yellow LED turns on, but the siren will not sound alam.

☞ **Normal** means, siren will sound alarm for tamper-trigger in all modes.

2.3.23. Supervision

This extra option is used to enable system supervision function. When this option is chosen **ON**, CTC-1131 will be able to receive the check-in signals from its system devices to indicate their proper functioning.

		D	i	s	a	b	l	e						
		4		H	o	u	r	s						
		6		H	o	u	r	s						
		8		H	o	u	r	s						
		1	2		H	o	u	r	s					

- **Disable** is set as factory default for 433AM & 868AM.
- **12 Hours** is set as factory default for 868FM

2.3.24. Warning Beep

This is for you to decide whether the Control Panel will sound a warning beep whenever a fault message has been detected and displayed. The warning beep will be disappeared after the Fault message has been read by the user.

		V	o	l	u	m	e		O	n				
		V	o	l	u	m	e		O	f	f			

- **Volume On** is set as factory default.

2.4. ADD/ Delete Device

If **Devices +/-** is selected in Programming Main menu, the **Device +/-** menu is displayed. From here you can edit all the devices previously learnt-in, add or delete devices including the external sirens.

		A	d	d		D	e	v	i	c	e			
		E	d	i	t		D	e	v	i	c	e	s	
		R	e	m	o	v	e		D	e	v	i	c	e
		P	r	o	g	r	a	m		S	i	r	e	n
		P	r	o	g	r	a	m		P	S	S		

2.4.1. Adding Devices

Step 1. To learn in a sensor, move the cursor to the position **Add Device**, then press **OK**, a prompting message is displayed.

*	P	u	s	h		B	u	t	t	o	n		O	n	*
	D	e	v	i	c	e		t	o		A	d	d		

Step 2. Press the test button on the sensor or any button on the Remote Controller.

Step 3. If a signal is detected, the screen will show you the type of the device on the second line.

		D	e	t	e	c	t	e	d		(	O	k	?	)
		D	o	o	r		C	o	n	t	a	c	t		

<NOTE>

☞ The categories of devices are listed as followings:

- ✓ Door Contact ---- DC
- ✓ PIR Sensor ----- IR
- ✓ Remote Controller --- RC
- ✓ Remote Keypad ---KP
- ✓ Smoke Detector --- SD
- ✓ Water Sensor --- WS
- ✓ Indoor Siren --- SR
- ✓ Outdoor Siren --- BX
- ✓ Night Switch --- NS

Step 4. Press **OK** to confirm the device type. A prompting message will be displayed for 2 sec. to prompt you to select the zone number for the device.

	S	e	l	e	c	t		D	e	v	i	c	e		
			Z	o	n	e									

Step 5. Then all the available unused zones (zones which have no device added in) out of a total 20 zones will be displayed on the screen.

		Z	o	n	e		0	1						
		Z	o	n	e		0	2						
		Z	o	n	e		0	3						
				-				-						
				-				-						
		Z	o	n	e		1	9						
		Z	o	n	e		2	0						

		S	t	o	p									

Step 6. Use ▲&▼ keys to move the cursor to the desired zone number then press **OK**.

<NOTE>

☞ When a sensor is added to the system for the second time (without removing first). An error message will be displayed.

		A	l	r	e	a	d	y		e	x	i	s	t	
			i	n		s	y	s	t	e	m				

The message will be displayed for 2 sec. then the screen return to Step 1. screen to wait for the signal from another device.

☞ Pressing ↺ key will abort the procedure and will not learn-in the device.

☞ Depending the type of the device, different screens will then be displayed accordingly for further configuration purpose.

Door Contact

StepA7. After a zone number for the Door Contact is assigned, you can futher specify how it will work in different modes. You are requested to make a selection among **Burglar**, **Home Omit**, **Home Access**, **Entry**, **Part Entry, 24 Hour**, **Fire**, **Medical Emg** and **Water** device.:

		B	u	r	g	l	a	r						
		H	o	m	e		O	m	i	t				
		H	o	m	e		A	c	c	e	s	s		
		E	n	t	r	y								
		P	a	r	t		E	n	t	r	y			

		2	4		H	o	u	r						
		F	i	r	e									
		M	e	d	i	c	a	l		E	m	g		
		W	a	t	e	r								
		A	w	a	y		E	n	t	r	y			

<NOTE>

☞ B for *Burglar* Door Contact

- When the system is in Arm mode, if a **Burglar** Door Contact is triggered, a **Burglar Alarm** will be activated immediately, the Burglar message will be played for the call recipient.
- When the system is in Armed mode, the Control Panel is counting down the Entry Delay, if a **Burglar** Door Contact is triggered, the Control Panel does not respond.
- During the Exit Delay period, if a **Burglar** Door Contact is triggered, the Control Panel does not respond .

☞ O for *Home Omit* Door Contact

- When the system is in Home mode, if a **Home Omit** Door Contact is triggered, the Control Panel does not respond.
- When the system is in Full Arm mode, if a **Home Omit** Door Contact is triggered, the Control Panel will respond in the same way as if a **Burglar** Door Contact is triggered.

☞ A for *Home Access* Door Contact

- When the Door Contact has been set to **Home Access** and triggered when the system is in Arm mode, the Control Panel will start a Burglar Alarm.
- When the system is in Home mode, if a **Home Access** Door Contact is triggered, the Control Panel will start an Entry Delay period to give enough time to disarm the system
- However, during the Entry Delay or Exit Delay period, if a **Home Access** Door Contact is triggered, the Control Panel does not respond.

☞ E for *Entry* Door Contact

- If the Door Contact has been set to **Entry** and triggered when the system is in Arm/Home mode, the Control Panel will start an entry period to give enough time to disarm the system.
- After the delay period has expired and no correct PIN code entered, the Control Panel will respond with a **Burglar Alarm** if the system has not been disarmed. .
- If the Door Contact has been set to **Entry** and triggered when the system is in Disarmed mode, the Control Panel will sound a ding-dong Door Chime (if programmed).

☞ P for *Part Entry* Door Contact

- When the system is in Away arm mode, if an **Part Entry** Door Contact is triggered, the Control Panel will start an entry period to give enough time to disarm the system.
- After the delay period is expired and no correct PIN code is entered to disarm the system, the Control Panel will respond with a **Burglar Alarm** after 30 secs.
- When the system is in Disarmed mode, if an **Part Entry** Door Contact is triggered, the Control Panel will make a ding-dong sound for Door Chime (if programmed).

- When the system is in Home arm mode, if an **Part Entry** Door Contact is triggered, the Control Panel will not respond.
- During the Entry Delay or Exit Delay period, if an **Part Entry** Door Contact is triggered, the Control Panel will not respond.

☞ **H for *24 Hour* Door Contact**

- The **24 Hour** Door Contact is active all the time and does not have to be armed or disarmed. When it is triggered, a Burglar Alarm is reported.

☞ **F for *Fire* Door Contact**

- The **Fire** Door Contact is active all the time and does not have to be armed or disarmed. When triggerd, a Fire Alarm will be reported.

☞ **M for *Medical Emg* Door Contact**

- **A Medical Emg** Door Contact is active all the time and does not have to be armed or disarmed. When Triggered, a Medical Alarm will be reported.

☞ **W for *Water* Door Contact**

- **Water** Door Contact acts as an Universal Transmitter and have a Water leakage sensor connected to it.

- The **Water** Door Contact is active all the time and does not have to be armed or disarmed. A Fire Alarm will be reported, if the water leakage sensor connected to it is triggered.

StepA8. Use the ▼&▲ to make your selection and confirm by pressing **OK**. You are now invited to give a name or location description to the device to help understand system events. You can enter up to 10 letters as you please for the name followed by **OK** or just press **OK** for no name. Please see section **Device Naming** for details.

E	**n**	**t**	**e**	**r**		**N**	**a**	**m**	**e**		**+**	**O**	**k**		
.	.	.	.	.	.	.	.	.	.	.	.				

StepA9. Press **OK** when zone name entering is completed. The display will show the new zone name with the attribute next to the device and prompt you to confirm your programming:

I	**n**	**s**	**t**	**a**	**l**	**l**	**e**	**d**	**:**		**(**	**O**	**K**	**?**	**)**
D	**C**		**B**	**a**	**c**	**k**	**d**	**o**	**o**	**r**		**B**			

StepA10. Press **OK**, adding a Door Contact is now completed, screen returns to the **Device +/-** menu.

<NOTE>

☞ Press ↺ **,** all the learning/setting processes having done will be ignored, the screen returns to **Device +/-** menu.

PIR Detector

StepB7. After a zone number for the PIR is assigned the following choice screen is displayed.

		B	**u**	**r**	**g**	**l**	**a**	**r**					
		H	**o**	**m**	**e**		**O**	**m**	**i**	**t**			
		H	**o**	**m**	**e**		**A**	**c**	**c**	**e**	**s**	**s**	
		E	**n**	**t**	**r**	**y**							
		P	**a**	**r**	**t**		**E**	**n**	**t**	**r**	**y**		

<NOTE>

☞ For a PIR Detector, you may choose between **Burglar**, **Home Omit**, **Home Access**, **and Entry**.

☞ For detailed functional description of PIR Detector in these 4 different device modes, please refer to the Note section following Step A7 for adding Door Contact.

☞ **B for *Burglar* PIR Detector**

☞ **O for *Home Omit* PIR Detector.**

☞ **A for *Home Access* PIR Detector.**

☞ **E for *Entry* PIR Detector.**

☞ **P for *Part Entry* PIR Detector.**

StepB8. Use the ▼&▲ to make your selection and confirm by pressing **OK**. You are now invited to give a name or location description to the device to help understand system events. You can enter up to 10 letters as you please for the name followed by **OK**

or just press **OK** for no name. Please see section **Device Naming** for details.

E	**n**	**t**	**e**	**r**		**N**	**a**	**m**	**e**		**+**	**O**	**k**	
.	.	.	.	.	.	.	.	.	.					

StepB9. Press **OK** when finished and the display will show The display will show the new zone name and the attribute next to the device:

I	**n**	**s**	**t**	**a**	**l**	**l**	**e**	**d**	**:**		**(**	**O**	**K**	**?**	**)**
I	**R**		**H**	**a**	**l**	**l**	**w**	**a**	**y**		**E**				

StepB10. Press **OK**, adding a PIR is now completed, screen returns to the **Device +/-** menu.

<NOTE>

☞ Press ↺ **,** all the learning/setting processes having done will be ignored, the screen returns to **Device +/-** menu.

Remote Controller

StepC7. After a zone number for the RC is assigned the following choice screen is displayed.

		P	**e**	**r**	**s**	**o**	**n**	**a**	**l**		**A**	**t**	**t**	
		M	**e**	**d**	**i**	**c**	**a**	**l**		**E**	**m**	**g**		

<NOTE>

☞ For a Remote Controller, you may choose between **Personal Attack** and **Medical Emergency** device mode.

☞ **P for *Personal Attack* Remote Controller**

Control Panel will give a **Personal Attack** alarm when the panic button is pressed for 3 seconds long or twice within 3 seconds.

☞ **M for *Medical Emergency* Remote Controller**

Control Panel will give a **Medical Emergency** alarm when the panic button is pressed for 3 seconds long or twice within 3 seconds.

StepC8. Press ▲&▼ keys to select your option and press **OK**. You are now invited to give a name or location description to the device to help understand system events. You can enter up to 10 letters as you please for the name followed by **OK** or just press **OK** for no name. Please see section **Device Naming** for details.

E	**n**	**t**	**e**	**r**		**N**	**a**	**m**	**e**		**+**	**O**	**k**	
.	.	.	.	.	.	.	.	.	.					

StepC9. Press **OK** when finished and the display will show the new zone name next to the device:

I	**n**	**s**	**t**	**a**	**l**	**l**	**e**	**d**	**:**		**(**	**O**	**K**	**?**	**)**
R	**C**		**M**	**R**	**.**	**S**	**M**	**I**	**T**	**H**					

StepC10. Press **OK**, adding a RC is now complete, screen returns to the **Device +/-** menu.

<NOTE>

☞ After a Remote Controller is added in, you can use the Remote Controller to arm/disarm the system. In addition, pressing the **Panic** button for 3 seconds or twice within 3 seconds, the Control Panel will generate a Panic alarm.

☞ The **Panic** alarm generated from the Remote Controller will have to be silenced at the Control Panel only. See section **Stop the Alarm**.

☞ Press ↺ , all the previous learning/setting processes will be ignored and the screen returns to **Device +/-** menu.

Other Devices

For Smoke Detector, Remote Keypad, Water Sensor and Night Switch, no further option needs to be specified, hence after it is detected, a zone is assigned, and the zone name entered, the following screen is displayed.

I	**n**	**s**	**t**	**a**	**l**	**l**	**e**	**d**	**:**		**(**	**O**	**K**	**?**	**)**
S	**D**		**L**	**i**	**v**	**i**	**n**	**g**	**r**	**o**	**o**	**m**			

Press **OK** to confirm, adding a smoke detector, or a Remote Keypad or a Water Sensor or a Night Switch is now completed.

Device Naming

Detectors can be given names and location descriptions to help understand system events. The devices can be named when first installing them or by editing them afterwards, the procedure is similar for both situations.

- When the **Enter zone Name** screen is displayed, the keypad can be used to enter text. Simply locate the corresponding numeric keys to the desired alphabets/symbols and press repeatedly until the wanted alphabets/symbols appear. Release the key and the flashing cursor automatically jumps to the next position for you to continue with the next letter by the same method.
- The keys have the following functions:

1	1
2	2ABCabc
3	3DEFdef
4	4GHIghi
5	5JKLjkl
6	6MNOmno
7	7PQRSpqrs
8	8TUVtuv
9	9WXYZwxyz
0	0<space>/-&'.+

✱	✱
#	#
↺	Delete character and backspace

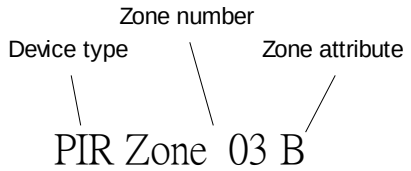
- When the name is complete, press **OK** to confirm and return to the previous or main menu.

<NOTE>

☞ The name can be erased by clearing the display by entering backward spaces and pressing **OK**.

Device Display Nomenclature

The devices are displayed throughout the menus and especially where there are zone lists. The meanings of the display components are shown in an example below:



The PIR detector is in zone 03, programmed for burglar mode.

2.4.2. Edit Devices

To edit all the devices that have already been installed, choose **Edit Devices** in the **Device +/-** menu, all the devices being included in the system will be displayed. You may Press ↺ to exit.

		D	C		B	a	c	k	d	o	o	r		
		I	R		H	a	l	l	w	a	y			
		R	C		M	R	.	S	M	I	T	H		
		S	D		K	i	t	c	h	e	n			
		S	t	o	p									

Step1A. Use ▲&▼ keys to scroll the display and choose the desired device for editing. For DC, IR and RC, when selected by pressing **OK**, the first screen will ask if you want to change the device attribute:

		B	u	r	g	l	a	r						
		H	o	m	e		O	m	i	t				
		H	o	m	e		A	c	c	e	s	s		
		E	n	t	r	y								
		2	4		H	o	u	r						
		F	i	r	e									
		M	e	d	i	c	a	l		E	m	g		
		W	a	t	e	r								

If no changes is wished here, press ↺ to skip to Step3A.

Step2A. Use ▲&▼ keys to scroll the display and choose the desired device attribute by pressing **OK**. The screen will show:

Z	o	n	e		T	y	p	e	?	(	O	k	?	)
D	C		B	a	c	k	d	o	o	r		E		

Step3A. Press **OK** to confirm. The next screen will ask if you want to change the name

P	r	o	g	r	a	m		N	a	m	e		?	
B	a	c	k	d	o	o	r							

Step4A. Press ↺, if re-naming is not required to exit to the previous device list or press **OK** if you wish to edit the zone name:

E	n	t	e	r		N	a	m	e		+	O	k	
.	.	.	.	.	.	.	.	.	.					

Step5A. Edit the zone name and press **OK** when completed to return to the previous device list.

Step6A. Proceed to edit other devices or Press ↺ to return to **Add/Delete Device** menu.

To Edit Other Devices (SD/ KP/ WS/NS)

Step1B. Use ▲&▼ keys to scroll the display and choose the desired device for editing. When selected by pressing **OK**, the first screen will ask if you want to change the zone name. To confirm, press **OK** or press ↺ to exit.

P	**r**	**o**	**g**	**r**	**a**	**m**		**N**	**a**	**m**	**e**		**?**	
B	**a**	**c**	**k**	**d**	**o**	**o**	**r**							

Step2B. Press **OK** if you wish to edit the zone name:

E	**n**	**t**	**e**	**r**		**N**	**a**	**m**	**e**		**+**	**O**	**k**	
.	**.**	**.**	**.**	**.**	**.**	**.**	**.**	**.**	**.**					

or press ↺ to exit to the previous device list.

Step3B. Edit the zone name and press **OK** when completed to return to the previous device list.

Step4B. Proceed to edit other devices or Press ↺ to return to **Add/Delete Device** menu.

2.4.3. Remove Devices

Adding a device a second time is prohibited unless it is removed from the system first. To delete a device, choose **Remove Device** in the **Device +/-** menu

Step 1. Use ▲&▼ keys to scroll the display. All the used zones with the device names are listed in order of the zone numbers.

		D	**C**		**B**	**a**	**c**	**k**	**d**	**o**	**o**	**r**		
		I	**R**		**H**	**a**	**l**	**l**	**w**	**a**	**y**			
		R	**C**		**M**	**R**	**.**	**S**	**M**	**I**	**T**	**H**		
		S	**D**		**K**	**i**	**t**	**c**	**h**	**e**	**n**			

Step 2. Press **OK** when the required device is chosen. The following prompt message will be displayed for you to reconfirm.

		R	**e**	**m**	**o**	**v**	**e**	**:**			**(**	**O**	**k**	**?**	**)**
R	**C**		**M**	**R**	**.**	**S**	**M**	**I**	**T**	**H**					

Step 3. Press **OK**. Deleting a device is now completed. The screen returns to previous device list.

<*NOTE*>

☞ If the selected sensor/zone is not what you want to delete, press ↺ to exit, the device list is again displayed for you to make another selection.

☞ If **Remove Device** menu is chosen while no device has been installed, the display will show **No device found in system** for 2 sec. and return to the **Device +/-** menu.

Step4. Proceed to remove other devices or Press ↺ to return to **Add/Delete Device** menu.

2.4.4. Program Siren

If an outdoor Bell Box, Indoor Bell Box or Universal Receiver etc. is to be included in the system, it should be programmed first by the Control Panel, so that the Control Panel can communicate with these auxiliary devices.

To program these auxiliary devices, select **Program Siren** in the **Device +/-** menu.

		L	**e**	**a**	**r**	**n**		**S**	**i**	**r**	**e**	**n**		
		S	**i**	**r**	**e**	**n**		**T**	**a**	**m**	**p**	**.**	**O**	**n**
		S	**i**	**r**	**e**	**n**		**T**	**a**	**m**	**p**	**.**	**O**	**f**
		C	**o**	**n**	**f**	**i**	**r**	**m**		**O**	**n**			
		C	**o**	**n**	**f**	**i**	**r**	**m**		**O**	**f**	**f**		
		E	**n**	**t**	**r**	**y**		**S**	**n**	**d**		**O**	**n**	
		E	**n**	**t**	**r**	**y**		**S**	**n**	**d**		**O**	**f**	**f**

- **Learn Siren**
  - If there is any detector or Remote Controller that has been added already,

Step 1. Put all the desired Auxiliary devices into learn mode (Refer to their individual Operational Manual).

Step 2. Move the cursor to the position **Learn Siren**.

Step 3. Press **OK**.

Step 4. The Control Panel will then sound a long beep and transmit Learning code to all devices simultaneously. The Out Door Bell Box (BX-8) should respond by activating its siren & strobe light momentarily, the Indoor Bell Box (SR-8) should respond by 2 short beeps

while the UR-8 status LED lights up for 3 seconds.

Step 5. Place these auxiliary devices out of Learn mode. Adding them into the system is completed.

<NOTE>

☞ If any of these devices does not respond, make sure that the device is in learn mode and repeat the steps again.

☞ After they are added in, every time pressing a PIN code & followed by **OK** key will result in the Control Panel transmitting signal to all of them.

☞ If there is no other detector or Remote Controller being added first, the following message will be displayed in Step 3.

		P	**l**	**e**	**a**	**s**	**e**		**a**	**d**	**d**			
			o	**n**	**e**		**d**	**e**	**v**	**i**	**c**	**e**		

The message will be displayed for 2 sec. then the screen returns to **Device +/-** menu. You are requested to add a detector or Remote Controller first then you can try programming these auxiliary devices again.

<IMPORTANT NOTE>

☞ For the following options, whichever option is selected, when the Control Panel transmits the signal, all added sirens will simultaneously received the signal and all will acted accordingly

● Siren Tamp.On, Siren Tamp.Off

The Outdoor Siren BX-8 and Indoor Siren SR-8 tamper switch can be enabled and disabled remotely. This is used especially when replacing siren battery.

- Disable the Siren tamper switch by selecting **Siren Tamp.Off** and press **OK**. All added sirens will temporarily lose their Tamper Protection simultanously
- Enable the Siren tamper switch by selecting **Siren Tamp.On** and press **OK**. All added sirens will be enabled with the Tamper protection simultanously.

<NOTE>

☞ The Siren tamper disable will automatically revert to **On** after about an hour if not switched back.

● Confirm On, Confirm Off

Both the Outdoor Siren BX-8 and the Indoor Siren SR-8 can be enabled for arming and disarming confirmation where beeps are emitted from the Siren to validate that the system has been armed and disarmed.

- Disable the Siren Confirmation by selecting **Confirmation Off** and press **OK**.
- Enable the Siren Confirmation by selecting **Confirmation On** and press **OK**.

● Entry Snd On, Entry Snd Off

The Outdoor Siren BX-8 and Indoor Siren SR-8 can be enabled or disabled from sounding the Entry Delay warning beeps.

- Disable the Siren Entry Sound by selecting **Entry Snd Off** and press **OK**.
- Enable the Siren Entry Sound by selecting **Entry Snd On** and press **OK**.

2.4.5. Program PSS

The Control Pannel is able to learn in Power Switch(es), please follow the steps below.

Before adding PSS, any least one other type of device must be learnt-in already (e.g. a Door Contact or PIR, but not Siren, Bell Box, or PSS).

Step 1. Put the **Power Switch** into Learning Mode.

Step 2. Put the **Control Panel** into **Programming Menu**.

Step 3. Select **Device +/-** and then select **Power Switch.** The following screen will be displayed.

		C	h	a	n	n	e	l		1			
		C	h	a	n	n	e	l		2			
		C	h	a	n	n	e	l		3			
		C	h	a	n	n	e	l		4			
		C	h	a	n	n	e	l		5			
		C	h	a	n	n	e	l		6			
		C	h	a	n	n	e	l		7			
		C	h	a	n	n	e	l		8			

Step 4. Select the disired channel number and press **OK** key.

Step 5. The Control Panel will sound one beep and send signal to the Power Switch.

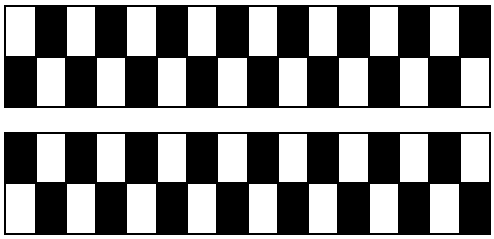
Step 6. Repeat Step 4 to learn other channels.

<NOTE>

- ☞ If the Power Switch is leant-in **Channel 1**, the Power Switch automatically pulses on/off every 2 secs when an alarm is triggered. After the alarm is restored, the Power Switch will turn off.
- ☞ If the Power Switch is learnt-in **Channel 8**, the Power Switch automatically turns off when the Control Panel is in Alarm off mode. Then Power Switch automatically turns on when the Control Panel is in Away & Home arm modes.

2.5. Walk Test

- When **Walk Test** is selected, the Green & Yellow LED's will flash 3 times with 3 beeps, and the following two test patterns are displayed for 2 sec. each.



- Then the following message is displayed:

*				W	a	l	k		T	e	s	t			*

- Pressing the test button on the sensor or any button on the Remote Controller or triggering the sensor, if the Control Panel receives the signal, it will sound 2 short beeps and the display will show you which sensor with the zone number is reacting.

I	R			Z	o	n	e	0	2		D				
H	a	l	l	w	a	y									

- The message will be displayed for 30 sec. or will be replaced by another test signal.
- Pressing ↻ key, the screen will return to **Walk Test** banner.
- **Exit Walk Test**
  - To exit **Walk Test** mode, press ↻ key.
  - If no test signals are received for 5 minutes, the Control Panel will exit **Walk Test** mode and return to **Alarm Off**. Press **OK** key to add another 5 minutes.

enter your pin Code, the above screen will also be displayed.

3. Operation

3.1. Entering User Menu

When the system is in Disarmed mode (Alarm off), entering a valid user code can access the user menu, the system can then be Away armed or Bypass armed via this menu.

When the first numberic key is pressed, the display will show:

		E	n	t	e	r		C	o	d	e			
								*	.	.	.			

when the complete PIN code is keyed in followed by **OK**, within 10 sec., the first two lines of the user menu is shown:

		A	w	a	y		A	r	m					
		H	o	m	e		A	r	m					

A flashing dot will appear next to **Away Arm**, the complete menu list consists of:

		A	w	a	y		A	r	m					
		H	o	m	e		A	r	m					
		B	y	p	a	s	s							
		L	o	g										
		C	o	n	t	r	o	l		P	S	S		

These items can be scrolled through by using the ▼&▲ keys.

<NOTE>

☞ If there is any fault event occurred, no matter if the fault condition has been rectified, when you enter the PIN Code followed by **OK**, the following screen will be displayed.

		F	a	u	l	t		D	s	p				
		A	w	a	y		A	r	m					
		H	o	m	e		A	r	m					
		B	y	p	a	s	s							
		L	o	g										
		C	o	n	t	r	o	l		P	S	S		

And the cursor stays at **Fault Dsp** position. To arm the system, please see the section **Forced Arming** below.

<NOTE>

☞ If you press ↵ while the **Alarm off** is displayed, a **Enter Code** prompt screen will be displayed. After you

☞ After 30 seconds of key-inactivity, the system will automatically exit User Menu and return to **Alarm off** mode.

3.2. Away (Alarm ON) Mode

3.2.1. Arming the system

If the system is in Disarmed mode (Alarm off), to arm the system.

Step 1. Enter your PIN code and press **OK**. The display will show**:**

		A	w	a	y		A	r	m					
		H	o	m	e		A	r	m					
		B	y	p	a	s	s							
		L	o	g										

and the cursor stays at **Away Arm**

Step 2. Press **OK** and the screen will display.

		T	i	m	e		T	o		E	x	i	t	
						3	0		s	e	c			

The defined EXIT Delay is displayed on the second line, and is counting down. During the EXIT Delay period, the exit sound plays, unless it has been chosen to switch off.

Step 3. When the Exit Delay time is up, or the **Entry** Door Contact (Final Door Set Function programmed to be **On**) is closed, the Control Panel will sound a long beep. The **Alarm On** will display on the screen and the system is in Arm mode.

<NOTE>

☞ When **Final Door Set Option** is set to **Off**, the Control Panel enters **Alarm On** mode only when the Exit Delay time is up.

☞ The Control Panel has **Screen Save** function. The **Alarm on** message will be displayed for 160 sec. only. Afterwards only current date & time is displayed on the second line.

☞ The system can also be armed by

using the Remote controller (Optional).

3.2.2. Stopping the Exit Delay

The Exit Delay can be stopped by disarming the system.

Step 1. Press ↻

Step 2. The screen will ask you to enter the PIN code. In addition, the counting down Exit Delay is displayed on the left side of the 2nd line.

Step 3. Enter your PIN code and then press **OK**. **Alarm Off** will be displayed on the screen and the system returns to Disarmed mode.

<NOTE>

☞ The Exit Delay can also be stopped by pressing the **Disarm** button on the Remote Controller (Optional).

☞ If the Exit Delay period times out before the code can be entered, the system will arm.

3.2.3. Extend the Exit Delay

During the Exit Delay period, the delay time can be extended by pressing the **ARM** button on the Remote Controller (Optional). Each time the **ARM** button is pressed, the delay time starts counting from the beginning.

<NOTE>

☞ While you arm the system, if a Door Contact or PIR sensor has been triggered (eg. Door is open), arming is also prohibited. To arm the system, please see the section **Forced Arming** below.

3.3. Forced Arming

- While you try to arm the system by entering the PIN Code, if there is any fault situation has occurred before, the display will show.

		F	**a**	**u**	**l**	**t**		**D**	**s**	**p**				
		A	**w**	**a**	**y**		**A**	**r**	**m**					

- If you move the cursor to **Away Arm** position and then press **OK**, the Control Panel will sound a ding-done warning sound to indicate arming is prohibited, and the message **Fault DSP** is displayed in the middle of the top display row and alternates at 2-second intervals with individual fault events.

<NOTE>

☞ In the same situation, if you arm the system by pressing the **Arm** button on the Remote Controller, the Control Panel will response in the manner as described above and the arming is also prohibited.

- At this moment, you can first rectify all of the problems and then clear the **Fault display** (Please see section XI **In a Fault Situation**), and then afterwards you can arm the system.
- However, if you want to put the system into Arm mode with the fault situation persisting, it is still possible by following the steps below to execute **Forced Arming**.

Step 1. Enter your PIN Code and press **OK**, a prompt message will be displayed.

		F	**o**	**r**	**c**	**e**		**A**	**r**	**m**				
							(	**O**	**k**	**?**	**)**			

Step 2. Press **OK** to double confirm.

Step 3. The Exit Delay counting down screen is displayed as in above section.

Step 4. When the Exit Delay time is up, the Control Panel will sound a long beep. The **Alarm On** will display on the screen and the system is in Arm mode.

<NOTE>

☞ Any time pressing ↻ followed by **PIN Code** and **OK**, the screen returns to **Alarm Off**

☞ The **Fault DSP** screen has a time-out of 5 minutes. It will automatically exit and return to **Alarm Off** screen afterwards.

☞ If a sensor is by-passed (Please see section **Partial Arm mode**, the fault condition of that sensor will not be checked.

☞ If a sensor tampered or out-of-order occurs, you can temporarily by-pass it or permanently remove it.

3.3.1. Arming with Door Opened

- While you arm the system, if any door was detected opened, the Control Panel will also sound a ding-dong warning sound to indicate arming is prohibited. The message **Fault DSP** is displayed in the middle of the top display row and alternates at 2-second intervals with the sensor that is being triggered.
- At this moment, you can close the open door, after which the fault display will be cleared automatically and the screen returns to **Alarm off**. You then can arm the system again.
- However, if you want to put the system into Arm mode with the door still open, it is still possible by following the Steps described above to execute **Forced Arming**.

3.4. Disarm (Alarm off) Mode

Disarming the system

To disarm the system

If the system is in either the Away Arm mode or Home Arm mode (Alarm ON), enter your pin Code and press **OK**. If the PIN code is correct, the Control Panel will sound 2 short beeps and return to Disarmed mode. The screen will show.

		A	**l**	**a**	**r**	**m**		**O**	**f**	**f**				
		0	**6**	**:**	**4**	**3**		**0**	**1**		**J**	**a**	**n**	

<NOTE>

☞ When the system is Home Armed, pressing the **DISARM** button on the Remote Controller will disarm the system.

☞ When the system is Away Armed, pressing the **DISARM** button on the Remote Controller can disarm the sytem when either an **Entry** device has been triggered, or when the **Remote Controller Entry Enable** has been set to **ON**.

3.5. Home Arm Mode

The Home mode allows the home to be Armed so that no one can get inside without first Disarming the system, yet the person already inside the house can move freely without self triggering the alarm.

<NOTE>

☞ You can enter the HOME mode only when the system is in DISARMED mode.

3.5.1. Entering Home Mode

Step 1. When the system is in Disarmed mode, key in your Pin Code then press **OK**.

Step 2. Press ▼ to move the cursor down to select **Home Arm**.

Step 3. Press **OK** and the screen will display.

		T	**i**	**m**	**e**		**T**	**o**		**E**	**x**	**i**	**t**		
						3	**0**		**s**	**e**	**c**				

The defined EXIT Delay is displayed on the second line, and is counting down. During the EXIT Delay period, the exit sound plays, unless it has been chosen to switch off.

Step 4. When the Exit Delay time is up, the Control Panel will sound a long beep. The **Home** will display on the screen and the system is in Home Arm mode.

<NOTE>

☞ The system can also be armed by using the Remote controller (Optional).

3.5.2. Stopping the Exit Delay

The Exit Delay can be stopped following the steps described in **Stopping the Exit Delay** in section II, **Away Mode**

3.5.3. Extend the Exit Delay

The Exit Delay can be extended following the steps described in **Extend the Exit Delay** in section II, **Away Mode**

3.5.4. Forced Arming

- If there is any fault condition or a door was found opened before or any sensor is triggered, when you press **OK** in step 3 above or when you press **Home** button on the Remote Controller, the Control Panel will sound a ding-dong warning sound to indicate entering the Home mode is prohibited. You rectify the problem first, then clear the fault display, and then try again. Or you can do forced arming to enter Home mode compulsorily. Please follow the instructions described in **Forced Arming** in Section III.

3.6. Partial (By-pass) Arm Mode

The Partial (By-pass) Arm mode allows the user to de-activate (by-pass) any sensors at their discretion. This feature allows your home to be armed; yet the person inside the house can move freely in the area where the sensor is by-passed.

To put the system into the Partial (By-pass) Arm mode:

Step 1. Enter your PIN code and press **OK** within 10 seconds. The display will show**:**

		A	w	a	y		A	r	m					
		H	o	m	e		A	r	m					
		B	y	p	a	s	s							

Step 2. Press ▼ to move the cursor down to select **Bypass**.

Step 3. Press OK

Step 4. All the zones are listed in zone number order.

		D	C		B	a	c	k	d	o	o	r		
		I	R		H	a	l	l	w	a	y			
		D	C		F	r	o	n	t	d	o	o	r	
		I	R		L	i	v	i	n	g	r	o	o	m
		R	C		M	R	.	S	M	I	T	H		
		S	t	o	p									

Step 5. Press ▼&▲ keys to select the zone to be by-passed.

		B	y	-	p	a	s	s	:	(	O	k	?	)
D	C		B	a	c	k	d	o	o	r				

Step 6. Press **OK** to confirm the selection. The selected zone will be marked with a ✱ character in front of it to indicate that device is to be by-passed.

<NOTE>

☞ The zones can be toggled between by-passed and not by-passed by pressing the **OK** key repeatedly followed by the ✱ character appearing for By-pass setting and ✱ character disappearing for By-pass unsetting.

Step 7. You can repeat Step 5 ~ Step 6 to continue selecting the device to be by-passed.

Step 8. After all the sensors to be by-passed have been selected, press ↵ to return to user menu and the cursor stays at **Arm**.

Step 9. Press **OK** to select **Arm** and to arm the system.

<NOTE>

☞ If a sensor is by-passed, then the Contorl Panel will not respond to its triggering in Arm mode.

☞ The by-pass setting is effective for only one time, once the system is disarmed, the by-pass setting is cleared automatically.

☞ When a sensor is by-passed, the system can be armed directly regardless of its fault situation (if any). However, its fault situation is still being monitored and will be logged and displayed when you access the **Log** submenu.

3.7. Alarm Activation

■ For Alarm Activation by Events and Control Panel Responses, please refer to the following table:

Control Panel Mode & Response Table

Type of Alarm	Alarm Abbr	Disarmed	Away Arm	Home Arm	Exit	Away Arm Entry	Home Arm Entry
Burglar	**B**	No Response	Instant **Burglar Alarm**	Instant **Burglar Alarm**	No Response	No Response	No Response
Home Omit	**O**	No Response	Instant **Burglar Alarm**	No Response	No Response	No Response	No Response
Home Access	**A**	No Response	Instant **Burglar Alarm**	Start **Entry Timer**	No Response	No Response	No Response
Entry	**E**	Door Chime	Start **Entry Timer**	Start **Entry Timer**	No Response	No Response	No Response
Part Entry	**P**	Door Chime	Start **Entry Timer**	No Response	No Response	No Response	No Response
24 HR.	**H**	Burglar Alarm	Burglar Alarm	Burglar Alarm	Burglar Alarm	Burglar Alarm	Burglar Alarm
Medical	**M**	Emergency Alarm	Emergency Alarm	Emergency Alarm	Emergency Alarm	Emergency Alarm	Emergency Alarm
Fire	**F**	Fire Alarm	Fire Alarm	Fire Alarm	Fire Alarm	Fire Alarm	Fire Alarm
Water	**W**	Emergency Alarm	Emergency Alarm	Emergency Alarm	Emergency Alarm	Emergency Alarm	Emergency Alarm

3.8. Stop the Alarm and Alarm Display

During any alarm, the Control Panel wil sound its siren and dial the Emergency Telephone Numbers and the display will show.

A	L	A	R	M	!		A	L	A	R	M	!		
			A	L	A	R	M	!		A	L	A	R	M	!

3.8.1. Stopping the Alarm

During an alarm, to stop the siren and clear display:

Step 1. Key in your PIN code, and then press **OK**.

<NOTE>

☞ if you press any key other than the first digit of your PIN code, the screen will prompt you to enter your PIN code.

Step 2. If the PIN code is correct, then the alarm sounding will be stopped.

If the alarm is stopped before reporting process begins:

Step 3A. The display will show you the device that triggered the alarm with its zone number:

A	l	a	r	m		S	t	a	r	t	e	d		B	y
0	1	).	I	R		H	a	l	l	w	a	y			

Step 4A. Press **OK**

Step 5A. If there is more than one raised alarm event, the Control Panel continues displaying the 2nd alarm event with **02).** Starting at the beginning of the 2nd line.

Step 6A. Repeat pressing further keys until all the alarm events are displayed thoroughly then the display will show:

	S	y	s	t	e	m		r	e	a	c	h	e	d	
	N	o	n	e											

Step 7A. Press **OK**, the display returns to **Alarm off.**

<NOTE>

☞ If ↵ key is pressed or if no key is pressed within 10 sec. the screen returns to 1st device display. You can repeat from the beginning to view the alarm event one more time.

☞ No alarm reporting will be made. However one **OPEN** report by this user will be reported.

If the alarm is stopped before reporting is finished:

Step 3B. The display will show you the device that triggered the alarm with its zone number is displayed:

A	l	a	r	m		S	t	a	r	t	e	d		B	y
0	1	).	I	R		H	a	l	l	w	a	y			

Step 4B. Press **OK**

Step 5B. If there is more than one alarm events have been raised, the Control Panel continues displaying the 2nd alarm event with **02).** Starting at the beginning of the 2nd line.

Step 6B. Repeat pressing further keys until all the alarm events are displayed thoroughly then the display will show:

	S	y	s	t	e	m		r	e	a	c	h	e	d	
	N	o	n	e											

Step 7B. Press **OK**, the display returns to **Alarm off.**

If the alarm is stopped after reporting has been finished,

Step 3C. The device which triggered the alarm with its zone number is displayed.

A	l	a	r	m		S	t	a	r	t	e	d		b	y
0	1	).	I	R		H	a	l	l	w	a	y			

- Proceed to display the alarms and clear the alarm displays as specified in **Step 4A ~ Step 6A** in previous section.

Step 4C. After all the alarm events are cleared, then the display will show:

	S	y	s	t	e	m		r	e	a	c	h	e	d	
	2	6	9	4	0	6	6	7							

Step 5C. Press **OK**, the display returns to **Alarm off.**

<NOTE>

- ☞ When an alarm (other than Panic Alarm) is raised, press the **Disarm** button on the Remote Controller will also stop the alarm (Optional).
- ☞ Panic Alarm must be silenced at the Control Panel. This is to prevent the Remote Controller from being snatched from the user and silence the alarm using the Disarm button.

3.8.2. Alarm Memory

If an alarm was raised without being silenced during your absence, and the alarm reporting has been carried out; the screen will stay on the **Alarm warning** display.

A	L	A	R	M	!		A	L	A	R	M	!		
			A	L	A	R	M	!		A	L	A	R	M	!

- When you come back and disarm the system by pressing the **DISARM** button on the Remote controller, the **Alarm warning** display still remains unchanged.
- To clear the display, follow the same steps as **Stopping the Alarm** described above, you can see the source of the alarm.
- If more than one alarm events including **Device Tampered** have occurred, repeated pressing further keys, the alarm events will be displayed one by one sequentially until all events have been displayed, then the screen returns to **Alarm off**.

The alarm log memorises the last 20 system events including

- ✓ All Alarm Events with Device ID
- ✓ All Fault Warning Events
- ✓ All Arming And Disarming Events

- The logged events are displayed in reversed chorological order, (most recent event first).
- The log is marked with a **Start** label before the most recent entry and **End** after the oldest entry.
- To View Log:

Step 1. Key in the user code and press **OK** while in Alarm off mode to access User's Menu.

Step 2. Press the ▼ key repeatedly to select **Log** and then press **OK** and the start of the log will be displayed.

					S	T	A	R	T					
							▼							

Step 3. The log can now be scrolled up and down and viewed with the ▲&▼ keys; the most recent event will be at the start.

Step 4. An example of logged event is given below; where the first line tells the time and date of the event, the second line tells the type of event and the third line either states the User or the device that caused the event. Abbreviation as **DC** stands for Door Contact, **LB** is short for low battery, **Tamp** means Tamper where **Rest**. is short for restore.

	0	2	:	3	8		0	1		J	a	n		
	D	i	s	a	r	m								
	U	s	e	r		1								

	0	2	:	4	0		0	2		J	a	n		
	P	a	n	i	c									
	D	A	V	I	D		R	C						

3.9. Event Log

3.10. Control PSS

There are 8 channels Power Switch available to be used with Control Panel. To open the Power Switch function you have to turn on the channel. Please follow the steps to turn on the channel.

Step 1. Key in the user code and press **OK** while in Alarm off mode to access User's Menu.

Step 2. Press the ▼ key repeatedly to select **Control PSS** then press **OK**. The following screen will be displayed.

		C	**h**	**a**	**n**	**n**	**e**	**l**		**1**				
		C	**h**	**a**	**n**	**n**	**e**	**l**		**2**				
		C	**h**	**a**	**n**	**n**	**e**	**l**		**3**				
		C	**h**	**a**	**n**	**n**	**e**	**l**		**4**				
		C	**h**	**a**	**n**	**n**	**e**	**l**		**5**				
		C	**h**	**a**	**n**	**n**	**e**	**l**		**6**				
		C	**h**	**a**	**n**	**n**	**e**	**l**		**7**				

Step 3. Select desired Channel number and press **OK**. The screen will show:

o		**T**	**u**	**r**	**n**		**O**	**n**						
		T	**u**	**r**	**n**		**O**	**f**	**f**					**v**

Step 4. Use ▲&▼ to select desired option.

3.11. False Alarm Management

CTC-1131 has a regulatory false alarm management facility built-in:

- ✓ Dual-Ply Entry Warning

3.11.1. Dual-Ply Entry Warning

- This is to warn the user that an alarm report to the Emergency Phone Numbers is about to be made
- When a zone not programmed for delay is violated during the Entry Delay, or the correct PIN code was not entered within the programmed Delay period, a 30-sec internal alarm is given before an alarm report is made.
- If a valid user PIN code is entered within the 30 seconds, the alarm will be aborted and the system returns to normal status.
- If no valid user PIN code is entered, a burglar alarm will be sent.

3.12. Faulty Situations

- The Control Panel is capable of detecting following fault events:
  - ✓ Control Panel Low Battery
  - ✓ AC Power Fail
  - ✓ Sensor Out-of-order
  - ✓ Device and Control Panel Tamper
- In case any fault condition is detected, the Control Panel will respond with a **Fault** display and/or **Fault** alarm respectively according to the nature of the faulty event.
- **Device Sabotaged**
  - The Control panel, Door Contact, Remote Keypad & PIR sensors are **Tamper** protected.
    - ◆ **Control Panel**

      A Tamper switch protects CTC-1131 from any removal attempts away from its cross mounting bracket

      Another Tamper switch protects the Power Supply Lid from being opened or removed.
    - ◆ **PIR Sensor**
      - **For IR-8 & 8**

      A Tamper switch protects the enclosure from being opened.
      - **For IR-9**

      A Tamper switch protects the enclosure from being opened.

      A Back-Tamper protects the unit from being removed from its mounting site
    - ◆ **Door Contact**

      A Tamper switch protects the enclosure from either being opened or being removed from the mounting surface.
- **Sensor out-of-order**

  The PIR sensor, Door Contact, Water Sensor or Smoke Sensor, after installed, will transmit a periodic supervision signal at intervals between 30 min. to 50 min.

If the Control Panel can't receive the signals transmitted from an individual sensor for a supervisory period, that is set on Page 14 / 24. Supervision, **sensor out-of-order** fault event will be detected.

3.12.1. Fault Message Display

- When any fault situation persists, the Control Panel will respond as below when it is in Disarmed mode:
  - The Yellow LED will light to indicated the fault condition
  - The LCD will display the type of fault and the source of the fault in the **Fault Display** section of the User Menu.
  - A warning beep will sound at every 30 seconds.
  - If a fault condition is detected while the system is in full arm mode, the fault event display will not be generated until the system is disarmed.

3.12.2. Clearing Fault Message Display

- The Yellow LED will turn off automatically once all of faulty conditions are restored, or any faulty devices are removed. It can't be cleared manually.
- On the contrary, the fault message display retains even though the faulty conditions have been restored.
- The fault message can only be cleared manually after the fault condition has been rectified.

3.12.3. Viewing/Clearing the Fault Message

To check what the fault condition is,

Step 1. When the system is in Disarmed mode.

Enter your PIN Code followed by **OK**.

Step 2. The screen will display

		F	**a**	**u**	**l**	**t**		**D**	**s**	**p**				
		A	**w**	**a**	**y**		**A**	**r**	**m**					

and the cursor stays at **Fault Dsp**

Step 3. Press **OK** to select **Fault Dsp**

Step 4. All the fault events are listed. Use ▲ ,▼ key to move the cursor downwards or upwards. The screen is also scrolled down or up respectively.

Step 5. After viewing all the fault events, press ↺ key, a prompt message is displayed.

		C	**l**	**e**	**a**	**r**		**F**	**a**	**u**	**l**	**t**		
		d	**i**	**s**	**p**	**l**	**a**	**y**	**(**	**O**	**K**	**?**	**)**	

Step 6. Press **OK**, then the fault event, which the fault condition has been rectified, will be cleared and the screen returns to **Alarm off**.

<NOTE>

☞ In **Step 6**, if ↺ key is pressed, the screen returns to **Alarm off**, the Yellow LED stays on, the Control Panel keeps sounding a short beep every 30 seconds, and the fault event display retains.

☞ If the fault condition has not been rectified, the fault event display will not be cleared. It will come on again while you try to arm the system and the faulty condition inhibits the system from being armed, then the fault message will be displayed again. The fault event display can be cleared only after the fault condition has been rectified.

☞ Even when the fault messgae is cleared, the fault event is still retained in the **Log**.

3.12.4. Fault Event Response

- When a fault condition is detected, in addition to the fault display, the Control Panel will also respond separately according to the nature of the fault event.

- **AC Power Fail**

  After AC power is failed for 15 sec, the yellow LED will light and the fault message will be displayed. After I hour, if the AC power is not restored, the CTC-1132 will dial out and play the Address message.

- **Panel Sabotaged**
  - If the Tamper switch on the Control Panel is triggered while the system is in Armed & Home mode, the Control Panel will sound an audible alarm and report **Burglary** alarm.
  - While if the system is in Alarm off mode, no alarm will be generated.
- **Sensor Sabotaged**
  - If the Tamper switch on the PIR Sensor or Door Contact is triggered while the system is in Arm & Home mode, the Control Panel will sound an audible alarm and report **Burglary** alarm .
  - While if the system is in Alarm off mode, no alarm will be generated.
- **Sensor out-of-order**
  - When the system is in Arm mode and the Control Panel can't receive the supervisory signal from each individual PIR sensor, Door Contact or Smoke Sensor for a supervisory period, that is set on Page 14 / 24. Supervision, the Control Panel will sound an audible alarm and yellow LED will light while this fault message can be viewed on LCD under **Fault Display**.
  - While the system is in Disarmed mode, no alarm event will be generated.

3.12.5. Fault Message Nomenclature

- The fault event message is displayed in short form as below:

Fault Condition	–	Message displayed
AC Power Fail	–	**AC failure**
Control Panel sabotaged	–	**Panel Tamper**
Sensor Sabotaged	–	(Sensor w/ Zone Name) + **Tamper**
Sensor out-of-order	–	(Sensor w/ Zone Name) + **out**

<NOTE>

☞ While you arm the system, if any of Door Contact or PIR is triggered,, arming is also prohibited and the sensor triggered will be displayed as fault message.

Sensor triggered	Message displayed
Door Contact triggered	(DC w/ Zone Name) + **open**
PIR triggered	(IR w/ Zone Name) + **Active**

3.13. Remote Access Via Regular Phone Lines

The Unit can be controlled by Remote Control Commands sent via Regular phone call.

- **DTMF Remote Control Command Table**

Control Command	Result
0	Hang up the phone
1	Listen-in
3	Disarm
2	Arm
9	Check Panel mode: Under Away mode: 1 long beep Under Home mode: 3 short beeps Under Disarm mode: 2 short beeps
520	2nd PSS Close
530	3rd PSS Close
540	4th PSS Close
550	5th PSS Close
560	6th PSS Close
570	7th PSS Close
52101~52199	2nd PSS Open for 1 Hour to 99 Hours
53101~53199	3rd PSS Open for 1 Hour to 99 Hours
54101~54199	4th PSS Open for 1 Hour to 99 Hours
55101~55199	5th PSS Open for 1 Hour to 99 Hours
56101~56199	6th PSS Open for 1 Hour to 99 Hours
57101~57199	7th PSS Open for 1 Hour to 99 Hours

- **How to remote control the system**

Step 1. Dial the phone number of your Control Panel and hang up on the first ring.

Step 2. Dial the Control Panel again after 8~20seconds.

Step 3. You will hear 2 beeps from the Control Panel via phone set.

Step 4. Enter the user Pin code (user 1 ~ user 4).

Step 5. If the Pin code is correct, you will hear 2 beeps from the Control Panel via phone set.

<NOTE>

☞ In **Step 5**, the first digit of pin code should be entered within 3 sec.

☞ In **Step 5**, a valid pin code should be entered with 20 sec. otherwise the Panel will hang up automatically.

Step 6. Enter the 1-, 3, or 5-digit DTMF Control Command. When the Command is correct, you will hear 2 beeps; if the Command is incorrect, you will hear 1 beep.

<NOTE>

☞ 1st and 8th PSS are reserved to respond according to the Control Panel's status (see section 2.4.5 Program PSS) and cannot be remotely controled by DMTF commands.

3.14. Dialing & Call Acknowledgment

3.14.1. Auto Dialing

- If the system is in Arm mode, when an alarm occurs, the Control Panel will immediately dial the phone numbers you preset and play the recorded messages.
- After dialing, the Control Panel will delay 5 seconds then starts to play the message. It will first play the general part of the recorded message then play the specific alarm message in cycle.
- To ensure the call is successfully received by the recipient, the recipient should acknowledge the message by pressing the appropriate button on his telephone set.
- The Control Panel, while playing the message, will check if there is any acknowledgement signal being received.. If the recipient does not acknowledge the call, the message will be repeated for a

period of 85 seconds; the Control Panel will then consider the call as unsuccessful and will try to dial the next phone number in priority.

- If more than one number is programmed the Control Panel will continue to dial the number(s) until two emergency calls are successfully answered with either **0**, **1** or closed down with a key **9** acknowledgement.

<NOTE>

☞ CTC-1131 Auto-Dialling features only operate under Tone-Dialling method.

3.14.2. Call Acknowledgment

- If the recipient successfully receives the call, he should acknowledge it by pressing the **9** button on his telephone set.

Acknowledging with signal 0

If the recipient presses **0** on his phone set as the acknowledging signal. The Control Panel will then take the following actions.

✓ The Control Panel will go back on-hook.

✓ The Control Panel will continue Alarming.

✓ The Control Panel will try to dial the phone numbers of the next priorities until two recipients have acknowledged the call.

Acknowledging with signal 1

The recipient can press 1to acknowledge the call and also initiate a One-way Listen-In Channel. This channel allows the recipient to listen in to what is happening to the other side of the line.

✓ Press 1 to open a One-way Listen-In Channel for 2 mins.

✓ During the Listen-In period the CTC-1131 will sound audible beep signaling 20 secs time remaining alerts to the recipient.

✓ If the 2-minute listen-in period is up, the CTC-1131 will automatically hang up the line.

✓ Each Press 1 will extend for an additional 2 mins.

Acknowledging with signal 9

If the recipient presses **9** on his phone set as the acknowledging signal, the following will happen:

✓ The Control Panel will go back on-hook.

✓ The Control Panel will stop alarming and stop dialing.

3.14.3. Auto Redial

- When only one Emergency phone number is stored and that number is engaged, the Control Panel will automatically redial that number up to maximum of 5 times with an interval of 62 sec. between dialing attempts.
- When more than one telephone numbers are stored, the Control Panel will dial in accordance to the set priority order. If the number being dialed is engaged, it will try the next number. Each number will be tried a maximum of 5 times and the redial interval between each number is 5 sec.
- The maximum number of times the Control Panel will retry is 15 times.

<NOTE>

☞ If no phone Number is programmed, the Control Panel will not dial.

☞ When dialing a pager number, the

Control Panel will only send the identity code, it will not play the message and the call is not considered to be successful.

☞ The same pager number will be dialed only once.

4. Appendix

4.1. Reset Procedure

◆ Reset to Factory Default Setting

The Control Panel can clear all programmed parameters by the following sequence:

1. Power down Control Panel and remove the battery
2. Apply power while holding down the ▲ key.
3. Release the ▲ key when a tone is heard, **Enter Code** will be displayed.
4. Enter the following keys sequence: ▲▼▲▼▲▼▲▼, **OK**
5. Press the ↻ key
6. All programmed parameters are reset to factory default setting.
7. If more than 17 incorrect keys entered, then the unit will revert to normal **Alarm On** mode.

<NOTE>

☞ Once the **System Reset** is executed, all the programmed data are returned to its default value and all the devices having been learnt-in are removed. You have to do the programming and learn in the device one by one again.