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1. Quick reference

1.1. Operating the user panel

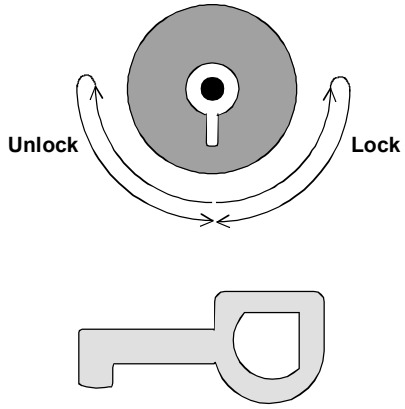


Fig. 1-1

1.1.1. The operate position (Access level 2)

In order to get access to the user panel functions you must have a fireman's key to unlock the user panel door.

The key is placed into the lock vertically; twist the key clockwise until it's horizontal. Now pull the key towards your self, which opens the door. **The key is now in operating position**, you are now able to operate the user panel.



Fig. 1-2

Opening the user panel door doesn't bind the fire alarm and fault routing equipment.

1.1.2. Activating the system (Access level 1)

When you want to activate the system you have to activate the system by closing the user panel door and lock it with the key.

Twists the key counter clockwise until it's in vertical position, now remove the key. If no other panel doors are open the routing device led will switch off.

If there are no faults or disablements in the system, the display will return to normal state with the backlight off.



Fig. 1-3

Closing the user panel enables the fire alarm and fault routing equipment, if the system level code hasn't been entered from the PC-software. The enabling is indicated with switching the routing device led off.

If any faults or disablements remain in the system the user panel sounder will sound as an indication that everything isn't in order. The user panel backlight also remains lighted.

If a fault is present when closing the user panel door the system activates the fault routing equipment. The activation of the fault routing is indicated with the red fault routing activated led.

1.2. Disabling of routing devices

When the key is in operating position the fire and fault routing equipment are not automatically bound. If you want to bind the routing devices you have to enter a code.

To enter the code, press the LEVEL (level) button. Enter the 5-digit code.

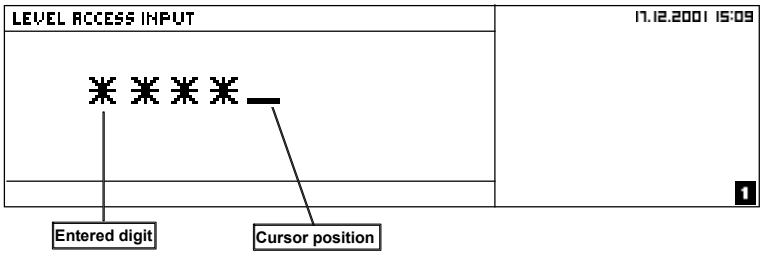


Fig. 1-4

If you make an error you can press the C (C) button to start over again. If you want to cancel the operation, press the HOME (Home) button.

When you have entered the correct 5-digit code the window will automatically close. The system will return to the preceding display.

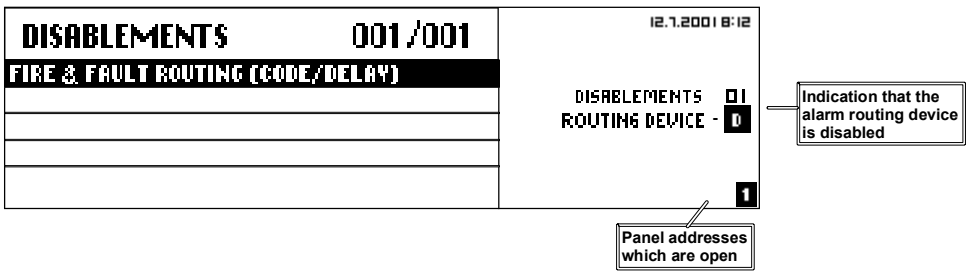


Fig. 1-5

The routing device led starts to blink. The backlight is switched on. The general disablement led starts to blink. The disablement display shows that the routing device has been disabled by code / delay. The suppressed information display also indicates that the alarm routing is disabled.

The bounding of the fire alarm and fault routing equipment is indicated with the yellow flashing routing device led.

1.2.1. Automatical activation of routing devices

The system has a possibility to automatically re-enable the routing devices when they have been disabled by code entering for more then 12h.

1.3. Fire alarm state

The fire alarm state is indicated with the general fire alarm indicator leds flashing and with a fire alarm sound from the user panel. All zones, which are in fire alarm state, are shown in the display.

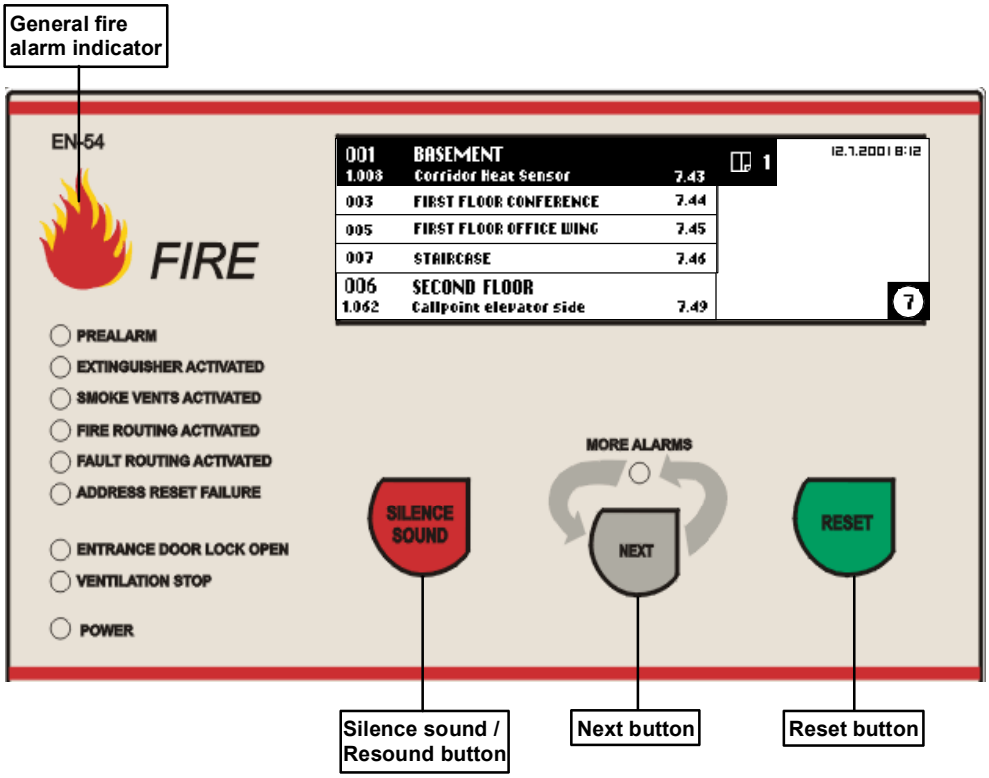


Fig. 1-6

1.3.1. Silencing of the fire bells

The silencing of the fire alarm bells can be done only when the user panel door is opened.

When a fire alarm has occurred all fire bell outputs have been activated. Silence the bells by pressing the SILENCE SOUND (Silence sound) button.

To silence the user panel internal buzzer you must press the INTERNAL BUZZER (Internal buzzer) button.

1.3.2. Resounding of the fire bells

When the control panel is in fire alarm state and you have silenced the bells you are able to resound the bells by pressing the SILENCE SOUND (Silence sound) button again.

If new zones enter alarm state after the bells have been silenced the fire alarm bells and the user panel buzzer will resound.

1.3.3. Zones in alarm state

In alarm state the Remote Panel, ProDex-MUP display is as follows:

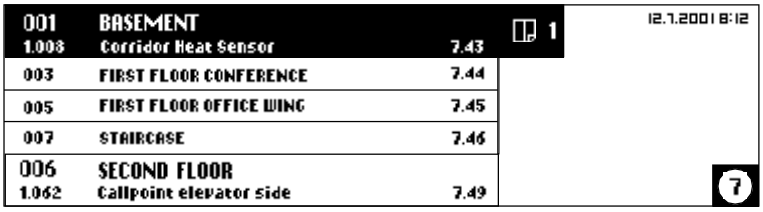


Fig. 1-7

The first alarm is always highlighted (inverted). This alarm is always placed at the top of the display.

If there are 5 or fewer zones, which, has alarmed, they fit to the display simultaneously. If there are more alarms they can be stepped through by pressing the NEXT button. The led more alarms is on if there are more alarms to browse. The led switches to off when all the alarms in the stack have been browsed. After this you can still browse trough the alarms again by pressing the NEXT button. The inverted zone information is the one, which is browsed at the moment.

The display is scrolled forward. The picture shows the display after having pressed the next button 2 times.

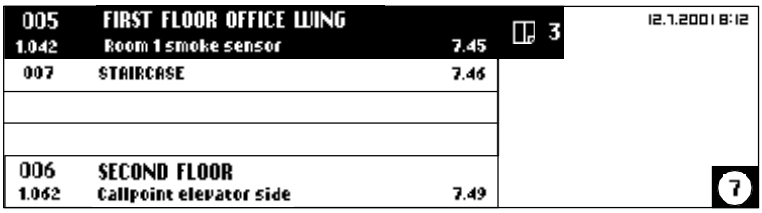


Fig. 1-8

The display when you have browsed trough all alarms. Your current position is at the last alarm. The more alarm led is switched off.



Fig. 1-9

Pressing the next button will return the display to showing the ’base’ alarm display.

The MUP-display automatically returns to showing the ’base’ alarm display when no buttons have been pressed for 15s.

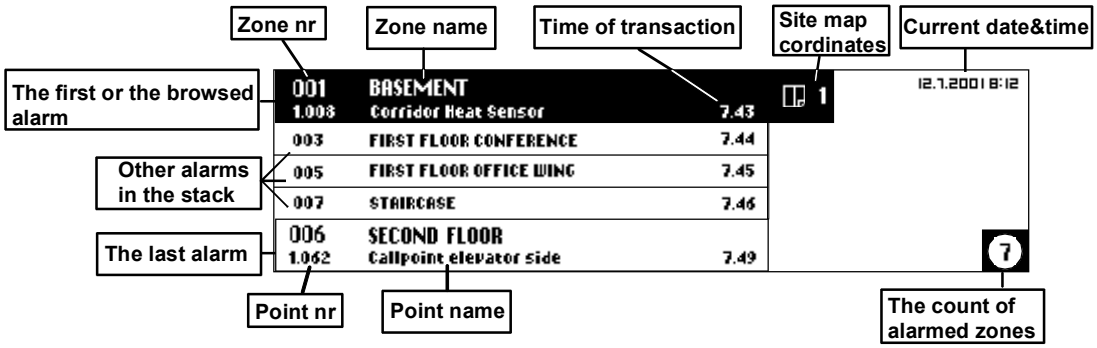


Fig. 1-10

The ’base’ alarm display contains the information:

- The first zone, which has alarmed or the zone, which is browsed at the moment.
- The last zone, which has alarmed.
- The number of zones, which has alarmed.
- The time of the different alarms.
- Site map coordinates for the browsed (selected) zone / point.

The zones and points, which, are in alarm state, are indicated with an A-character in the point and zone displays.

1.3.4. Delayed alarm

The alarm routing can be delayed for each zone separately. When a delayed alarm occurs the alarm bells will sound as normal and the alarms will be displayed.
The indication that a delay is active is displayed as a separate box in the window. The delay time is displayed in the additional information window.

The General disablement led and the routing device led shows the disablement.

The delayed alarm can be activated instantly by opening and closing the user panel door.
An alarm from any call point from the delayed zone or any alarm from another zone will activate the alarm instantly.

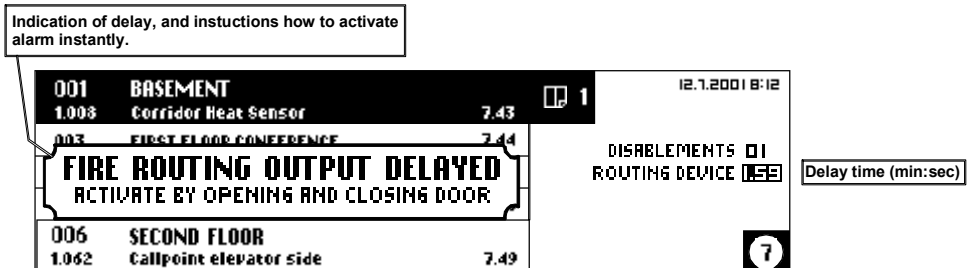


Fig. 1-11

When the delay is active you are enable to extend the delay time by pressing the DELAY ROUTING (Delay routing) button. Each time you press the button a preset value will be added to the present delay time. The total delay time, which can be set, is 10 minutes.

1.3.5. Resetting

The resetting of the control panel can be done only when the user panel door is opened.

Reset the system by pressing the RESET (Reset) button, until the display shows the message. See Fig. 1-12.

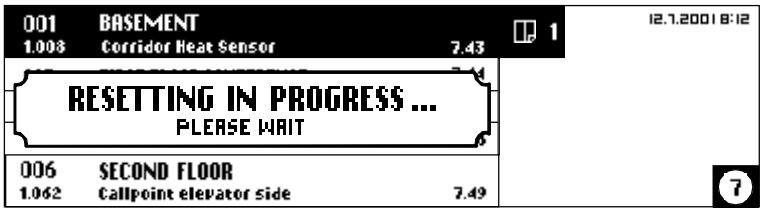


Fig. 1-12

If the resetting is successful the control panel will return to the normal state.



Fig. 1-13

If any of the points can't be reset (broken call point glass, to much heat, smoke etc.) the system will automatically disable the points. The disablement state is shown with the display and the disablement led. The display shows all those points, which could not be reset.
The address-reset fault led indicates this type of a failure.

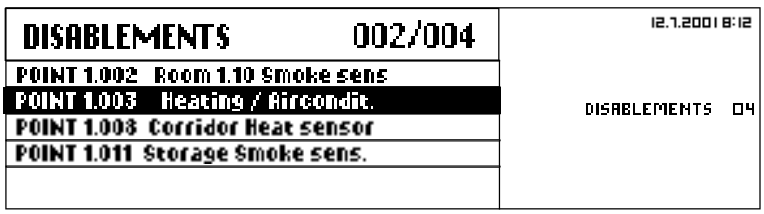


Fig. 1-14

When reset fails you must check the points which couldn't be reset and ventilate the premises. If this doesn't help you must call service.

You can try to enable the disabled faulty points by selecting each (highlight) from the disablement display, then press 

point. To enable points, which couldn't be reset see chapter Disable / Enable a point.

1.4. Prealarms

This display can be viewed in alarm state!

For each smoke or heat sensor there can be set a pre-alarm threshold. When this level is reached the point will give a pre-alarm.

The pre-alarm state is indicated with the pre-alarm led and with the pre-alarm sound from the user panel buzzer. To silence the user panel internal buzzer you must first open the user panel door. Then press the INTERNAL BUZZER (Internal buzzer) button.

The pre-alarm state display:

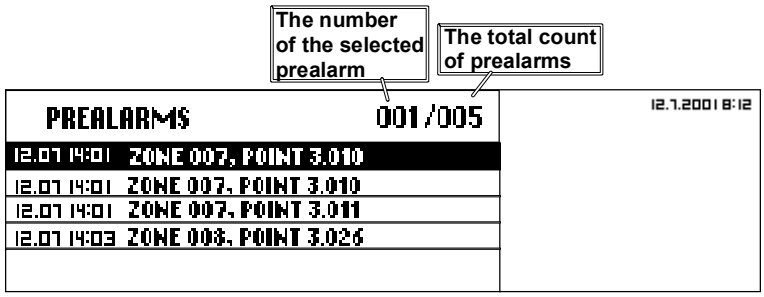


Fig. 1-15

The pre-alarm display contains the information:

- The count of the points, which have been in pre-alarm state.
- The number of the selected pre-alarm.
- All the points, which have been in pre-alarm state. (Max. 4 at a time).
- The time of the different pre-alarms.

If there are 4 or fewer points, which are in pre-alarm state, they are shown simultaneously. If there are more pre-alarmed points they can be stepped through by pressing the NEXT button.

When you are at the bottom of the list you can still press the NEXT button, which will move the selection to the first pre-alarm on the list.

The pre-alarms can also be browsed with (Up) or (Down) buttons.

The points, which are in pre-alarm state, are indicated with a P-character in the point display.

1.4.1. Resetting

The pre-alarm state can be reset if the smoke or heat level has fallen to a normal level. Otherwise the points will then enter alarm state.

The resetting of the control panel can be done only when the user panel door is opened.

Reset the system by pressing the RESET (Reset) button, until the panel gives a long beep sound.



Fig. 1-16

If the resetting is successful the control panel will return to the normal state.

The pre-alarm state will continue as long as there is too much heat, smoke etc.

When reset fails you must check the points which couldn't be reset and ventilate the premises. If this doesn't help you must call service.

You can disable the points, which couldn't be reset from pre-alarm state by pressing the POINT point button. Then select the points one by one and disable them by pressing the DISABLE (Disable) button. See chapter Disable / Enable a point.

1.5. Normal state

This is the normal state display:



Fig. 1-17

If the system shows this display there are no alarms, pre-alarms, faults or disablements present.

As long as no button has been pressed and no exceptions are present the backlight is off. When you press a button or open the user panel door the backlight is switched on. After a button has been pressed the backlight remains on for 60s. If any user panel door is opened within the system this is indicated with a user panel address number at the right lower corner of the display.

1.6. Fault state

This display can be viewed in alarm state!

If the system detects any faults it will draw attention by switching on the general fault led the backlight and by giving a fault indication sound. There is also a suppressed indication of faults, which is displayed all the time regardless off which display you are viewing.

If the user panel door is closed when the system is in fault state the user panel will give an alert sound. This sound is given every 3 minutes as long as the system isn't fully functioning.

When the system enters the fault state it activates the fault routing equipment. This is indicated with the red fault routing device led.

Depending on the fault the corresponding led or the additional information window will indicate the fault count. All faults are also listed in the display.

To silence the user panel internal buzzer you must first open the user panel door. Then press the INTERNAL BUZZER (Internal buzzer) button.

1.6.1. Mains power fault state

If the system detects a mains power fault, when all user panel doors are closed, it will go into power save mode. As long as the mains is off the fault is only indicated with the ”power fault” led.

The system goes into power save mode when the mains power is switched off when all user panels are closed. The mains fault is then indicated with the power fault led only. When the mains power is connected back on, the fault is indicated with the normal fault display.



Fig. 1-18

1.6.2. Normal fault state

All faults are sorted by importance (most important at the top, least important at the bottom).

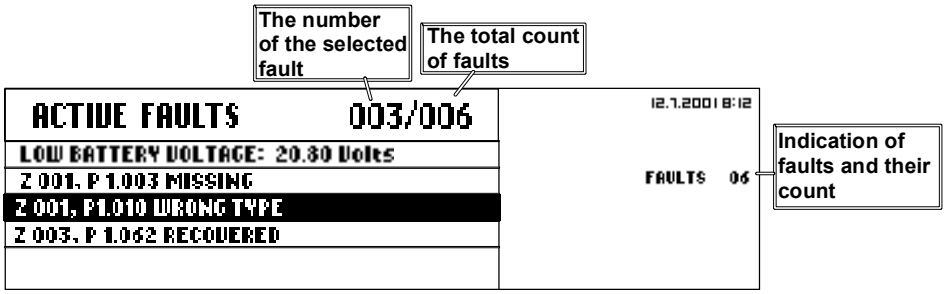


Fig. 1-19

The fault display contains the information:

- The count of the faults.
- The number of the selected fault (inverted colours).
- All the different faults with explanations. (Max. 4 at a time).

If there are 4 or fewer faults, they are shown simultaneously. If there are more faults they can be stepped through by pressing the NEXT button. When you are at the bottom of the list you can still press the NEXT button, which will move the selection to the first fault on the list.

The inverted fault information is the one, which is browsed at the moment.

The faults can also be browsed with  (Up) or  (Down) buttons.

The faults in the list might not always be active anymore; the listed faults will change their status automatically as they change back to normal. The additional fault leds or window indications will disappear, but the general fault indicator is on as long as the faults aren't reset.

The faulty points and zones are indicated with a F-character in the point and zone displays.

The resetting of faults can only be done when the user panel door is opened.

Reset the system by pressing the 

(Reset) button, until the panel gives a long beep sound.

If the resetting is successful the control panel will return to the normal state.



Fig. 1-20

In the case that the resetting isn't successful the display will return the fault display, showing which faults couldn't be reset.

1.6.3. Reported faults

The different faults are (sorted in ascending order):

Importance:	Text in the display	Extra information:	Possible cause of fault	Recognition time
Most important	LOW BATTERY VOLTAGE: xx Volts	The battery voltage [V]	Fuse broken, Poor battery condition, The mains power is off	20 – 30 s
	BROKEN FUSE(S) XX VOLT= xx V	Fuse nr, measured voltage	The power outputs are over loaded	10 – 20 s
	MAINS POWER OFF. BATTERY: xx.x Volts	The battery voltage [V]	Fuse broken, power failure	5 – 10 s (programmable delay 0 – 30 min)
	DCA VOLTAGE U.PANEL(S): xx.x V	Voltage [V] at the user panel.	Cable conductors broken / to big power loss in the cabling	10 – 20 s
	DCB VOLTAGE U.PANEL(S): xx.x V	Voltage [V] at the user panel.	Cable conductors broken / to big power loss in the cabling	10 – 20 s
	LOOP xx VOLTAGE OFF LIMITS: xx.x Volts	The voltage on the loop [V]	The loop is over loaded	10 – 20 s
	EARTH FAULT. MEASURED: xx.x Volts	The voltage [V]	A conductor is grounded at the false place, a exterior voltage is connected to ground	5 – 10 s
	NO DATA FROM INT. BOARD(S): xx	Loop card x doesn't respond.	Loop card isn't connected, the card is defective, the program execution has stopped	10 – 20 s
	USER PANEL(S) REMOVED: xx	MUP x doesn't respond	The user panel isn't connected; any of the data line conductors is broken (A/B). The user panel is defective	10 – 20 s
	FIRE ROUTING RELAY: MONITORED x.x V	FIRE relay coil monitoring, voltage [V].	Relay is faulty (the coil is defective).	10 – 20 s
	BELL/EXT DEV: xx MONIT. xx.x V	BELL 1/2/3/4	No end of line device, cable shorted / open	10 – 20 s

	BAD ROM CHECKSUM. REPORTED: xxxx	Control panel HEX value	Fault in ProDex/PROG or ProDex-CSEL memory	Automatic checking done every hour = 1 hour
	BAD RAM CHECKSUM. REPORTED: xxxx	Control panel HEX value	Checksum hasn't been updated after programming	Automatic checking done every hour = 1 hour
	BAD CHECKSUM, INT. BOARD(S): xx	Loop card HEX value	Different data in loop card then in the motherboard memory, communications fault	Automatic checking done every hour = 1 hour
	LINE FAULT, INT. BOARD(S): xx	The loop state at the card.	Loop resistance too high, current too high, voltage too low, Drive / Return open etc.	10 – 20 s
	PANEL EXTERNAL OR WATCHDOG RESET!	Control panel program re-stared.	Start up using reset switch, Outside disturbance, Program fault.	Instantly
	UNEXPECTED RESET, BOARD(S): xx	Loop 1 – 4 restarted	Outside disturbance, Program fault.	Instantly
	COULD NOT START BOARD(S): xx	Loop 1 – 4 program doesn't respond.	Loop card fault, program fault.	10 – 20 s
Least important Sorted in ascending order	Z xxx, P x.xxx	Zone and point number, which fault.	See point faults list.	10 – 20 s

Point faults / states

Text in the display:	Information:	Cause / Action:	Recognition time
RECOVERED	The faulty point has recovered	No fault anymore	-
RECOVERING… (xx)	The point is recovering from a fault.	The point is recovering from an abnormal state.	-
MISSING	The point has been programmed but can no longer be located on the loop.	Wrong address set, faulty programming.	10 – 20 s

WRONG TYPE	The point has another type then the programmed type.	Wrong programmed type. Wrong address.	5 – 10 s
DOUBLE ADDRESS	Two or more points with the same address on the loop.	Faulty address programming.	5 – 10 s
CALIBRATION ERROR	The contamination level has exceeded to a level above which the calibration can no longer be made.	The sensor, chamber must be replaced.	Calibration is done every 24 hours = 24 hours.
INTERNAL FAULT	The point has a internal fault	The sensor, chamber must be replaced.	5 – 20 s
RESET FAILS	The point could not be reset	No actual fault, too much smoke or heat	5 – 10 s
PRESENT	A point which hasn't been programmed is detected on the loop	Not indicated as a fault. Program the point. Remove the additional point. Indicated with the call service led!	40 – 50 s
FIRE TEST FAILS	The point has failed the fire test, which is carried out by the program each 24 hours.	Replace the sensor.	Fire test is done every 24 hours = 24 hours.
EXTERNAL FAULT	The point has a base sounder which is faulty. This can also be a module, which has a fault on the slave lines.	Module: Slave line fault. Inputs or outputs faulty. Sensor: The base sounder of the sensor is faulty.	5 – 10 s

1.6.4. Disabling faulty points and zones

Faulty points and zones can be disabled, removing these points/zones from the fault list to a disablement list. If all faults in the system have been removed the general fault and other fault indications are switched off. This enables the general fault indication and the fault routing device to operate when a new fault occurs.
The disablement will prevent alarms and faults from these zones or points from being detected.

The disablement will activate the general disablement indicator led.

In case of a faulty point press the POINT (Point) button. The system highlights and selects the point, which was selected on the fault list.

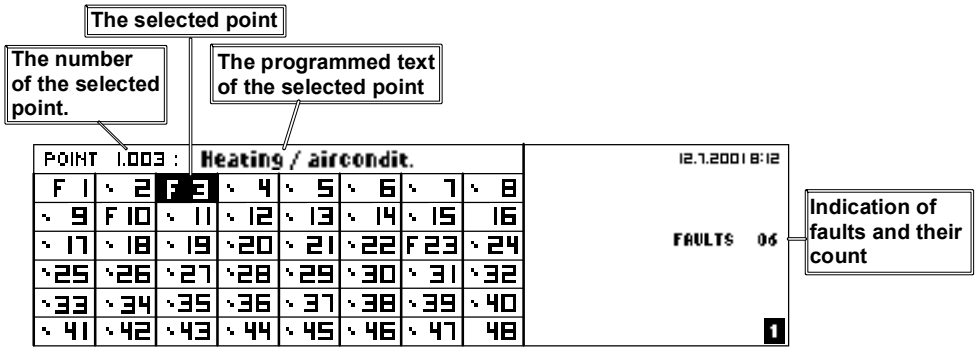


Fig. 1-21

Now you can disable this point by pressing the DISABLE (Disable) button.

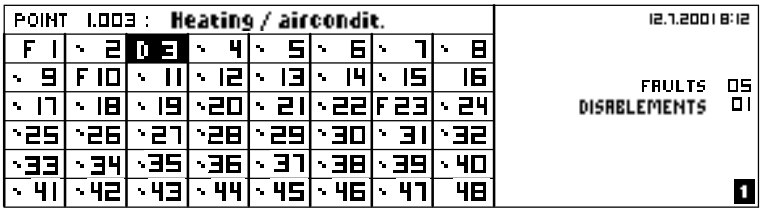


Fig. 1-22

The disablement of the faulty point decrements the fault count by one and increments the disablement count by one.

In case of a faulty zone press the ZONE (Zone) button. The system highlights and selects the zone, which was on the fault list. Now you can disable this zone by pressing the DISABLE (Disable) button.

You can select more points or zones to disable them by scrolling in the point / zone grid.

Select the faulty ones with the (Arrow) buttons and press the DISABLE (Disable) button.

You can also enter a point or zone number (1.001 – 4.127 or 001 – 128) with the 0 9 (number) buttons and make the selection by pressing ↵

You return to the fault display by pressing the C (C) button. If there are now active faults left the system returns to the disablement display.

1.7. Disablements

This display can be viewed in alarm state!

The disablements are indicated with the general disablement led and with a separate disablement window in which the disablements are listed. There is also a suppressed indication of disablements, which is displayed all the time regardless off which display you are viewing.

If the user panel door is closed when the system is in disablement state the user panel will give an alert sound. This sound is given every minute as long as the system isn't fully functioning.

To silence the user panel internal buzzer you must first open the user panel door. Then press the INTERNAL BUZZER (Internal buzzer) button.

All disablements are sorted by importance (most important at the top, least important at the bottom).

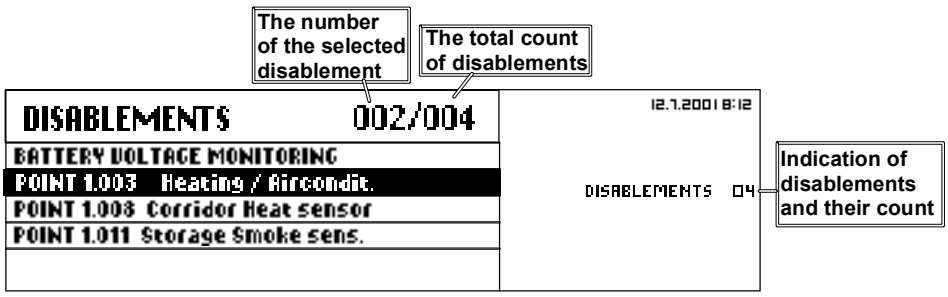


Fig. 1-23

The disablement display contains the information:

- The count of the disablements.

- The number of the selected disablement.
- All the different disablements with explanations. (Max. 4 at a time).

If there are 4 or fewer disablements, they are shown simultaneously. If there are more disablements they can be stepped through by pressing the NEXT button. When you are at the bottom of the list you can still press the NEXT button, which will move the selection to the first disablement on the list.

The inverted disablement information is the one, which is browsed at the moment.

The disablements can also be browsed with ▲ (Up) or ▼ (Down) buttons.

The disabled points and zones are indicated with a D-character in the point and zone displays.

You can enable disabled points, zones and functions, which removes them from the disablement list. If the enabled items don't work correctly they will be moved to the fault list.

In case of a disabled point press the POINT (Point) button. The system highlights and selects the point, which was selected on the disablement list.

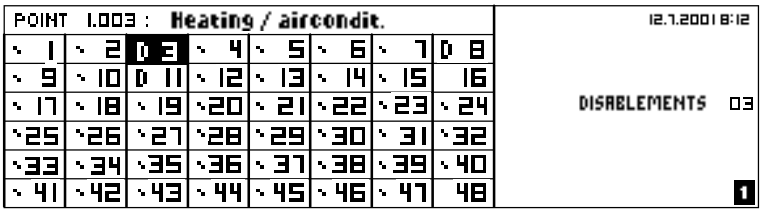


Fig. 1-24

Pressing the ENABLE (Enable) button enables the point. The state of the point will change to the present state.

The enabling of the disabled point decrements the disablement count by one.

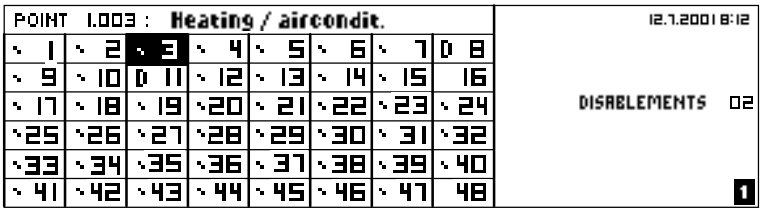


Fig. 1-25

The problem of the disabled point had been fixed and the enabling of the point was successful, the point returns to normal.

In case of a disabled zone press the ZONE (Zone) button. The system highlights and selects the zone, which was on the disablement list. Now you can enable this zone by pressing the ENABLE (Enable) button. The state of the zone will change to the present state.

You can select more points or zones to enable them by scrolling in the point / zone grid. Select the disabled ones with the ◀ ▶ ▲ ▼ (Arrow) buttons and press the ENABLE (Enable) button.

You can also enter a point or zone number (1.001 – 4.127 or 001 – 128) with the 0 9 (number) buttons and make the selection by pressing ↵

The enabling of other functions which have been disabled can only be made from the disable / enable display, see chapter Disabling / enabling.

You return to the disablement display by pressing the C (C) button. If there are now active disablements left the system returns to the normal state display.

1.8. Disabling / enabling

The disablement of a device always inhibits the system to detect other problems within this device. The use of this function is intended for engineers only.

The disablement of a device or device monitoring can be used if the problem of the device can't be fixed at the moment. The disablement of the faulty device releases the fault routing output. Then the system is capable of routing a new fault from the system.

The enable / disable display is opened by scrolling left or right with the ◀ ▶ (arrow left / arrow right) buttons (from the base display) until the enable/disable window appears.

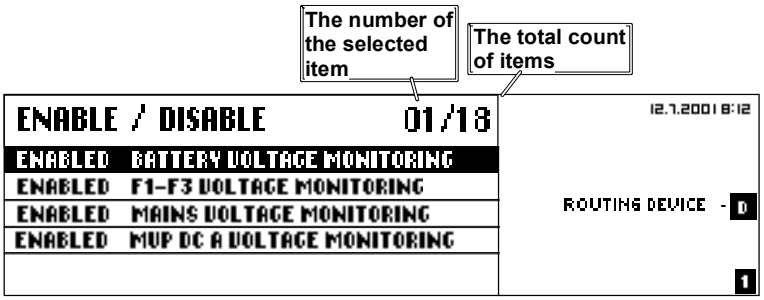
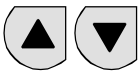


Fig. 1-26

The enable / disable list can be scrolled forwards and backwards with the  (arrow up / arrow down) buttons.

The state of the different items are either **enabled** or **disabled**.

The system code must be entered to disable a device!

If the code hasn't been entered, when you select a device and try to disable it by pressing the DISABLE button the system will ask for the code. Enter the 5-digit code. The display will return to the enable / disable window, making the preceding selection.

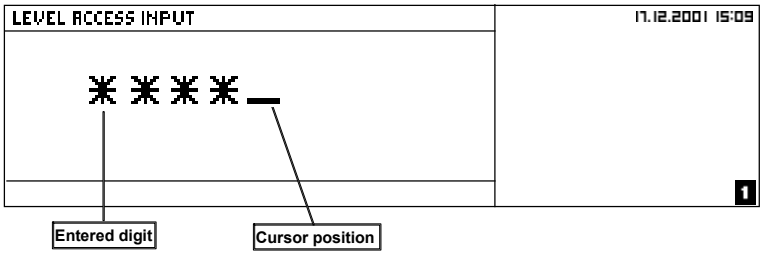


Fig. 1-27

When the highlighted item is the one you want to enable or disable, press the ENABLE (Enable) button to enable the item or press the DISABLE (Disable) button to disable the item. The state of the selected item changes as you press the buttons.

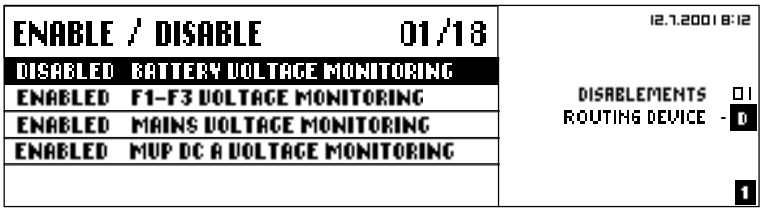


Fig. 1-28

The disablement moves the item to the disablement list; the disablement count is incremented by one. The disablement count in the additional window indicates the total count of disablements.

The disablement activates the general disablement led and the disablement sound. There is also a suppressed indication of disablements, which is displayed all the time regardless off which display you are viewing.

To silence the user panel internal buzzer, press the INTERNAL BUZZER (Internal buzzer) button.

If the user panel door is closed when the system is in disablement state the user panel will give an alert sound. This sound is given every minute as long as the system isn't fully functioning.

You can at any time cancel and return to the base display by pressing the 

(C) button.

The following disablements can be made:

Disablement:	Because:
Battery voltage monitoring	Poor battery condition
Fuses F1 – F3 voltage monitoring	Fuse F1 – F3 broken
Mains power voltage monitoring	Fuse broken, power failure
User panels DC A voltage monitoring	Cable conductors broken, fault in MUP
User panels DC B voltage monitoring	Cable conductors broken, fault in MUP
Loop line voltage monitoring	The loop/line is over loaded / faulty.
Earth leakage monitoring	A conductor is grounded at the false place, a exterior voltage is connected to ground
Board communication error monitoring	Loop/Line card isn't connected, the card is defective, the program execution has stopped
User panels communication error monitoring	The user panel isn't connected; any of the data line conductors are broken (A/B). The user panel is defective
Fire routing relay monitoring	Relay is faulty (the coil is defective).
Bell / Ext devices monitoring	Cable shorted / conductors broken
ROM checksum monitoring	Fault in ProDex/PROG or ProDex-CSEL memory
RAM checksum monitoring	Checksum hasn't been updated after programming
Board data checksum monitoring	Different data in loop/line card and motherboard memory, communications fault
Board line fault monitoring	Loop / Line; Drive / Return lines open, shorted etc.

Fault routing output(s)	Prevent faults from being routed
Fire routing output(s)	Prevent fire alarms from being routed
Alarm devices output(s)	Prevent bell outputs from being activated
Fire protection output(s)	Prevent fire protection outputs from being activated
Delay to fire routing	Disable the delay of delayed points. The alarm is instant.
Internal buzzers	Prevent the internal buzzers from being activated

2. The user panel

2.1. General

The user panel (ProDex-MUP) has a 64 x 240 graphics display with backlight. All mandatory states are indicated with leds.

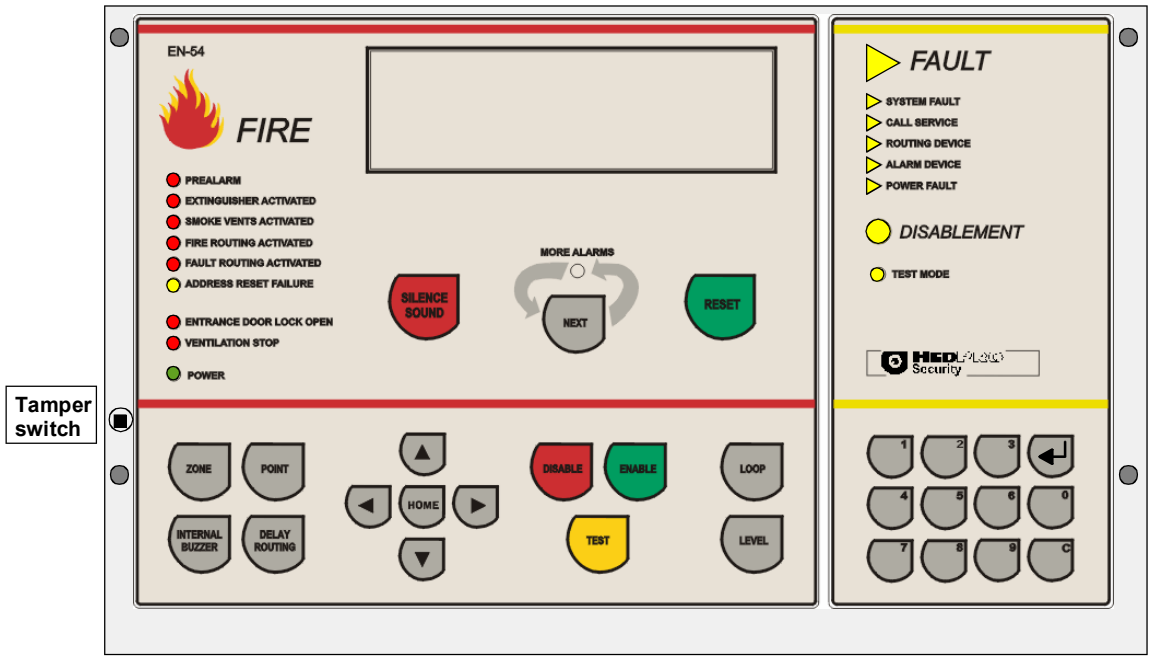


Fig. 2-1

2.2. The display

2.2.1. Alarm state

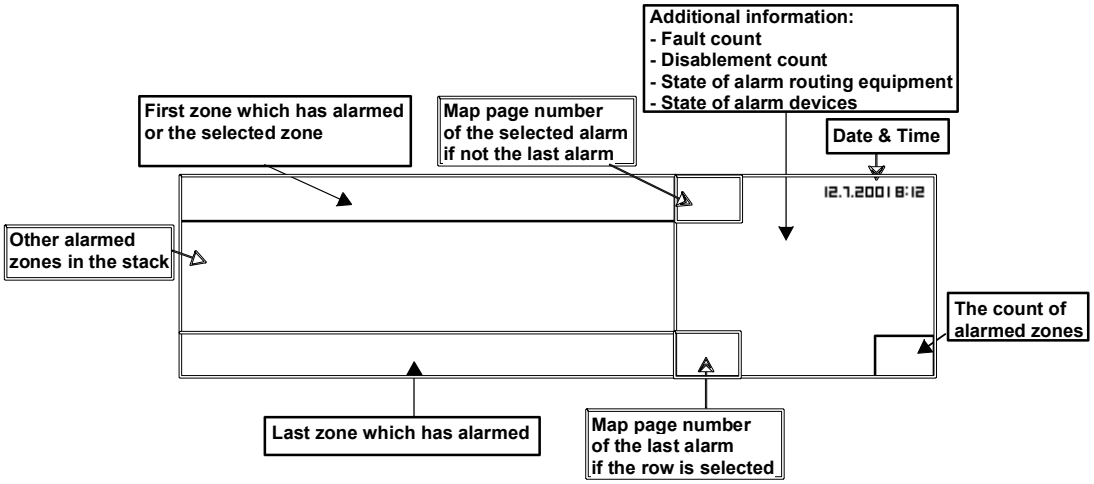


Fig. 2-2

2.2.2. Other state

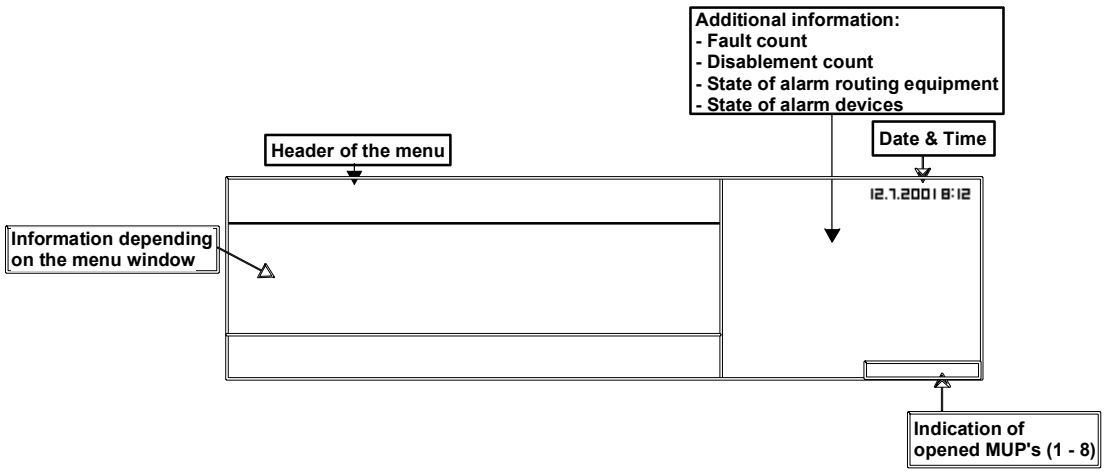


Fig. 2-3

2.2.3. Base display priority

The Base display of the user panel varies with the state of the system. The different displays have a priority order in which they are displayed.

The priority order is:

- Alarm display.
- Pre-alarm display.
- Fault display.
- Disablement display.
- Normal base display.

If any combinations of these states are present simultaneously they are shown in this priority order. If the higher priority state is normalized the lower state is shown. The user panel doesn't return to normal base display before all states are normalized.

2.3. Buttons

The functions of the different buttons are:



(Silence sound): **This button is enabled only when the user panel door is opened**. When the fire bells are sounding, pressing this button will switch the bells off. If the bells have been switched off, pressing this button will resound the bells. This button also silences the user panel sounder.



(Reset). **This button is enabled only when the user panel door is opened**. You must press this button for about 3s before the resetting function is activated When the system is in fire alarm state pressing this button will try to reset all the zones in alarm state.



(Next). With this button you step forward to the next item in all displays. E.g. In the alarm, fault or disablement displays. **This button works without opening the user panel door.**



(Zone). **This button is placed under the user panel door and can therefore only be used when the door is open.** Pressing this button in any display will open the 'zone grid' window. In the window you are able to see the actual state of the zones and you can enable or disable the selected zone. A second press will enter the 2nd zone display, which has information regarding the selected zone only.



(Point). **This button is placed under the user panel door and can therefore only be used when the door is open.** Pressing this button in any display will open the 'point grid' window. In the window you are able to see the actual state of the points and you can enable or disable the selected point. A second press will enter the 2nd point display, which has information regarding the selected point only.



(Internal buzzer). **This button is placed under the user panel door and can therefore only be used when the door is open.** Pressing this button will silence the activated internal buzzer of the user panel.



(Delay routing). **This button is placed under the user panel door and can therefore only be used when the door is open.** With this button you are enable to extend delay of the fire alarm routing for delayed zones. Every press of this button increments the delay by a programmed value. The fire routing output is not activated before the delay is over. The maximum delay is 10 minutes.



(Home). **This button is placed under the user panel door and can therefore only be used when the door is open.** With this button you can return to the ”home” display, which is one of the base displays. The selected base display is dependent on the state of the system.



(Arrow up). Move upwards in a list, grid (not in the alarm display) or in a menu.



(Arrow down). Move downwards in a list, grid (not in the alarm display) or in a menu.



(Arrow left). Move to the left in a grid or in a menu.



(Arrow right). Move to the right in a grid or in a menu.



(Disable). **This button is placed under the user panel door and can therefore only be used when the door is open.** Disable the selected item by pressing this button.



(Enable). **This button is placed under the user panel door and can therefore only be used when the door is open.** Enable the selected item by pressing this button.



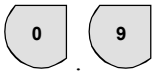
(Test). **This button is placed under the user panel door and can therefore only be used when the door is open.** Set the selected item into test mode by pressing this button. Pressing the button again will reset the item from test mode. Note! The level code must be entered.



(Loop) **This button is placed under the user panel door and can therefore only be used when the door is open.** Pressing this button will open the loop display where loop information is displayed.



(Level). **This button is placed under the user panel door and can therefore only be used when the door is open.** This button is used to enter a code which will bound the routing devices (fire and fault).



. (Numeric buttons 0 – 9). **These buttons are placed under the user panel door and can therefore only be used when the door is open.** Enter digits. E.g. a point or zone number, a memory position, set date & time, code etc.


(Enter). Make a selection. **This button is placed under the user panel door and can therefore only be used when the door is open.** After entering a number combination you execute the operation with this button.



(Cancel). **This button is placed under the user panel door and can therefore only be used when the door is open.** You can cancel any digit entering operation by pressing this button.

2.4. Leds

Fire (red/yellow):
This led indicates a fire alarm. The led blinks as long as the fire alarm state is active.

Pre-alarm (red):
This led indicates a pre-alarm state. The led is on when a point is in pre-alarm state. The led is automatically switched off when the state returns to normal.

Extinguisher activated (red):
This led indicates that an input, which monitors the extinguisher activation, has been activated.

Smoke vents activated (red):
This led indicates that an input, which monitors the smoke ventilation activation, has been activated.

Entrance door lock open (red):
This led indicates that an input, which monitors the entrance door, is activated.

Ventilation stop (red):
This led indicates that an input, which monitors the stopping of the ventilation, has been activated.

Fire routing activated (red):
This led indicates that the fire routing relay has been activated.

Fault routing activated (red):
This led indicates that the fault routing relay has been activated.

Power (green):
This led indicates that the system is supplied with power (either both mains and battery or any of these).

More alarms (red):

This led indicates that there is more alarms, which haven't been, browsed trough.

Fault (yellow):
This led is the general fault indicator. The led starts to blink when the system enters fault state or when a new fault occurs (if the old ones have been acknowledged). The led blinks until the fault(s) has been successfully reset.

System fault (yellow):
This led indicates by blinking that a system fault has occurred. The led can be on for the following reasons:

- Bad program memory checksum (ROM).
- Bad site data memory checksum (RAM).
- Bad interface board (LOOP1-LOOP4) data checksum.
- Panel warm reset applied (watchdog or external).
- Interface board(s) couldn't be programmed at start up.
- Interface board(s) warm reset (watchdog or external).
- User panel communication fault.

The led starts to blink when the system enters the above-mentioned faults or when a new fault occurs (if the old ones have been acknowledged. The led blinks until the fault(s) has been successfully reset.
Contact the equipment supplier if this led blinks.

Call service (yellow):
This led indicates by blinking that a fault which requires service / maintenance has occurred. E.g. RAM / ROM checksum error, present not programmed sensor etc. Contact the equipment supplier if this led is switched on.

Routing device (yellow):
When the led blinks it indicates that the fire/fault routing are faulty. When the led is steady on, it indicates that the fire/fault routing has been disabled (The level code has been entered or the control panel door is open and the system is being programmed from the PC.).

Alarm device (yellow):
When the led blinks it indicates that the alarm device output is faulty. When the led is steady on, it indicates that the alarm device outputs have been disabled.

Address reset failure (yellow):
This led indicates that the resetting of a point fault has failed.

Power fault (yellow):
This led indicates a power fault. The led is constantly on if any power source is faulty (mains, battery, F1 – F3 outputs).

Disablement (yellow):
This led is the general disablement indicator. The led is switched on when any device or function has been disabled. The led is on until all disablements have been removed.

Test mode (yellow):
This led indicates that the system is in test mode (set from the PC / control panel processor card), testing fire routing, fault routing, zones or other outputs from the user panel. The led is constantly on as long as the system is in test mode.

2.5. Sounds

The user panel uses sounds to indicate different states.

- The **alarm** state is indicated with a 1740Hz sound. The continuous period is 1200ms ON, 400ms OFF.
- The **fault** state is indicated with a 1740Hz continuous sound.
- The **disablement** state is indicated with a 1740Hz sound. The period is 200ms ON, 1400ms OFF.
- The **pre-alarm** state is indicated with a 1740Hz sound. The period is 600ms ON 3000ms OFF.
- A **general alert** state (active faults or disablements) is indicated each 3 minutes when a user panel door is open. The sound is also given when closing the user panel door if the system is in fault or disablement state. The sound frequency is 1740Hz and the sound period is ON for 250ms, OFF for 250 ms, ON for 250ms, OFF for 250 ms, ON for 250ms and OFF for 180s.

3. The zone display

This display can be viewed in alarm state!

The zone display shows 48 (32 if alarm state) zones at a time as a grid 8 by 6 (by 4 when alarm state). The grid shows the state of each zone.

Open the zone display by pressing the ZONE (zone) button. The display can be opened at any time, regardless of the current menu or display.

If there are alarmed, pre-alarmed, faulty or disabled zones you can select the zone you want to view from the base display (highlighting it). Pressing the ZONE (zone) button will open the zone grid at the position where the selected zone lies. This zone is selected and the zone name is displayed.

E.g. the system shows the disablement base display because of present disablements. You select the disabled zone with the ▲ ▼ (arrow up / arrow down) buttons.

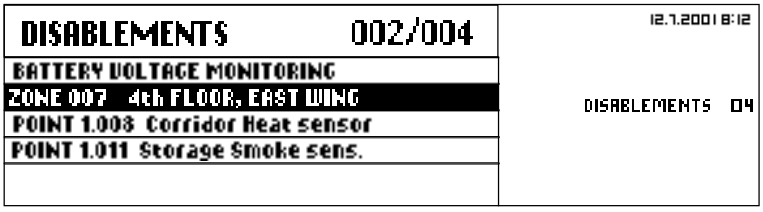


Fig. 3-1

Press ZONE.

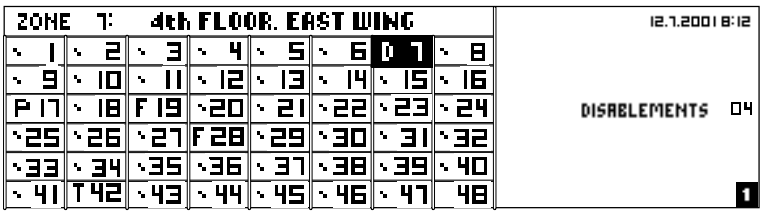


Fig. 3-2

The zone from the disablement display is automatically selected in the zone display.

You can always move to cursor to the beginning of the zone display (zone 1) by pressing the ZONE (zone) button again.

The zone display can be scrolled up or down with the (arrow up / arrow down) buttons. You can move sideways with the (arrow left / arrow right) buttons. You can also enter a zone number (001 – 128) with the (number) buttons and make the selection by pressing . You can cancel the entering of numbers by pressing the (C) button.

You can at any time return to the base display by pressing the (Home) button.

The information displayed is:

A 2 Current cursor position. (The colours are inverted). The zone name and explanation text is displayed at the top of the display (E.g. zone 2).

1 Programmed zone (E.g. zone 1).

A 2 Alarmed zone (E.g. zone 2).

F 19 Faulty zone (E.g. zone 19).

D 27 Disabled zone (E.g. zone 27).

T 42 Zone in test state (E.g. zone 42).

48 Not programmed zone (E.g. zone 48).

3.1. Normal state

With normal state is meant a state when no alarms are present. The normal state includes pre-alarm state, fault state and disablement state. **In this state 48 zones are shown**.

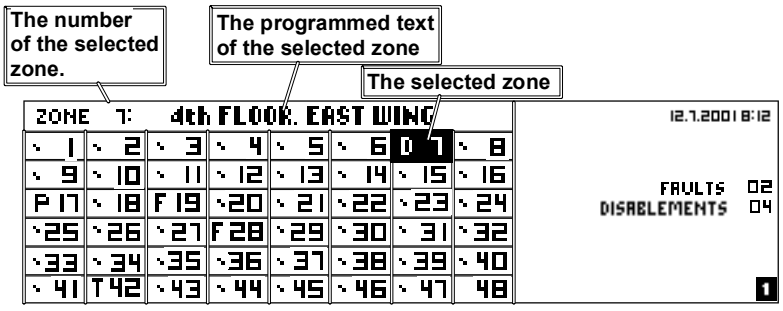


Fig. 3-3

3.2. Alarm state

You can also enter the zone display when the system is in alarm state. The display will automatically return to the alarm display if no button has been pressed for 15s.

When the system is in alarm state the last zone, which has alarmed is showed at the bottom of the display. The number of the zones, which have alarmed is also displayed.
If a new zone alarms the system will automatically return to the alarm display.
In alarm state 32 zones are shown.

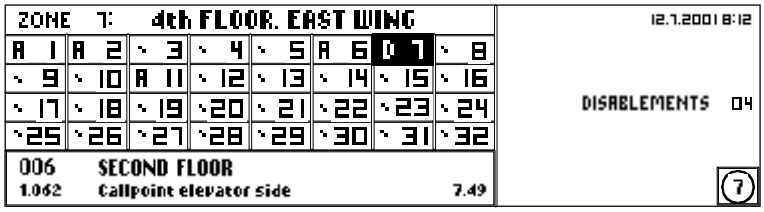


Fig. 3-4

3.3. Disable / Enable a zone

If you are servicing / repairing in a part of the building you might have to disable a zone or separate points. The disablement will prevent alarms and faults from these zones from being detected.

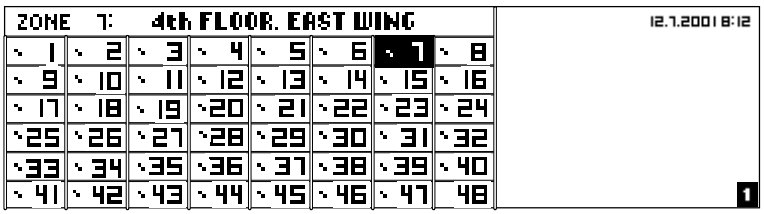


Fig. 3-5

The selected zone can be disabled or enabled by pressing the 

(Disable) or the 

(Enable) button. If the zone was enabled (from disable) the zone is removed from the disablement list. If the zone was disabled (from enable) the zone is added to the disablement list.

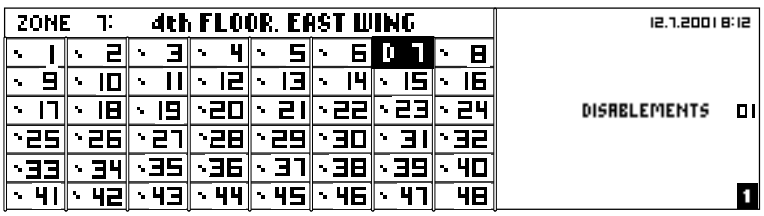


Fig. 3-6

The status of the zone is updated as selected. The actual state of the points in the zone can be viewed from the individual zone display.

3.4. Setting a zone into test mode

Each zone can be set to test mode. When you set a zone into test mode alarms from this zone doesn't set the system into alarm state.

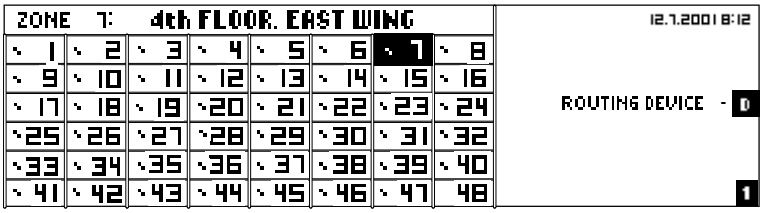


Fig. 3-7

The test mode state is indicated with the yellow test mode led.

The system code must be entered to be able to set a zone into test mode!

If the code hasn't been entered, when you select a zone and try to set it into test mode by pressing the TEST button the system will ask for the code. Enter the 5-digit code. The display will return to the zone window, making the preceding selection.

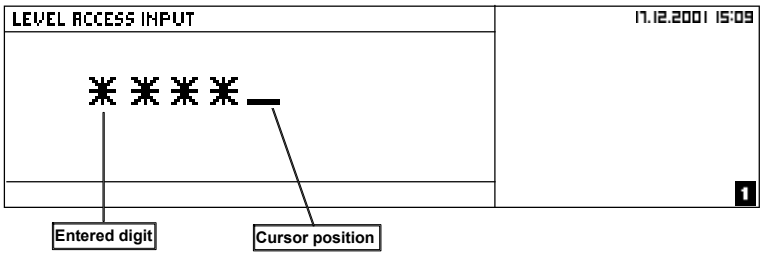


Fig. 3-8

Select the zone you want to set into test mode and press the TEST (Test) button).

The test mode from the zone is reset by pressing the TEST (Test) button) again or by closing the user panel door.

3.4.1. Alarms from a zone in testmode

All alarms from the zone in test mode can be viewed from the transaction memory. Each alarm, which has occurred in test mode, has a TESTALARM header.

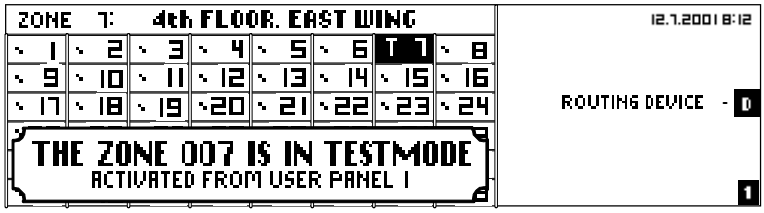


Fig. 3-9

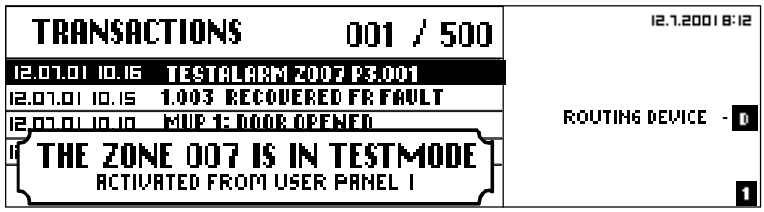


Fig. 3-10

Use of transaction memory see chapter Transactions.

3.5. Individual zone display

The zone display has an individual display, which can be viewed. The individual display contains information regarding the selected zone only.
To enter the individual display, select the zone with the arrow buttons, and then press the ZONE (zone) button again.

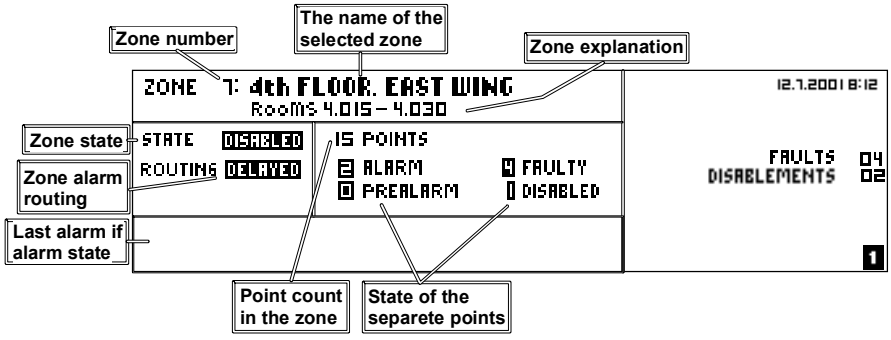


Fig. 3-11

The individual zone display contains the information:

- The number of the selected zone.
- The zone name.
- The zone explanation.
- The zone state, which can be:

  - Normal (this is the normal OK state).
  - Alarm (the zone is in alarm state).
  - Pre-alarm (the zone is in pre-alarm state).
  - Faulty (the zone is in fault state).
  - Disabled (the zone has been disabled).
  - Test mode (the zone has been set to test mode).
- The alarm routing of the zone, which can be:
  - Normal, the routing is activated immediately.
  - Delayed, the alarm is delayed max 10min. before sent.
- The count of the points in the zone.
- The states of the points.

You can also browse the zones with the ◀ ▶ (arrow left / arrow right) buttons. You can also enter a zone number (001 – 128) with the 0 9 (number) buttons and make the selection by pressing ↵. You can cancel the entering of numbers by pressing the C (C) button.

You can return to the zone grid display by pressing the ZONE (zone) button. You can return to the base display by pressing the HOME (Home) button.

3.6. Switching between zone and point displays

You can switch from the zone grid display to the point grid display by pressing the POINT (point) button. The program logic searches for the first point, which belongs to the selected zone. The first point is highlighted (inverted colours) and the point name and loop / point number is displayed at the top of the window.

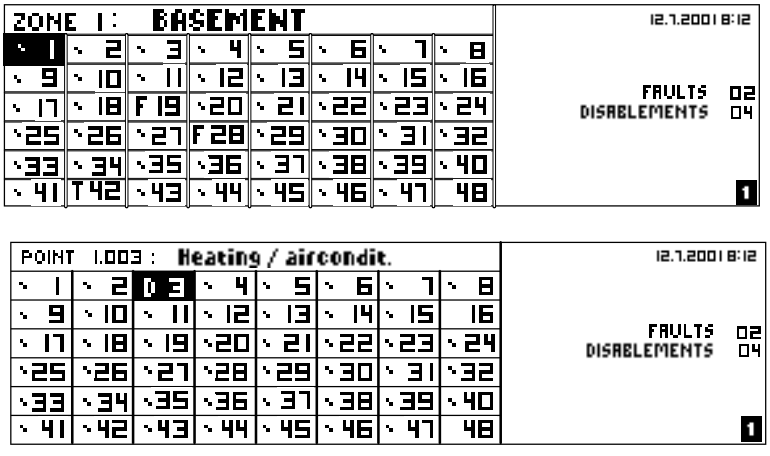


Fig. 3-12



You can switch back to the zone grid display by pressing the (zone) button. The zone to which, the point that was selected belonged to is selected (inverted colours).

4. The point display

This display can be viewed in alarm state!

The point display shows 48 (32 if alarm state) points at a time as a grid 8 by 6 (by 4 when alarm state). The grid shows the state of each point.

Open the point display by pressing the POINT (point) button. The display can be opened at any time, regardless of the current menu or display.

If there are alarmed, pre-alarmed, faulty or disabled points you can select the point you want to view from the base display (highlighting it). Pressing the POINT (point) button will open the point grid at the position where the selected point lies. This point is selected and the point name is displayed.

E.g. the system shows the disablement base display because of present disablements. You select the disabled point with the ▲ ▼ (arrow up / arrow down) buttons.

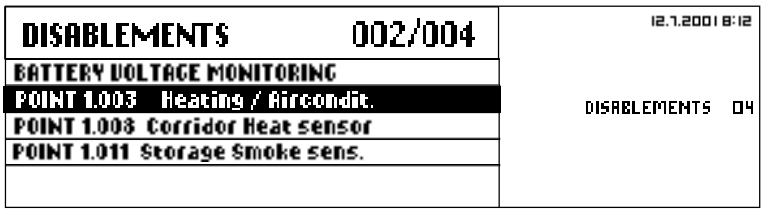


Fig. 4-1

Press POINT.

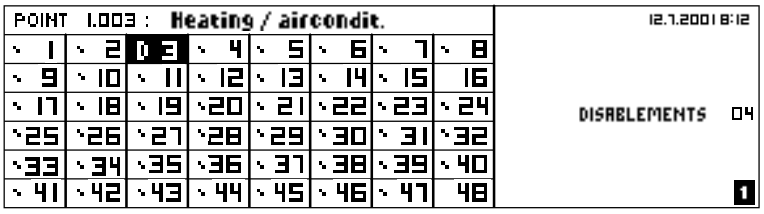
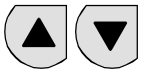
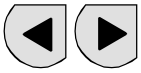
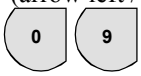


Fig. 4-2

The point from the disablement display is automatically selected in the point display.

You can always move to cursor to the beginning of the point display (point 1) by pressing the POINT (point) button again.

The point display can be scrolled up or down with the  (arrow up / arrow down) buttons. You can move sideways with the  (arrow left / arrow right) buttons. You can also enter a point number (1.001 – 4.127) with the  (number) buttons and make the selection by pressing . You can cancel the entering of numbers by pressing the  (C) button.

You can at any time return to the base display y pressing the  (Home) button.

The information displayed is:

 Current cursor position. (The colours are inverted). The point name and explanation text is displayed at the top of the display (E.g. point 2).

 Programmed point (E.g. point 1).

 Alarming point (E.g. point 2).

 Pre-alarming point (E.g. point 17).

 Faulty point (E.g. point 19).

 Disabled point (E.g. point 27).

 Point in initialization state (E.g. point 3).

 Point being calibrated (E.g. point 4).

 Not programmed point (E.g. point 48).

4.1. Normal state

With normal state is meant a state when no alarms are present. The normal state includes pre-alarm state, fault state and disablement state. **In this state 48 points are shown**.

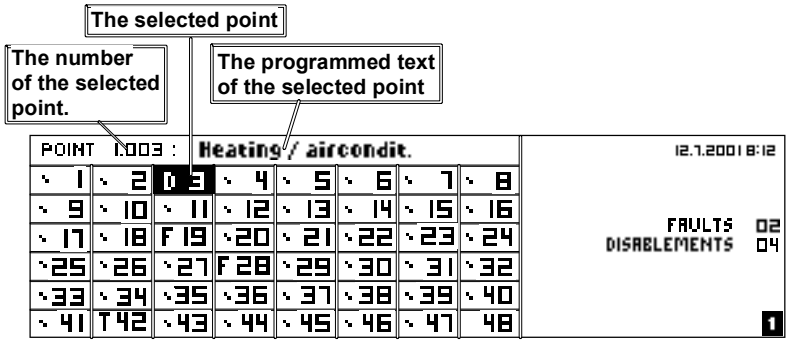


Fig. 4-3

4.2. Alarm state

You can also enter the point display when the system is in alarm state. The display will automatically return to the alarm display if no button has been pressed for 15s. **In this state 32 points are shown**

When the system is in alarm state the last zone, which has alarmed is showed at the bottom of the display. The number of the zones, which have alarmed is also displayed.
If a new zone alarms the system will automatically return to the alarm display.

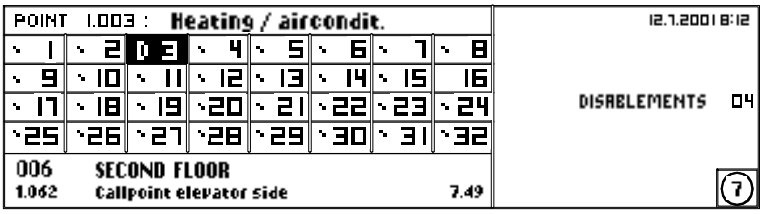


Fig. 4-4

4.3. Disable / Enable a point

If you are servicing / repairing in a part of the building you might have to disable a zone or separate points. The disablement will prevent alarms and faults from these zones from being detected.

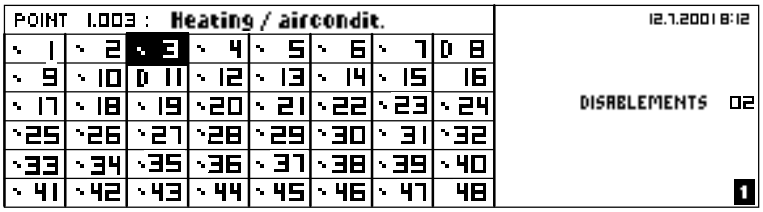


Fig. 4-5

The selected point can be disabled or enabled by pressing the DISABLE (Disable) or the ENABLE (Enable) button. If the point was enabled (from disable) the point is removed from the disablement list. If the point was disabled (from enable) the point is added to the disablement list.

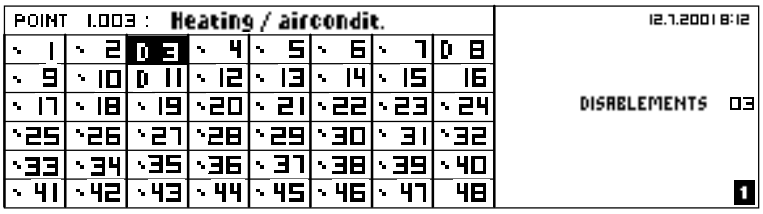


Fig. 4-6

The status of the point is updated as selected.

4.4. Individual point display

The point display has an individual display, which can be viewed. The individual display contains information regarding the selected point only.
To enter the individual display, select the point with the arrow buttons, and then press the POINT (point) button again. You can browse the points with the ◀ ▶ (arrow left / arrow right) buttons. You can also enter a point number (1.001 – 4.127) with the 0 9 (number) buttons and make the selection by pressing ↵. You can cancel the entering of numbers by pressing the C (C) button.

You can return to the point grid display by pressing the POINT (point) button. You can return to the base display by pressing the HOME (Home) button.

4.4.1. Analog points

Smoke sensor

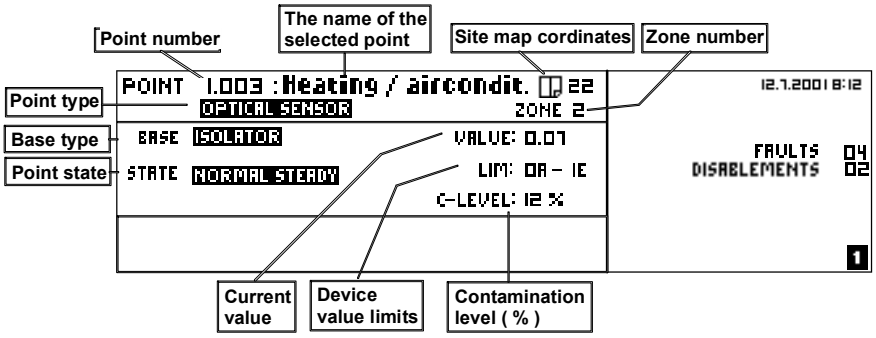


Fig. 4-7

Heat sensor

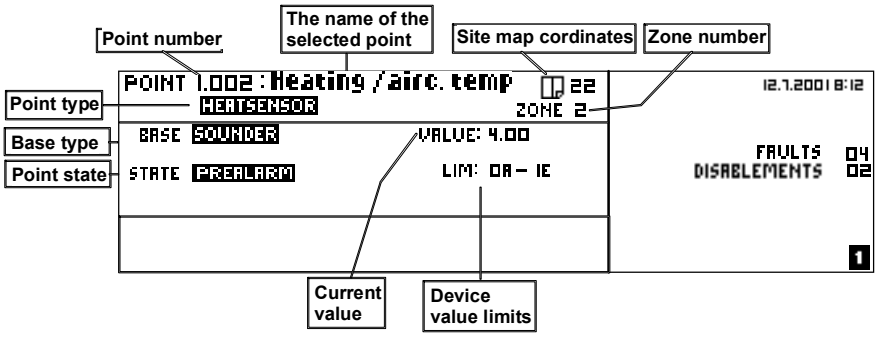


Fig. 4-8

Callpoint

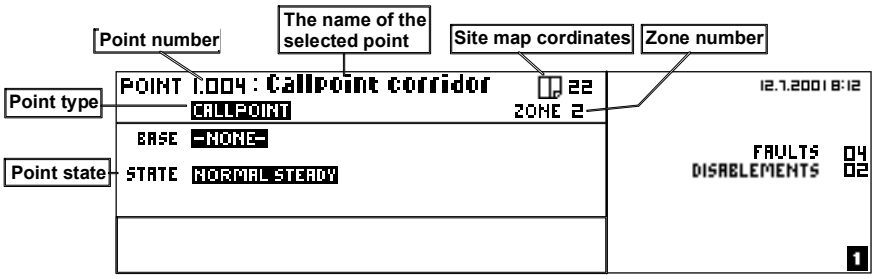


Fig. 4-9

Module

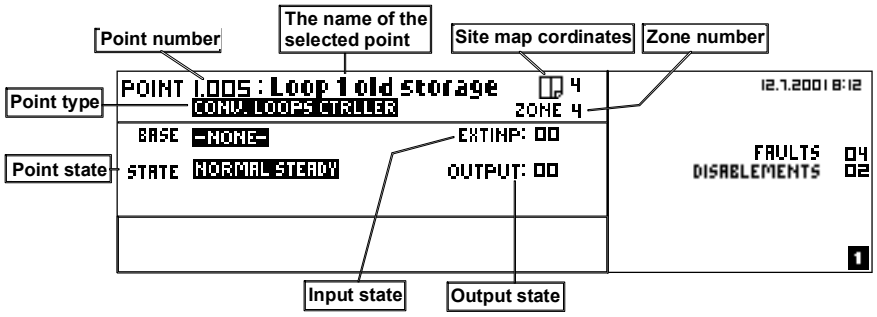


Fig. 4-10

The individual point display contains the information:

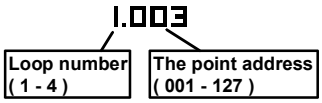


Fig. 4-11

- The loop number and the address of the selected point.
- The point name.
- The site map coordinates for the point.
- The zone to which the point is programmed.
- The programmed point type:
  - Ionisation sensor (smoke).
  - Optical sensor (smoke).
  - Heat sensor.
  - Call point.
  - CHQ-MZ Mini zone (conventional loop module).
  - CHQ-Z Conventional loops controller.
  - CHQ-R Output (CHQ-R module).
  - Single IO (CHQ-SIO module).
  - Bell (CHQ-B 2 bell module).
  - Switch (CHQ-S 2 input module).
- The programmed base type:
  - None, normal mounting base or no base (call point or module).
  - Sounder, (sounder mounting base).
  - Isolator, (short circuit isolator mounting base).
  - Isolator + sounder (short circuit isolator and sounder mounting bases).
- The point state, which can be:
  - Normal steady, (This is the normal OK state).
  - Alarm (the point is in alarm state).
  - Pre-alarm (the point is in pre-alarm state).
  - Faulty (the point is in fault state).
  - Disabled (the point has been disabled).
  - Dummy poll (the point has been detected on the loop).
  - Check (the point is checked, type, double address).
  - Initialize (the point is being initialized).
  - Test (the point is being tested, alarm, reset).
- Value (for smoke and heat sensors). This is the returned actual level of point.
- Limit (for smoke and heat sensors). These are the hexadecimal limit values, which are used for point state calculations.
- C-level. (For smoke sensors). Contamination level. This is the contamination level in % for the point. 0% new smoke sensor.
- Ext inp. External inputs. (For modules). This is the actual state of the inputs within the module.

  - 00 = Input 1 / 2 Close. State OK.
  - 01 = Input 1 Open. State OK.
  - 02 = Input 1 Short circuit. State faulty.
  - 03 = Input 1 Short or open circuit. State faulty.
  - 04 = Input 2 Open. State OK.
  - 08 = Input 2 Short circuit. State faulty.
  - 0C = Input 2 Short or open circuit. State faulty
- Output. External outputs. (For modules). This is the actual state of the outputs within the module.
  - 00 = Output 1 / 2 OFF. State OK.
  - 01 = Output 1 ON. State OK.
  - 02 = Output 1 blink. State OK.
  - 04 = Output 2 ON. State OK.
  - 08 = Output 2 blink. State OK.
  - 10 = Output 1 OPEN. State OK (Bell module).
  - 20 = Output 1 SHORT, State faulty (Bell module).
  - 40 = Output 2 OPEN. State OK (Bell module).
  - 20 = Output 2 SHORT, State faulty (Bell module).

4.4.2. Conventional lines

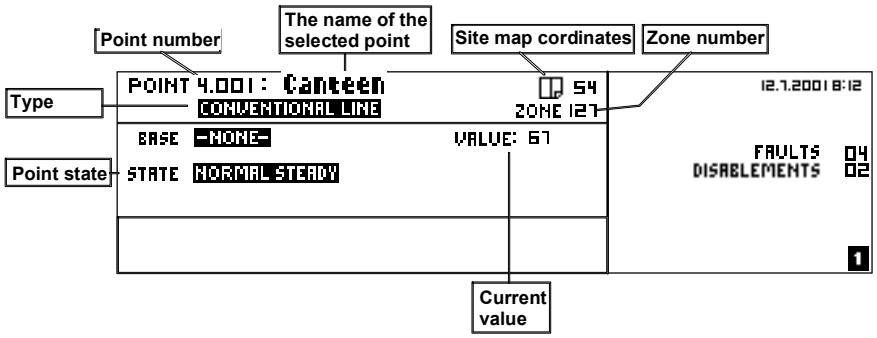


Fig. 4-12

The individual point display contains the information:

- The loop number and the address of the selected line.
- The line (point) name.
- The site map coordinates for the line (point).
- The zone to which the line (point) is programmed.
- The programmed line (point) type is always conventional line.
- No base can be programmed.
- The line (point) state, which can be:
  - Normal steady, (This is the normal OK state).
  - Alarm (the point is in alarm state).
  - Pre-alarm (the point is in pre-alarm state).
  - Faulty (the point is in fault state).
  - Disabled (the point has been disabled).
- Value. This is the returned actual level of line read by the HOAN card.

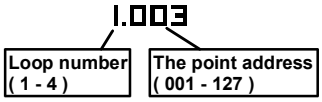


Fig. 4-13

4.5. Switching between point and zone displays



You can switch from the point grid display to the zone grid display by pressing the (point) button. The program logic searches the zone to which the point is programmed. The zone is highlighted (inverted colours) and the zone name is displayed at the top of the window.

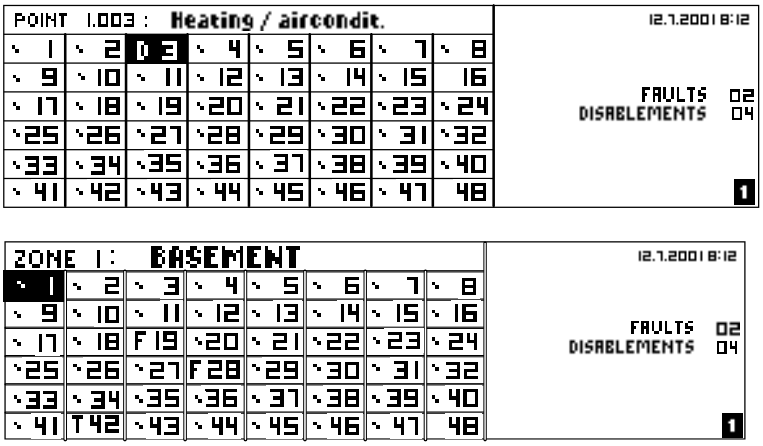


Fig. 4-14



You can switch back to the point grid display by pressing the (point) button. The first point which belongs to the zone, which was selected, is selected (inverted colours).

5. The loop display

This display can be viewed in alarm state!

Open the loop display by pressing the LOOP (loop) button. The opened loop display shows the information about the 4 loops of the control panel. The loop display is for engineer use.

The first display shows the programmed name and type of the separate loops. With the ▲ ▼ ◀ ▶ (arrow up / arrow down / arrow left / arrow right) buttons you can select the desired loop.

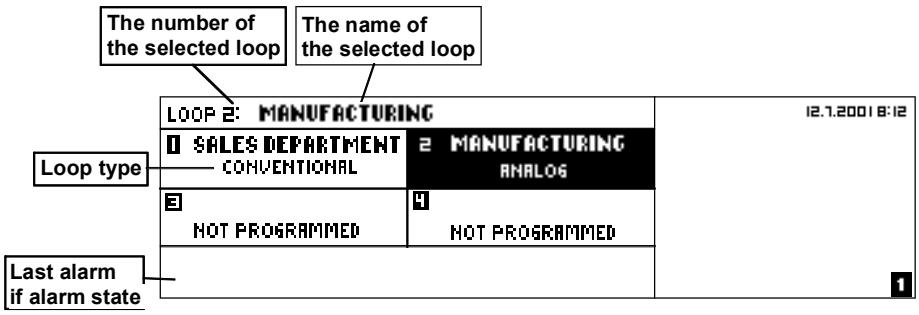


Fig. 5-1

5.1. Individual loop display

The loop display has an individual display, which can be viewed. The individual display contains information regarding the selected loop only.
To enter the individual display, select the loop with the arrow buttons, and then press the LOOP (loop) button again. You can browse the loops with the ◀ ▶ (arrow left / arrow right) buttons. You can return to the base loop display by pressing the LOOP (loop) button. You can return to the base display by pressing the HOME (Home) button.

5.1.1. Analog loop

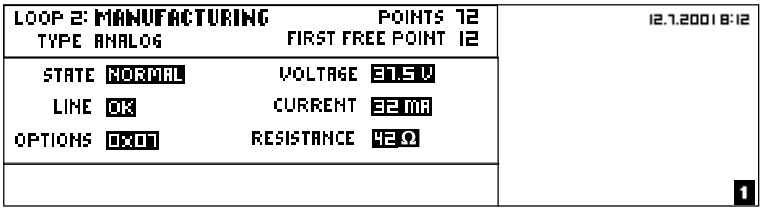


Fig. 5-2

The analog individual loop display contains the information:

- Loop number.
- Programmed name.
- Type: Analog.
- Point count connected to the loop (1 – 127).
- First free point in the loop (1 – 127).
- **State**, the state of loop polling:
  - **In normal operating conditions the state is normal**.
  - Normal = normal operating state.
  - Offline = No loop polling.
  - Power save / online.
  - Init (online) = initializing state, when powering up.
  - Init (offline) = initializing state, after offline state.
  - Init (delayed) = initializing state.
- **Line**, the line status. This is a byte with the following bit values:
  - **The line is ok if OK is displayed.**
  - OK, line is ok.
  - 0x01 = drive voltage too low, <36V.
  - 0x02 = return voltage too low, <36V.
  - 0x04 = drive voltage too high, >42V.
  - 0x08 = return voltage too high, >42V.
  - 0x10 = negative loop conductor broken, >150Ω.
  - 0x20 = negative loop conductor too long, >80Ω.
  - 0x40 = positive loop conductor broken, >150Ω.
  - 0x80 = positive loop conductor too long, >80Ω.
- **Options**, loop options. This is a byte with the following bit values:
  - **In normal operating conditions the options byte must be 0x07.**
  - 0x01 = poll TX.
  - 0x02 = poll RX.
  - 0x04 = loop powered.
  - 0x08 = global interrupts disabled.
  - 0x10 = reserved.
  - 0x20 = reserved.
  - 0x40 = test mode.
  - 0x80 = transparent mode active (trough PC).
- Voltage, this is the loop drive voltage:
  - The voltage must be >=36V and <= 42V
- Current, this is the total current consumption of the loop:
  - In normal operation this value must be < 85mA.
  - In alarm state the maximum allowed current consumption is 400mA.

- Resistance, this value is the resistance of the loop. No branches from the loop can be measured, thus if the loop cable has branches they must be calculated separately and added to this value. See the installation instructions, chapter cables and loops.
  - In normal case this value should never exceed 74Ω.
  - This value must never exceed 150Ω; otherwise there is a problem with the cabling. The value of 150Ω is a special case see installation instructions.

5.1.2. Conventional loop

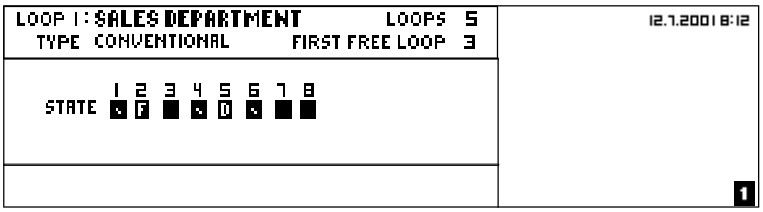


Fig.5-3

The conventional individual loop display contains the information:

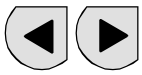
- Loop number.
- Programmed name.
- Type: Conventional.
- Loop count connected to the loop card (1 – 8).
- First free loop on the loop card (1 – 8).
- **State**, the state of each loop on the card:
  - Normal state.
  - F Fault state.
  - D Disablement state.
  - A Alarm state.
  - Not programmed.

6. Transactions

6.1. The transaction memory

6.1.1. Viewing the transactions

The transaction memory contains the 500 last transactions of the system. When a new transaction happens the oldest one will be deleted.

Open the transaction memory by scrolling left or right with the  (arrow left / arrow right) buttons (from the base display) until the transaction memory window appears.

The transactions are organized from newest (number 001) to oldest (number 500).

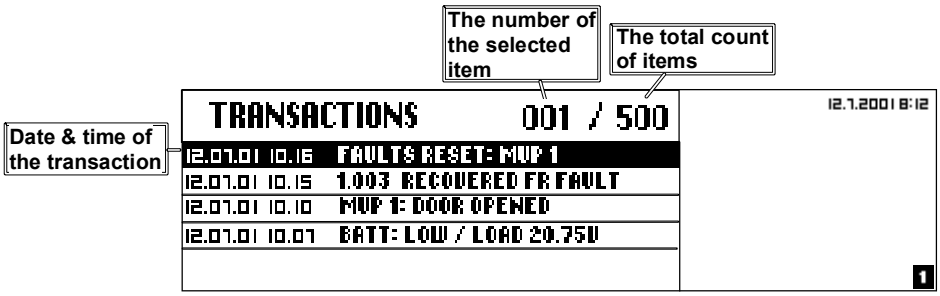
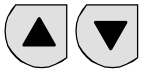
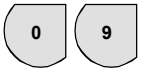


Fig. 6-1

The transaction display contains the information:

- The number of the selected transaction.
- Date and time for each transaction.
- 4 transactions at a time, the selected transaction are highlighted (inverted colours).

The transaction memory can be scrolled forwards and backwards with the  (arrow up / arrow down) buttons.

You can also enter a transaction number with the  (number) buttons and make the selection by pressing . You can cancel the entering of numbers by pressing the  (C) button. You can return to the base display by pressing the  (Home) button.

6.1.2. Registered transactions

The system registers the following transactions:

Device:	Number:	Transaction:	Extra
Point	1 – 508	ALARM	Zone 1 – 128
Point	1 – 508	PREALARM	Zone 1 – 128
Point	1 – 508	DISABLED	MUP 1 –8, PC
Point	1 – 508	ENABLED	MUP 1 –8, PC
Point	1 – 508	INPUT CHANGED	
Point	1 – 508	MISSING	
Point	1 – 508	RECOVERED	
Zone	1 – 128	DISABLED	MUP 1 –8, PC
Zone	1 – 128	ENABLED	MUP 1 –8, PC
Loop	1 – 4	TRANSPARENT MODE ON	
Loop	1 – 4	TRANSPARENT MODE OFF	PC / Timeout
Loop	1 – 4	POLLSTATE CHANGED	Old state - new state
Loop	1 – 4	LINESTATE CHANGED	Old state – new state
Loop	1 – 4	Disable / Initialize + reset / Reset / Couldn't program	
Loop	1 – 4	REMOVED	
Mains power		ON / OFF	Battery voltage [V]
Input	1 – 255	ACTIVATED	
DOOR		OPEN / CLOSED	Control Panel
BELL/EXT output	1 – 4	OK / FAULT	Analog value
Monitor Input	1 – 4	ACTIVATED / DECATIVATED	
MUP	1 – 8	Removed / Door Open / Door Closed / DCA / DCB	
Battery		Low voltage	Under test / No load / LBC (Shut down)
Voltage		FAULT	Ground voltage / Loop card voltage

Routing device		FAULT	Relay ON / OFF
RESET		Alarm / Pre alarm / Faults	MUP 1 – 8, PC
TIME		CHANGED	Summer time / Winter time
FUSE	F1 – F3	BLOWN	
CHSUM		FAILURE	RAM / ROM / Loop 1 – 4
PRG RESET			

6.2. The alarm memory

The alarm memory contains the 200 last alarms of the system. When a new alarm is registered the oldest alarm in the memory will be deleted.

Open the alarm memory is opened by scrolling left or right with the  (arrow left / arrow right) buttons (from the base display) until the alarm memory window appears.

The alarms are organized from newest (number 001) to oldest (number 200).

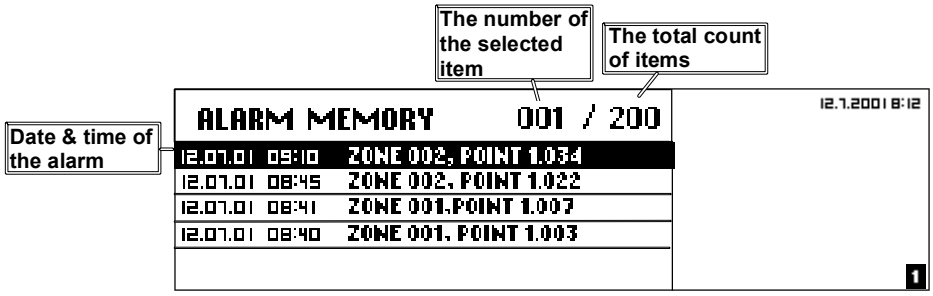
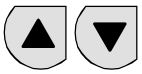


Fig. 6-2

The alarm memory display contains the information:

- The number of the selected alarm transaction.
- Date and time for each alarm transaction.
- 4 alarm transactions at a time, the selected transaction is highlighted (inverted colours).

The alarm memory can be scrolled forwards and backwards with the  (arrow up / arrow down) buttons. You can also

You can also enter a transaction number with the .  (Number) buttons and make the selection by pressing  or . You can cancel the entering of numbers by pressing the  (C) button.

You can return to the base display by pressing the  (Home) button.

7. Manual tests

This menu is for engineer use only. With these functions you are able to do the monthly function check of the system.

The following items within the system can be tested:

- The visible and audible indications of the user panels.
  - This test performs a led test.
  - A sound test.
  - A keypad test.
  - Voltage test A and B voltage.
  - Door switch.
  - Communication.
- Fire routing output relay.
  - This test requires the closing of all user panel doors. After this the fire routing output relay is activated for 30s. The fire routing device led is switched on, indicating the function.
- Fault routing output relay.
  - This test requires the closing of all user panel doors. After this the fault routing output relay is activated for 30s. The fault routing device led is switched on, indicating the function.
- Alarm devices, Bell / Ext 1 – 4.
  - The selected bell/ext output is activated for 30s.
- Zones 1 - 128.
  - Each zone can be tested separately. Only one zone at a time can be in test mode. See chapter Setting a zone into test mode.

The system code must be entered to be able to do manual tests!

If the code hasn't been entered, when you select an item and try to test it by pressing the TEST button the system will ask for the code. Enter the 5-digit code. The display will return to the test window, making the preceding selection.

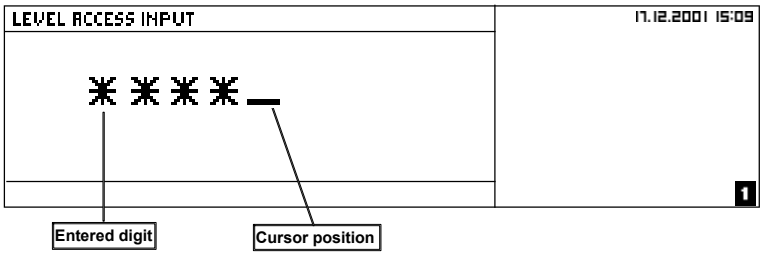


Fig. 7-1

The manual test display:

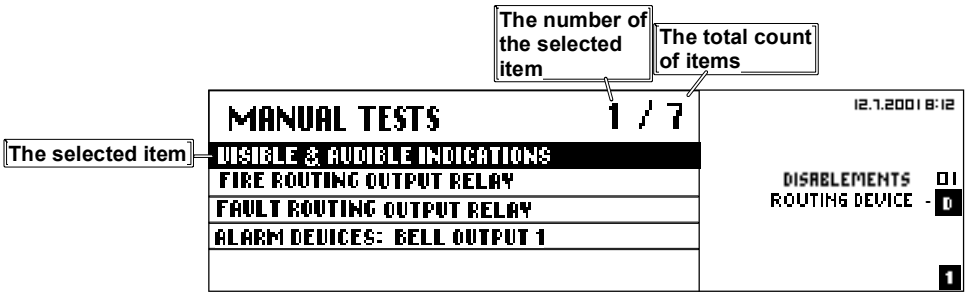
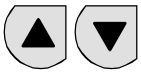


Fig. 7-2

Select the item you want to test with the  (arrow up / arrow down) buttons. Press the  (Test) button to activate the test.

You can at any time cancel the test by pressing the  (Test) button again.

If you have selected the fire or fault routing output relay the user panel will tell you to close the door of all user panels.

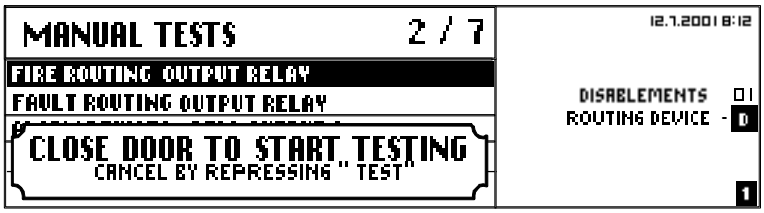


Fig. 7-3

When all user panel doors have been closed the test starts. The test is cancelled by pressing the  (Test) button or by opening the user panel door.

The testing of the visible and audible indications and the alarm is activated without closing the door. After the test has been ended the display will return to the test menu.

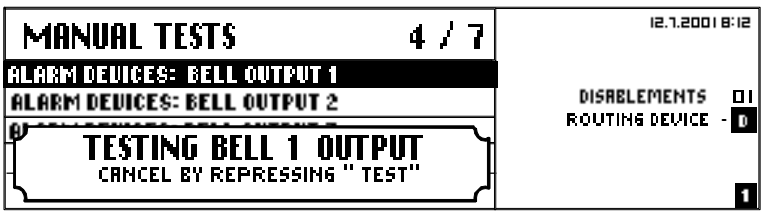


Fig. 7-4

The test is cancel by pressing the 

(Test) button or by closing the user panel door.

After the selected test item has been ended the display will return to the test menu.

8. Adjustments

8.1. Setting the date & time

The system clock can be set from this menu.

The date and time is set as follows:

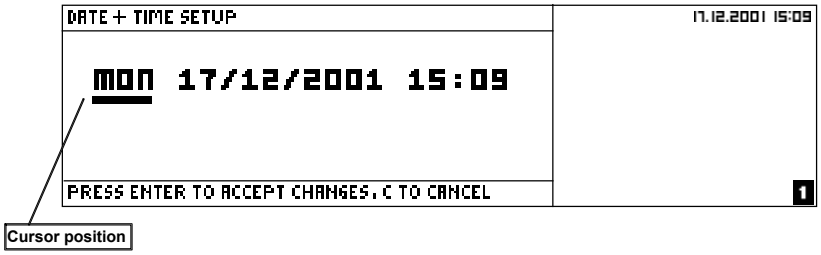
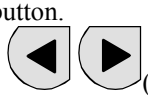


Fig. 8-1

- Press the  (Enter) button.
- Move side ways with the  (Arrow left / right) buttons.
- Change the setting with the  (Up) or  (Down) buttons.
- The new setting is stored by pressing the  (Enter) button.

If you want to cancel press the  (Cancel) button.

9. Appendix, Menu diagram

9.1. Door closed (Access level 1)

ACCESS LEVEL 1 (Door closed)

These displays are present only if the state is active.
The displays are in priority order.

ALARM STATE DISPLAY | **PREALARM STATE DISPLAY** | **FAULTSTATE DISPLAY** | **DISABLEMENT STATE DISPLAY** | **NORMAL STATE DISPLAY**

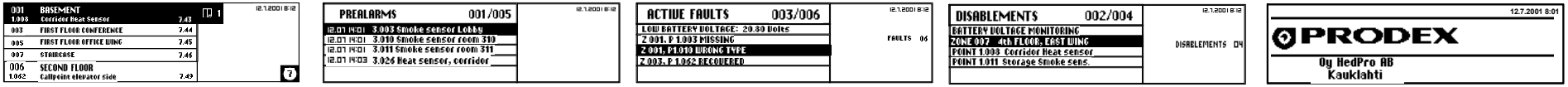


Fig. 9-1

9.2. Door open (Access level 2)

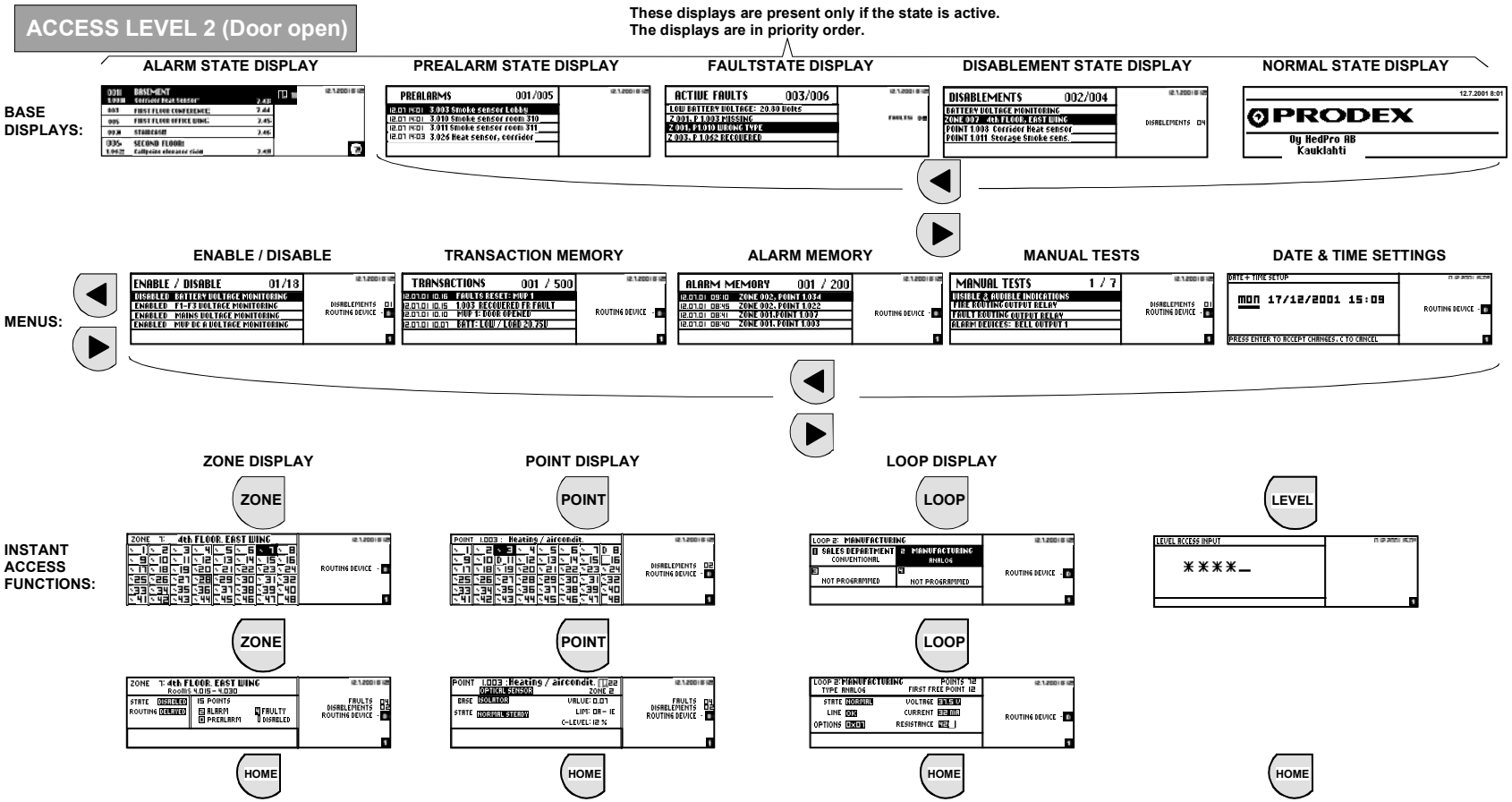


Fig. 9-2

9.3. Alarm state functions

These menus and function keys are available in alarm state.

The display will automatically revert to the alarm state display if no key has been pressed for 15s, or if a new alarm occurs.

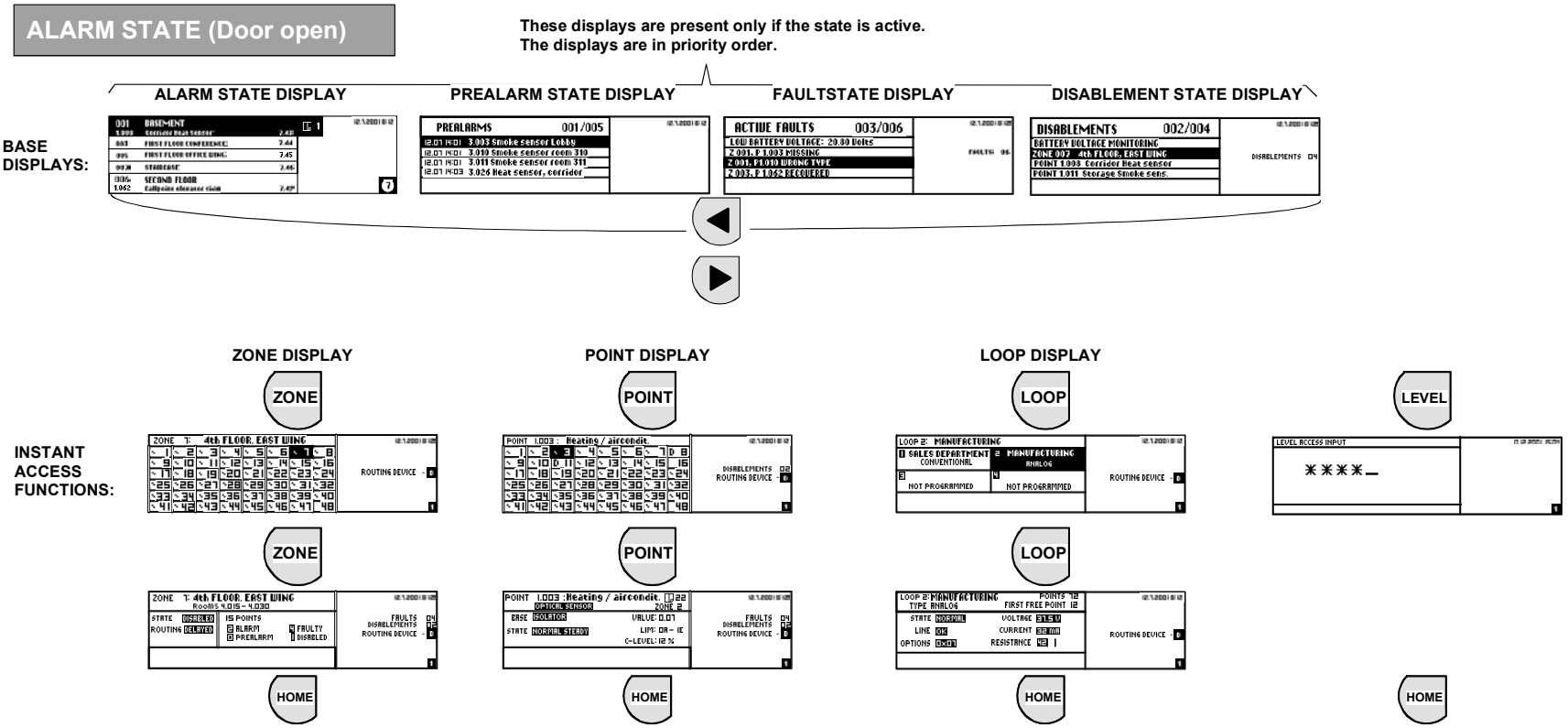


Fig. 9-3