

THANK YOU FOR VOTING TEXECOM

USER MANUAL

Premier 888

Premier 8168

Security Control Panels



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1. About the Alarm System

Introduction

This section of the manual titled 'About the Alarm System' is a thorough explanation of general system concepts and how the alarm system works.

The next section of this manual titled 'Operating the Alarm System' explains how the alarm system operates and instructs on how to arm, disarm and omit zones.

The following section of the manual, titled 'The User Menu' is reserved for more detailed system information like programming User codes and viewing the Event Log etc.

Overview

The alarm system consists of a control panel, one or more keypads and various detectors and sensors. The control panel will normally be mounted out of sight in a utility room or basement etc. The control panel houses the system's electronics and stand-by battery. There is normally no reason for anyone except an installer or service person to have access to the control panel.

The keypad is used to send commands to the system and to display the current system status via the English text display. The keypad also provides audible feedback each time a key is pressed. Each keypad will be mounted in a convenient location inside the protected premises, near the designated points of entry/exit.

User Codes

Users of the alarm system will be assigned a unique 4, 5 or 6 digit User code. User codes are used to arm and disarm areas to which they are assigned. Some User codes can also access additional options such as, system tests and omitting zones.

The User code may not allow access to certain system functions. For instance, if the code is only allowed to arm and disarm area A, it will not be able to arm or disarm other areas, or the entire system.

Most User codes can arm and disarm areas assigned to them from any keypad on the system. However, Local Users will only be able to arm and disarm areas assigned to them, from keypads assigned to the same areas.

Zones

A 'zone' is part of the protected premises and may consist of one or more detection devices protecting rooms and points of entry/exit, (e.g. front door, kitchen, downstairs windows, upstairs bedrooms, etc.). When the alarm system is fully armed, all of the zones on the system are monitored

Some zones may belong to more than one area, such as points of entry/exit i.e. the front door and the hallway. These are called **global zones** because they are assigned to multiple areas.

Global Zones

A zone that is assigned to more than one area will only be monitored when all of the areas it is assigned to are armed.

Areas

An 'area' is a group of one or more zones and would normally be used to split the premises into different sections. Each area can be either 'Full' armed or 'Part' armed.

Example 1: Domestic Premises

The upstairs of a house could be area A, the downstairs could be area B and the garage could be area C.

Each area can be 'Full' armed independently from each other (all detection devices in the area monitored). For instance, downstairs and the garage in example 1 (areas B & C) could be armed at night allowing access to the upstairs of the house (area A).



NOTE All of the areas together form the entire alarm system.

Example 2: Domestic Premises

The entire house could be area A.

Each area can be 'Part' armed. For instance, detection devices upstairs, i.e. PIR's, could be programmed so that they will not be monitored during a 'Part' arm, allowing access to the upstairs of the house at night.



NOTE All of the areas together form the entire alarm system.

Example 3: Commercial Premises

Office 1 in an office block could be area A, office 2 could be area B and office 3 could be area C.

Each area can be armed and disarmed independently from each other. For instance, any of the offices in example 2 above could be armed and disarmed to allow access without affecting the other offices.



NOTE All of the areas together form the entire alarm system.

Example 1: Office Block

The foyer of the office block in example 3 would need to be armed when the last office is armed and disarmed when the first office is disarmed.

Because the foyer is a global area (used by everyone) the zones in that area need to be assigned to areas A, B and C. This ensures that the zone is only recognised by the system when ALL areas (A, B & C) are armed, allowing access to the foyer even if one of the areas is still armed.

Monitoring

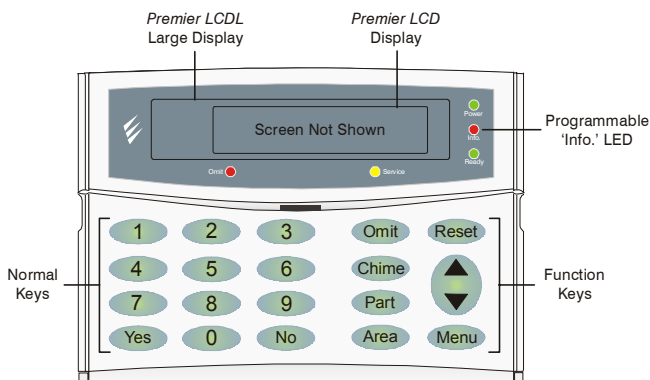
This alarm system is capable of reporting Intruder alarms, Panic alarms, Fire alarms and other types of information over telephone lines to an Alarm Receiving Centre. If you accidentally set the alarm off, call the Alarm Receiving Centre immediately to prevent an unnecessary response.



NOTE The monitoring function must be enabled before it will work.

Keypads

One or more keypads will be installed throughout the protected premises, usually one at each entry/exit door. The keypads are used to perform all of the system functions i.e. Arming, Disarming etc.



Display Window

Premier LCD & LCDL Display

The 32-Character LCD display is used to show the status of the system and to view system data.

Power LED

The Power LED will illuminate when AC Mains is connected to the control panel and will flash when the system is running on the standby battery.

Info. LED

The Info. LED can be programmed to mimic the keypad output or show the armed status of an area.

Ready LED

The Ready LED will illuminate when all zones assigned to the same area as the keypad are secure and the system is ready for arming.

Omit LED

The Omit LED will illuminate whenever zones assigned to the same area as the keypad have been omitted.

Service LED

The Service LED will illuminate whenever the system has a fault and requires attention i.e. Tamper fault, reset required, service required etc.

Normal and Function Keys

Keys 1 to 9

These keys are for entering User codes or inputting data when in programming mode.

Yes & No Keys (Yes) & (No)

The YES key is used to accept actions and the NO key is to cancel actions.

Omit Key (Area)

This key is used to omit zones (see page 14 for details).

Chime Key (Chime)

This key is used for turning the zone chime feature on and off (see page 15 for details).

Part Key (Part)

This key is used to part arm the system (see page 6 for details). It can also be used to do a 'Quick' part arm if this feature is enabled.

Area Key (Area)

This key is used to arm or disarm particular areas (see page 10 for details). It can also be used to do a 'Quick' area if arm feature is enabled.

Reset Key (Reset)

This key is used to exit from the Arming or User menu, to reset the system and also to display the **Reset**, **Anti-code** and **Service** messages (see page 6 for details).

Scroll Key (Scroll)

This key is used to scroll through the various menus and options.

Menu Key (Area)

This key is used to select the Arming or User menu.

Emergency Keys

In case of emergency, the alarm system can provide three immediate emergency alarms by pressing and holding two specific keys for three seconds.

Emergency Alarm	Press Keys
Panic	(1) & (3 _{del})
Fire	(4 _{ghi}) & (6 _{moo})
Medical	(7 _{pqr}) & (9 _{wxyz})



NOTE

The emergency keys can be enabled/disabled for each keypad on the system.

The Panic alarm can be individually programmed for either audible or silent operation for each keypad.

The Panic alarm can be individually programmed for either instant or delayed operation for each keypad.

2. Using the Alarm System

Introduction

All users of the alarm system should read sections 2, 3 and 4 carefully so as to familiarise themselves with the operation of the alarm system.

The operation of the system is divided up into two sections, the Arming menu and the User menu.

To access either menu, **enter a valid User code** **?** **?** **?** **?** (if a mistake is made whilst entering a User code, simply re-enter the correct code).



NOTE

The control panel may have been programmed so that too many incorrect code entries will cause a Tamper alarm or lock the keypad out for 5 minutes.

Once in the Arming menu, various functions can be selected by using the **↕** key. Once a function has been selected, **press Yes** to access that function.

Whilst in the Arming menu, the User menu can be selected by pressing **Menu**.

Once in the User menu, various options can be selected by using the **↕** key. Once an option has been selected, **press Yes** to access that option.

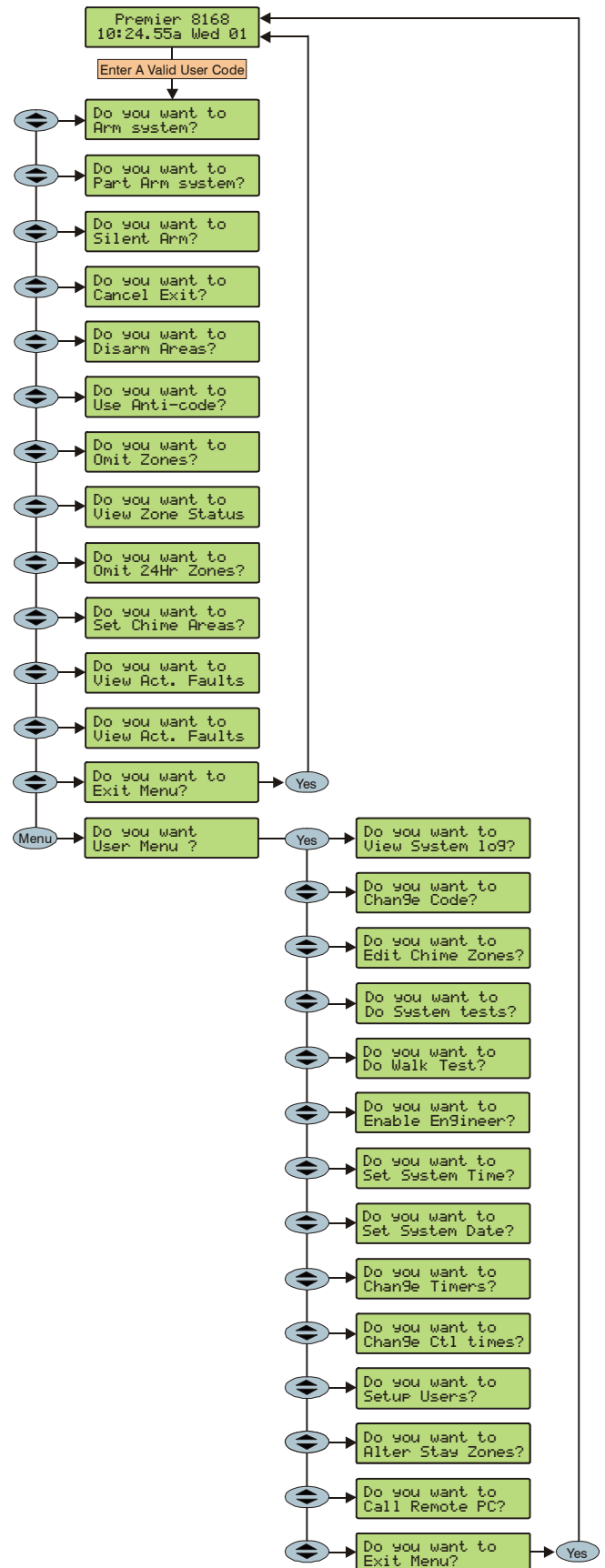
To exit from either menu **press the Reset** key and the system will return to normal.

The diagram to the right shows both menus and all the functions and options available.



NOTE

Not all functions and options are available to all users. If a function or option cannot be selected, it may be that it is not assigned to that user (see page 26 for details).



Quick Arm Keys

The 'Quick' keys allow the system to be armed without having to enter a User code first.



NOTE The 'Quick' keys will only work if the keypad has been programmed to allow arming in this way.

Quick Arm

To arm the system, press **Area**.



NOTE All areas that the keypad being used is assigned to will now Arm.

Quick Part Arm

To part arm the system, press **Part**.



NOTE All areas that the keypad being used is assigned to will now Part Arm.

Reset and Service Messages

When the system requires attention because of a potential problem, the display will show one of three service messages. These messages can also be accessed at any time, allowing the user to view installer information.



NOTE These messages would normally be programmed with the telephone numbers of the installer or the Alarm Receiving Centre.

➤ To display the service messages, proceed as follows:

The display will normally show the time & date:

Premier 8168
14:46.04P Tue 06

Press **Menu** followed by **1** for the **Reset** message, the display will look something like this:

Call Engineer to
Reset System

Press **Menu** followed by **2** for the **Anti-code** message, the display will look something like this:

Call ARC to
Reset System

Press **Menu** followed by **3** for the **Service** message, the display will look something like this:

Call Alarm Co.
For Service



NOTE Press **Reset** to exit from the message, the display will then return to normal.

Fault Messages

Mains Power Off
Tue 06 Mar 2001

There is a Mains failure (the keypad may chime every minute, enter a valid User code to stop the chime). The display will automatically clear when mains is reapplied.

Phone Line Fault
Tue 06 Mar 2001

There is a Phone Line fault (the keypad may chime every minute, enter a valid User code to stop the chime). The display will automatically clear when line fault clears.

Area Failed Test
Tue 06 Mar 2001

Zones that have been placed on test by the engineer have failed the test (the system can still be used). Contact your alarm company to advise.

Battery Fault
Tue 06 Mar 2001

There is a fault with the standby battery (the keypad may chime every minute, enter a valid User code to stop the chime). Contact your alarm company immediately.

???????? Tamper
Tue 06 Mar 2001

There is a tamper fault (the alarm will sound, enter a valid User code to silence the alarm, this fault cannot be cleared). Contact your alarm company immediately.

???? Fuse Blown
Tue 06 Mar 2001

A fuse has blown (the alarm will sound, enter a valid User code to silence the alarm, this fault cannot be cleared). Contact your alarm company immediately.

Other Messages

Alarm Engineer
Working On Site

The alarm engineer has logged into the programming menu and is working on site (this message will clear when the engineer logs off or the system is armed).

Remote Keypad is
now LOCKED out

Too many invalid code attempts have caused the keypad to lock out. The keypad will remain like this for 5 minutes.

* Area Secured *
Tue 06 Mar 2001

The keypad has been disabled to prevent unauthorised access. The display will automatically clear when the keypad is enabled.

Time Arming >
A.....

Areas are being armed using one of the control timers (enter a valid User code to defer the arming for 30 minutes).

Service Required
Tue 06 Mar 2001

The service timer has expired indicating that the system requires a service (the system can still be used). Contact your alarm company to advise.

3. The Arming Menu

Introduction

The normal day-to-day operations of the system are carried out using the Arming menu i.e. arming, disarming, omitting zones etc.



Not all functions are available to all users. If a function cannot be selected, it may be that it is not assigned to that user (see page 26 for details).

The table below shows the various functions available:

Arming Menu		
Key	Function	Page
	Arm System	8
	Part Arm System	8
	Silent Arming	9
	Cancel Exit	9
	Disarm the System	9
	Use Anti-code	13
	Omit Zones	14
	View Zone Status	14
	Omit 24Hr Zones	15
	Set Chime Areas	15
	View Act. Faults	16
	View Act. Counts	16
	User Menu	17

► To access the Arming Menu, proceed as follows:

The display will normally show the time & date.

Premier 8168
14:46.04F Tue 06



The top line of the display is programmable.

Enter a valid User code , the display should look like this:

Do you want to
Arm system?

Press until the required function is displayed, to select that function, **press** .

Press , to exit the menu and return to normal.



If no keys are pressed, the display will return to normal after 8 seconds.

Zone Faults During Arming

Before attempting to arm the system, ensure that the premises are secure (all doors and windows closed etc.) and the Ready light is on.

If an attempt is made to arm the system with any zones active (e.g. door ajar, open window, etc.) the display will show the zones that are active.

The display will look something like this:

Zones Preventing
EXIT start are:

Zone 002 Active
Bedroom Window



Active zones that will be secured during exit (e.g. entry zones, like the front door) can be ignored, all other zones should be secured.

To continue arming with a zone active, press .

The internal sounders will bleep repeatedly (fault tone) and the display will show the zones that are active.

The display will look something like this:

Zone 001 Active
Front door



The fault tone will stop and the exit tone will resume when all zones are secure. If it is necessary to leave a zone open then it must be omitted (see page 14 for details).

If an active zone cannot be secured then it may be 'in fault' in this case contact the alarm company immediately.

Arm Fail

If the exit procedure is started and zones are still 'Active' at the end of the exit procedure, an Internal alarm will occur (internal sounders only) and the strobe light on the external sounder will flash.

If this occurs the arm fail must be cleared and the zone in fault identified before the system can be armed (see page 12 for details on clearing an Arm Fail).

The Ready LED

To help prevent faults during arming, a Ready light has been provided. The Ready light works as follows:

- If the **Ready** light is on steady then all zones are secure and the system is ready to be armed
- If the **Ready** light is flashing then the system has zones (with the 'Force Omit' attribute) that are active, check these zones before proceeding
- If the **Ready** light is off then one or more zones are active, either secure or omit these zones before proceeding

Arming and Disarming the System

The system is **Armed**, when ALL areas that are controlled by the User code, have been armed with ALL zones ON (not omitted).

The system is **Part Armed**, when ALL areas that are controlled by the User code have been armed with SOME zones OFF (omitted) or SOME areas controlled by the User code have not been armed.



NOTE The system is only **Part Armed** when zones are omitted using the 'Part Arm 1, 2 or 3' procedure.

Omitting zones manually (see page 14 for details) is not classed as **Part Arming**.

To Arm the System

➤ To arm the system, proceed as follows:

Ensure that the premises are secure (all doors and windows closed etc.) and the Ready light is on.

To do a quick arm, press **Area**.

Or

Enter a valid User code **?****?****?****?**, the display should look like this:

```
Do you want to
Arm system?
```

Press **Yes**, the exit tone will sound (if silent arm has not been selected) and the display will look something like this:

```
Areas in Exit >
A.....
```

Leave the premises, when the system has armed the exit tone will stop (if sounding).

The system is now armed.

To Part Arm the System

➤ To part arm the system, proceed as follows:

Ensure that the premises are secure (all windows and doors not being omitted are closed) and the Ready light is on.

To do a quick part arm, press **Part**.

Or

Enter a valid User code **?****?****?****?**, the display should look like this:

```
Do you want to
Arm system?
```

Press **Part**, the display will look something like this:

```
Do you want:-
Evening Arm Mode
```

or

```
Area Arm Suite 1
A.....
```

Use keys **1** - **8** to select the required part arm or area suite, the display will look something like this:

```
Do you want:-
Bedtime Arm 1
```

or

```
Area Arm Suite 2
ABC.....
```



NOTE The bottom line of the display is programmable for each Part Arm.

The top line of the display is programmable for each Area suite.

When the required part arm or area suite has been selected press **Yes**, the exit tone will sound (if silent arm has not been selected) and the display will look something like this:

```
Areas in Exit >
A.....
```

Leave the protected area. When the system has armed, the exit tone (if sounding) will stop and the display will look something like this:

```
Areas Armed >
A.....
```

or

```
* PART ARMED *
Tue 06 Mar 2001
```

The system is now part armed.

To Silent Arm the System

- To silent arm the system, proceed as follows:

Ensure that the premises are secure (all doors and windows closed etc.) and the Ready light is on.

Enter a valid User code (?) (?) (?) (?), the display should look like this:

```
Do you want to
Arm system?
```

Press (⬅) until the display looks like this:

```
Do you want to
Silent Arm?
```

Press (Yes) to arm the system

Or

Press (Part) to part arm the system.

Continue to arm as normal.

To Cancel the Exit Mode

- To cancel the exit mode, proceed as follows:

The display will look something like this:

```
Areas in Exit >
AB.....
```

Enter a valid User code (?) (?) (?) (?), the display should look like this:

```
Do you want to
Cancel Exit?
```

Press (Yes), the exit tone will stop and the display will look something like this:

```
Premier 888
Tue 06 Mar 2001
```

The exit mode has now been cancelled.

To Disarm the System During Entry

- To disarm the system, proceed as follows:

Enter the premises via the designated entry point, the entry tone will start and the display will look something like this:

```
Areas in Entry >
ABC.....
```

Enter a valid User code (?) (?) (?) (?), the entry tone will stop and the display will look something like this:

```
Premier 8168
14:46.04F Tue 06
```

The system is now disarmed.



NOTE

If the entry time expires, an Internal alarm will occur for the duration of the '2nd Entry Delay'.

If the 2nd Entry Delay expires, an Intruder alarm will occur (all internal and external sounders).

To Disarm the System When Not in Entry

- To disarm the system, proceed as follows:

The display will look something like this:

```
Premier 8168
14:46.04F Tue 06
```

Enter a valid User code (?) (?) (?) (?), the display should look like this:

```
Do you want to
Disarm System?
```

Press (Yes), the display will look something like this:

```
Premier 888
Tue 06 Mar 2001
```

The system is now disarmed.

Arming and Disarming Areas

An area is **Armed**, when ALL zones within that area are ON (not omitted).

An area is **Part Armed**, when SOME zones within that area are ON (not omitted) and some zones within that area are OFF (omitted).



NOTE An area is only **Part Armed** when zones are omitted using the 'Part Arm 1, 2 or 3' procedure.

Omitting zones manually (see page 14 for details) is not classed as **Part Arming**.

To Arm Areas

➤ To arm areas, proceed as follows:

Ensure that the premises are secure (all doors and windows closed etc.) and the Ready light is on.

To do a quick arm, press **Area**.

Or

Enter a valid User code **?** **?** **?** **?**, the display should look like this:

```
Do you want to
Arm system?
```

Press **Area**, the display will look something like this:

```
Select Areas >
> ***** <
```

Use keys **1** - **8** to select/deselect areas i.e. **1** and **2** = Areas A and B, the display will look something like this:

```
Select Areas >
> AB***** <
```



NOTE Only areas that exist on the system can be selected. (A 'Star' means the area can be selected and a 'Dot' means the area cannot be selected).

Pressing **0** will select/deselect all areas.

Pressing **Area** will toggle between areas A to H and I to P (*Premier 8168 only*).

When all the required areas have been selected press **Yes**, the exit tone will sound (if silent arm has not been selected) and the display will look something like this:

```
Areas in Exit >
AB*****
```

Leave the premises, when the system has armed, the exit tone (if sounding) will stop.

The selected areas are now armed.

To Part Arm Areas

➤ To part arm areas, proceed as follows:

Ensure that the premises are secure (all windows and doors not being omitted are closed) and the Ready light is on.

To do a quick part arm, press **Part**.

Or

Enter a valid User code **?** **?** **?** **?**, the display should look like this:

```
Do you want to
Arm system?
```

Press **Part** until the display looks like this:

```
Do you want to
Part Arm system?
```

Press **Area**, the display will look something like this:

```
Select Areas >
> ***** <
```

Use keys **1** - **8** to select/deselect areas i.e. **1**, **2** and **3** = Areas A, B and C, the display will look something like this:

```
Select Areas >
> ABC***** <
```



NOTE Only areas that exist on the system can be selected. A 'Star' means the area can be selected and a 'Dot' means the area cannot be selected.

Pressing **0** will select/deselect all areas.

Pressing **Area** will toggle between areas A to H and I to P (*Premier 8168 only*).

When all the required areas have been selected press **Yes**, the display will look something like this:

```
Areas in Exit >
ABC*****
```

Leave the protected area. When the areas have armed, the exit tone (if sounding) will stop and the display will look something like this

```
Areas Stay Armed
ABC*****
* PART ARMED *
Tue 06 Mar 2001
```

The selected areas are now part armed.

To Silent Arm Areas

- To silent arm areas, proceed as follows:

Ensure that the premises are secure (all doors and windows closed etc.) and the Ready light is on.

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (⬅) until the display looks like this:

Do you want to
Silent Arm?

Press (Area) to arm areas.

Or

Press (Part) to part arm areas.

Continue to arm as normal.

To Cancel the Exit Mode

- To cancel the exit mode, proceed as follows:

The display will look something like this:

Areas in Exit >
AB.....

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Cancel Exit?

Press (Yes), the exit tone will stop and the display will look something like this:

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The exit mode has now been cancelled.

To Disarm Areas During Entry

- To unset areas, proceed as follows:

Enter the premises via the designated entry point, the entry tone will start and the display will look something like this:

Areas in Entry >
ABC.....

Enter a valid User code (?) (?) (?) (?), the entry tone will stop and the display will look something like this:

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The selected areas are now disarmed.



NOTE

If the entry timer expires, an Internal alarm will occur for the duration of the '2nd Entry Delay'

If the 2nd Entry Delay expires, an Intruder alarm will occur (all internal and external sounders).

To Disarm Areas When Not in Entry

- To unset areas, proceed as follows:

The display will look something like this:

Areas Armed >
AB.....

* SYSTEM ARMED *
Tue 06 Mar 2001

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Disarm System?

Press (Area), the display will look something like this:

Select Areas >
> ***** <

Use keys (1) - (8) to select/deselect areas that require disarming i.e. (1) and (2) = Areas A and B, the display will look something like this:

Select Areas >
> AB***** <



NOTE

Only areas that exist on the system can be selected. A 'Star' means the area can be selected and a 'Dot' means the area cannot be selected.

Pressing (0) will select/deselect all areas.

Pressing (Area) will toggle between areas A to H and I to P (Premier 8168 only).

When all the required areas have been selected press (Yes), the display will look something like this:

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The selected areas are now disarmed.

To Clear an Arm Fail

When the system tries to arm with zones active (open), the internal sounders will sound and the external strobe will be flashing to indicate a problem.



NOTE If you were not present when the arm fail occurred or you do not clear the arm fail condition, the internal sounders will continue to sound and the external strobe will continue to flash.

The system is NOT armed.

➤ To clear the arm fail, proceed as follows:

The alarm will be sounding and the display will look something like this:

Area ARM FAIL >
A.....

Enter a valid User code **?** **?** **?** **?**.

The internal and external sounders will stop but the external strobe will continue to flash and the display will look something like this.

Area ARM FAIL > Zone 002 Active
A..... Bedroom Window



NOTE The number of the zone that caused the alarm will be displayed (in this case Zone 2) and the numbers of any subsequent zones activated (if any) will be alternating on the display.

To try to arm again, **clear the fault and press** **Yes**.

Or

To clear the arm fail display, **enter a valid User code** **?** **?** **?** **?** **and press** **Reset**.

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For details on preventing an Arm Fail condition, please refer to page 7.

To Silence an Alarm

When an alarm occurs on the system, the internal and external sounders will normally sound for a pre-programmed time (normally 15 minutes).



NOTE If you were not present when the alarm activated, the internal and external sounders will have already stopped. The system will re-arm but the external strobe will continue to flash.

➤ To silence an alarm, proceed as follows:

The alarm will be sounding and the display will look something like this:

Premier 8168
14:46.04F Tue 06



NOTE The top line of the display is programmable.

Enter a valid User code **?** **?** **?** **?**.

The internal and external sounders will stop, the external strobe will continue to flash and the display will look something like this.

Zone 002 Alarm The Hallway Pir
14:46.04F Tue 06



NOTE The number of the zone that caused the alarm will be displayed (in this case Zone 2) and the numbers of any subsequent zones activated (if any) will be alternating on the display.





The alarm now needs to be reset (see page 13 for details).

To Reset an Alarm


Once the alarm has been silenced (see page 12 for details), the system will need to be reset.

User Reset


- To reset the alarm, proceed as follows:

Enter a valid User code    , the display should look like this:

Press RESET to
Clear the Alarm

Press  to clear the alarm, the external strobe will stop, the system will chime and the display will return to normal.



If the system has been programmed, to be reset by an Engineer, pressing  will not return the display to normal. If this is the case, see Engineer Reset for details.

The system may have been programmed to be reset by Anti-code, if this is the case, see Anti-code Reset for details.





Engineer Reset

If the system has been programmed to be reset by an Engineer following an alarm activation, you will still be able to silence the alarm by entering a valid User code (see page 12 for details).

- To reset the alarm, proceed as follows:

Zone 002 Alarm
14:46.04P Tue 06

The Hallway Pir

Enter a valid User code    , the display will look something like this:

Call Engineer to
Reset System



The number of the zone that caused the alarm will be displayed (in this case Zone 2) and the numbers of any subsequent zones activated (if any) will be alternated on the display.

Contact the telephone number on the display (if programmed) or the telephone number at the rear of this User Guide.







The area that the alarm occurred on cannot be armed again until the alarm has been reset.


Anti-code Reset

If the system has been programmed to be reset using an Anti-Code following an alarm activation, you will still be able to silence the alarm by entering a valid User code.

- To reset the alarm, proceed as follows:

Enter a valid User code    , the display will look something like this:

Call ARC to
Reset System

Press , the display will look something like this:

Quote > 4281
Reply > ----



Where 4281 is the random code in this example.

Contact the telephone number on the display (if programmed) or the telephone number on the last page of the Control Panel User Guide with the random code number, in order to obtain a 4-digit Anti-Code.



The area that the alarm occurred in cannot be armed again until the alarm has been reset.

Enter the Anti-code that has been given, i.e. 5624, the display will look something like this:

Quote > 4281
Reply > 5624

Press , the display should look like this:

Press RESET to
Clear the Alarm





Press  to clear the alarm.

The external strobe will stop, the system will chime and the display will return to normal.


To Omit Zones

It is possible to exclude (omit) or include individual zones during setting i.e. if a zone is 'in fault'. Users with access to this function can only omit zones that have been programmed as 'Omittable'.





➤ To omit zones when arming, proceed as follows:

Enter a valid User code    , the display should look like this:

Do you want to
Arm system?

Press , the display will look something like this:


Zone 001*Secure
Front Door >

Enter the zone number    **or use the**  **key to search**, the display will look something like this:

Zone 010*Active
Lounge Detector >



NOTE If the zone can be omitted, there will be a 'Star' to the right of the zone number. Only zones that have the 'Omit' attribute assigned to them can be omitted.

Press , to omit the selected zone, the display will look something like this:


Zone*010*Active
is Omitted

Zone*010*Secure
Lounge Detector >



NOTE A 'Star' will appear to the left of the zone number to indicate that the zone has been selected for omitting.

Repeat for other zones if required.

When all the required zones have been selected for omitting **press** , the display should look like this:

Do you want to
Arm system?


Continue to arm the system/area as normal (see page 8 or 10 for details).

The selected zones are now omitted.



NOTE All omitted zones will be automatically reinstated the next time the system/area is disarmed, unless programmed otherwise.

Re-instating Zones Manually

If the system has been programmed for zones to be re-instated manually, simply follow the instructions again. However, when the  key is pressed, the display will look something like this:





Zone*015 Secure
is Not Omitted

Zone*015 Secure
Back Door >


View Zone Status

Users with access to this feature will be able to check the status of each zone on the system to see whether it is in 'Fault', 'Secure', 'Tamper' or 'Shorted'.


➤ To view the status of zones, **proceed as follows:**

Enter a valid User code    , the display should look like this:

Do you want to
Arm system?

Press , until the display looks like this:

Do you want to
View Zone Status



Press , the display will look something like this:


Zone 001 Secure
Front Door >

Enter the zone number    **or use the**  **key to search**, the display will look something like this:

Zone 010 Secure
Lounge Detector >




NOTE Pressing  will make the zone chime every time it is activated (an Arrow will appear to the right of the zone number), to clear the chime, press  again.

Pressing  will display the zone text.

Every time the selected zone is activated, its status will be displayed and the keypad will chime (if selected), the display will also look something like this:

Zone 010>Active
Lounge Detector >

Zone 010>Secure
Lounge Detector >

Press , when finished, the display should look like this:

Do you want to
View Zone Status

Press , to exit the menu and return to normal.

Omit 24Hr Zones

It is possible to exclude (omit) or include 24Hr zones whilst the system is disarmed to allow access to an area. Users with access to this function can only omit zones that have been programmed as 'Omittable'.

➤ To omit 24Hr zones, proceed as follows:

Enter a valid User code **[?][?][?][?]**, the display should look like this:

Do you want to
Arm system?

Press **[↔]** until the display looks like this:

Do you want to
Omit 24Hr Zones

Press **[Yes]**, the display will look something like this:

Zone 001 Secure
Front Door >

Enter a zone number **[?][?][?]** or use the **[↔]** key to search, the display will look something like this:

Zone 015 Secure
Back Door >



If the zone can be omitted, there will be a 'Star' to the right of the zone number. Only zones that have the 'Omit' attribute assigned to them can be omitted.

Press **[Omit]** to omit the selected zone, the display will look something like this:

Zone*015 Secure
is Omitted

Zone*015 Secure
Back Door >



A 'Star' will appear to the left of the zone number to indicate that the zone has been selected for omitting.

Repeat for other zones.

When all the required zones have been selected for omitting press **[Menu]**, the display should look like this:

Do you want to
Exit Menu?

Press **[Yes]**, the display will look something like this:

* Zones Omitted *
Tue 06 Mar 2001

The selected 24Hr zones are now omitted.

Reinstate 24Hr Zones

To reinstate the omitted zones, simply follow the instructions again. However, when the **[Omit]** key is pressed, the display will look something like this:

Zone*015 Secure
is Not Omitted

Zone*015 Secure
Back Door >

Set Chime Areas

When a zone is enabled for Chime the Keypad will generate a Chime tone every time the zone is activated. Users with access to this function will be able to turn Chime on and off for selected areas.

Zones within an area can be individually programmed for chime in **Edit Chime Zones** (see page 20 for details).

➤ To set Chime areas, proceed as follows:

Enter a valid User code **[?][?][?][?]**, the display should look like this:

Do you want to
Arm system?

Press **[Chime]**, the display will look something like this:

Enable Chime on
> ***..... <

Use keys **[1]** - **[8]** to select/deselect areas i.e. **[1]**, **[2_{abc}]** and **[3_{ser}]** = Areas A, B and C, the display will look something like this:

Enable Chime on
> ABC..... <



Only areas that have been programmed for 'Chime' can be selected. A 'Star' means the area can be selected and a 'Dot' means the area cannot be selected.

Pressing **[0]** will select/deselect all areas.

Pressing **[Area]** will toggle between areas A to H and I to P (Premier 8168 only).

When all the required areas have been selected for 'Chime' press **[Yes]**, the display should look like this:

Do you want to
Set Chime Areas?

Press **[Reset]** to exit the menu and return to normal.

Turning Chime On and Off

The display will normally show the time & date.

Premier 8168
14:46.04P Tue 06

➤ To turn Chime On, proceed as follows:

Press **[Chime]**, the keypad will chime to indicate that Chime is now enabled.

➤ To turn Chime Off, proceed as follows:

Press **[Chime]**, the keypad will bleep to indicate that Chime is now disabled.

View Act. Faults

If any zones with the 'Activity' attribute have not been activated within a certain time period, an activity fault will be displayed at the time of arming. Users with access to this function will be able to view the activity faults.



NOTE The system may have been programmed so that an activity fault will not allow arming. If this is the case the system can only be armed once the zone in fault has been activated (forced walk test).

➤ To view activity faults, proceed as follows:

Enter a valid User code **[?][?][?][?]**, the display should look like this:

```
Do you want to
Arm system?
```

Press **[↕]** until the display looks like this:

```
Do you want to
View Act. Faults
```

Press **[Yes]**, the display will look something like this:

```
Zone 001 Secure
Front Door >
```

Press **[↕]** to scroll up and down through the zones.



NOTE Only zones with the 'Activity' attribute that have not been activated will be shown.

When all the required zones have been viewed **press** **[Yes]**, the display should look like this:

```
Do you want to
View Act. Faults
```

Press **[Reset]** to exit the menu and return to normal.

View Act. Counts

Users with access to this menu will be able to view the number of activity faults that have occurred on each area.

➤ To view activity counts, proceed as follows:

Enter a valid User code **[?][?][?][?]**, the display should look like this:

```
Do you want to
Arm system?
```

Press **[↕]** until the display looks like this:

```
Do you want to
View Act. Counts
```

Press **[Yes]**, the display will look something like this:

```
Activity A> 0000
Total Count 0005
```

Use keys **[1]** - **[8]** to view specific areas i.e. **[2]** = Area B or use the **[↕]** key to search, the display will look something like this:

```
Activity B> 0005
Total Count 0000
```



NOTE To reset the activity counter, **press** **[Reset]**.

Press **[Menu]** when finished, the display should look like this:

```
Do you want to
View Act. Counts
```

Press **[Reset]** to exit the menu and return to normal.

4. The User Menu

Accessing the User Menu

Advanced operations of the system are carried out using the User Menu i.e. System Tests, Assigning Users etc.



NOTE Not all options are available to all users. If an option cannot be selected, it may be that it is not assigned to that user (see page 26 for details).

The table below shows the various options available:

User Menu		
Key	Option	Page
⬇	View System Log	17
⬇	Change Code	20
⬇	Edit Chime Zones	20
⬇	System Tests	21
⬇	Walk Test	21
⬇	Enable Engineer	22
⬇	Set System Time	22
⬇	Set System Date	23
⬇	Change Timers	23
⬇	Change Ctl Times	24
⬇	Setup Users	25
⬇	Alter Part Zones	30
⬇	Call Remote PC	30

➤ To access the User menu, proceed as follows.

The display will normally show the time & date:

```
Premier 8168
14:46.04p Tue 06
```



NOTE The top line of the display is programmable.

Enter a valid User code **?****?****?****?**, the display should look like this:

```
Do you want to
Arm system?
```

Press **Menu**, the display should look like this:

```
Do you want
User Menu?
```

Press **Yes**, the display should look like this:

```
Do you want to
View System Log?
```

Press **⬇** until the required option is displayed, to select that option, press **Yes**.

Press **Reset** to exit the User menu and return to normal.



NOTE If no keys are pressed, the display will return to normal after the 'Menu Time Out' timer has expired.

View the Event Log

The control panel has two Event Logs, which are time and date stamped. The first log which is a system log, records all events that occur on the system, i.e. Users entering their codes to arm or disarm areas, alarm events, failures to arm etc. and the second log which is an alarm log, only records alarm events that occur on the system.

Users with access to this option can view the Event Log to see what events occurred on the system and when they occurred.

When viewing the system log there are 8 hotkeys available. These hotkeys allow certain events to be found easier without the need for searching (see page 19 for details).

➤ To view the Event Log, proceed as follows:

Enter a valid User code **?****?****?****?**, the display should look like this:

```
Do you want to
Arm system?
```

Press **Menu**, the display should look like this:

```
Do you want
User Menu?
```

Press **Yes**, the display should look like this:

```
Do you want to
View System Log?
```

Press **Yes**, the display should look like this:

```
1 = System Log
2 = Alarm Log
```

Press **1** for the System Log or **2** for the Alarm Log, the display will look something like this:

```
Code 01 David
Area: ABC.....
```

Press **⬇** to scroll up and down through the Log.



NOTE The down key moves you to the previous event (backwards in time), and the up key moves you forwards again.

Use keys **1** - **7** or **Chime** to search for specific events (see page 19 for details).

Press **Area** to toggle the display between the area information and the time/date, the display will look something like this:

```
Code 01 David
12:28.04 06/03
```

Press **Menu** when finished, the display should look like this:

```
Do you want to
View System Log?
```

Press **Reset** to exit the menu and return to normal.



NOTE For a full list of Log Events and their descriptions, please see next page.

Event Log Descriptions

Log Event	Description
KSW ### Active	A Keyswitch zone type has been activated (zone number ###)
RKP #,# MEDICAL	A Medical alarm (7 & 9) has occurred from keypad number #,#
RKP #.# FIRE	A Fire alarm (4 & 6) has occurred from keypad number #,#
RKP AUD PA #,#	An Audible PA alarm (1 & 3) has occurred from keypad number #,#
RKP SIL PA #,#	A Silent PA alarm (1 & 3) has occurred from keypad number #,#
DURESS	User ## has entered a Duress Code at a keypad
ALARM Active	An Intruder alarm signal has been activated for area ?
BELL Active	The Bell output has been activated for area ?
REARM LOCK ###	Zone ### has re-armed after causing an alarm
CROSS ###	A Verified Cross Zone Alarm has occurred from zone ###
USER ##	User ## has entered their code
AREAS EXIT	The Exit mode has been started for area ?
ARMING FAILED	A Exit Error-Arm Fail has occurred on area ?
AREAS ENTRY	The Entry mode has been started for area ?
ARMING SUITE	Area Arm Suite # was used to arm the system
ARMED WITH L/F	The system has been armed with a Line Fault condition present
AREA Armed	Area ? has been armed
AREA Disarmed	Area ? has been disarmed
PART Armed	Area ? has been Part Armed
TIME Armed	Area ? was armed automatically using one of the timer controls
TIME Disarmed	Area ? was disarmed automatically using one of the timer controls
DEFERRED	The arming mode was deferred for area ?
ALARM ABORT	An Open After Alarm-Abort has occurred for area ?
REMOTE Armed	Area ? was armed using the <i>Wintex UDL</i> software
REMOTE Disarmed	Area ? was disarmed using the <i>Wintex UDL</i> software
QUICK Armed	Quick Arm from keypad #,#
RECENT Armed	Area ? has been armed recently
#,# RESET AREAS -	Area have been reset using keypad #,# following an Intruder alarm
Engineer Reset	A reset has been performed using an Engineers code
Anti-Code Reset	A reset has been performed using the Anti-code reset procedure
Remote Reset	A reset has been performed using the 'Remote Reset' input
Redcare Reset	A reset has been performed by the Redcare
Key switch Reset	A reset has been performed using a key switch
User Reset	A reset has been performed using a User code
EXP #,# Reset	A reset has been performed using the input on expander #,# (programmed as reset)
Remote PC Reset	A reset has been performed by the remote download PC
FUSE #,# FAIL	The Auxiliary 12V Fuse in device #,# has failed
AC POWER	The control panel has registered a AC Mains failure
LOW BAT	The control panel has registered a low battery condition
POWERED UP	System Power Up (without doing a factory restart)
BELL FUSE	The control panel Bell Fuse has failed
LINE FLT	There is a problem with the telephone line
Panel Line Fault	The control panel line fault input has been activated
Redcare Line Fault	The Redcare has detected a line fault
Com??? Line Fault	The Com300, 2400 or ISDN has detected a line fault
Exp #,# Line Fault	The Input on expander #,# (programmed as line fault) has been activated
COMS FAILED	The <i>Com300</i> or <i>Com2400</i> has failed to report to the Alarm Receiving Centre
DOWNLOAD START	An Upload/Download has been initiated
DOWNLOAD END	The Upload/Download has finished
LOG ALERT	80% of the Event Log has filled (since the last Upload/Download)
DATE CHANGED	The control panel Time has been changed
TIME CHANGED	The control panel Date has been changed

Log Event	Description
PROG. START	An Engineer code has been entered
PROG. END	The Engineer has logged out of the Programming menu
BOX LID	The control panel lid has been removed causing a Tamper alarm
BELL #,# Tamper	A Bell Tamper input from device #,# has been activated
AUX #,# Tamper	An Auxiliary Tamper input from device #,# has been activated
EXP #,# Tamper	The cover of expander #,# has been removed
RKP #,# Tamper	The cover of keypad #,# has been removed
RKP #,# LOST	Keypad ## has been lost from the network
EXP #,# LOST	Expander ## has been lost from the network
FIRE ### Active	Zone ### (programmed as Fire Alarm) has caused an alarm
Zone ### Tamper	Zone ### has caused a Tamper alarm
Zone ### Active	Zone ### has been activated
Zone ### Restore	Zone ### has restored to its normal condition
Zone ### Omitted	Zone ### has been omitted
Zone ### Un-Omit	Zone ### has been reinstated
Zone ### Test Start	Zone ### has been put on test
Zone ### Test End	Zone ### has been removed from test
RKP LOCKED #,#	Keypad #,# has been locked out from too many invalid key presses
CODE #,#	Too many invalid key presses have caused a tamper alarm from keypad #,#
TEST FAIL ###)	Zone ### has failed its Soak test
MANUAL TEST CALL	A manual test transmission has been initiated
AUTO TEST CALL	An Automatic test transmission has been initiated
WALK	The Walk Test mode has been initiated
TESTED ###	Zone ### has been tested
DEFAULTS LOADED	The factory default values have been loaded into memory
FIRST KNOCK ###	Zone ### (which is programmed as double knock) has activated for the first time
CORRUPT EVENT	No event has been stored in memory

Event Log Hotkeys

When viewing the system log there are 8 hotkeys available. These hotkeys allow certain events to be found easier without the need for searching.

The following hotkeys are available:

- ① = Priority Alarms (PA, Fire etc.)
- ②_{abc} = Normal Alarms (Guard, 24hr, Entry/Exit etc.)
- ③_{def} = Opens and Closings (Arm, Disarm etc.)
- ④_{ghi} = Omits and Reinstates (Zone Omits etc.)
- ⑤_{jkl} = Maintenance (System Tests, Engineer Program etc.)
- ⑥_{mno} = Tampers (Zone, Bell, Aux etc.)
- ⑦_{pqrs} = Test Calls (Communicator Active, successful etc.)
- Chime = Next Matching Event (On Screen Event)



NOTE

The **CHIME** key will jump straight to an event that matches the one that is displayed on the screen i.e. if Code 01 is displayed, pressing **CHIME** will find any preceding event that relates to a User code being entered.

Change Code

Users with access to this option can change their own User codes if required. User codes are unique to each user and can be 4, 5 or 6 digits long.



NOTE Only the User code that is entered to access the change code menu will be changed.

➤ To change a User code, proceed as follows:

Enter the User code that requires changing

(?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (Menu), the display should look like this:

Do you want
User Menu?

Press (Yes), the display should look like this:

Do you want to
View System Log?

Press (↕) until the display looks like this:

Do you want to
Change Code?

Press (Yes), the display will look something like this:

Enter New Code>

Enter the new User code (?) (?) (?) (?), the display will look something like this:

Enter New Code>
--8989

Press (Yes), the display should look like this:

Do you want to
Change Code?

Press (Reset) to exit the menu and return to normal.

Edit Chime Zones

When a zone is enabled for Chime the Keypad will generate a Chime tone every time the zone is activated. This function allows you to turn the Chime feature on and off on selected zones. Users with access to this option will be able to program zones for Chime.



NOTE Zones will only cause the sounders to chime if the area they are assigned to is enabled for Chime (see page 15 for details).

➤ To program Chime zones, proceed as follows:

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (Menu), the display should look like this:

Do you want
User Menu?

Press (Yes), the display should look like this:

Do you want to
View System Log?

Press (↕) until the display looks like this:

Do you want to
Edit Chime Zones

Press (Yes), the display should look like this:

Zone 001 Silent
Front Door >

Enter a zone number (?) (?) (?) or use the (↕) key to search, the display will look something like this:

Zone 015 Silent
Back Door >

Press (Chime) to select Chime, once for Chime 1, twice for Chime 2 etc. to omit the selected zone, the display will look something like this:

Zone 015 Chime 2
Back Door >



NOTE The zone will only cause the sounders to Chime if the area it is assigned to is enabled for Chime (see page 15 for details).

Repeat for other zones.

When all the required zones have been selected for Chime **press (Yes)**, the display should look like this:

Do you want to
Edit Chime Zones

Press (Reset) to exit the menu and return to normal.

System Tests

Users with access to this option can test various system outputs to ensure that they operate correctly. These include any outputs that have been programmed for specific operations i.e. bringing on floodlights, sounding buzzers etc. The internal sounders, speakers and the external sounder can also be tested to ensure that they are operating correctly.

► To perform system tests, proceed as follows:

Enter a valid User code **?** **?** **?** **?**, the display should look like this:

Do you want to
Arm system?

Press **Menu**, the display should look like this:

Do you want
User Menu?

Press **Yes**, the display should look like this:

Do you want to
View System Log?

Press **Yes**, the display should look like this:

Push YES to test
Bell is >Off

Press **Up** until the required test is displayed i.e. Speaker, the display will look something like this:

Push YES to test
Speaker >Off

Press **Yes** to test the selected output.



NOTE Only outputs that have been programmed for 'User Test' can be activated.

When all the required outputs have been tested **press Menu**, the display should look like this:

Do you want to
Do System tests?



NOTE Any outputs that have been left 'On' will automatically be turned 'Off' when the System Tests menu is exited.

Press **Reset** to exit the menu and return to normal.

Do Walk Test

Users with access to this option can walk test any of the zones on the system to ensure that they operate correctly. A walk test can only be performed when the system or area is disarmed. 24 Hours zones (except Fire and Tamper) are disabled during walk test allowing Audible PA buttons, Silent PA buttons, etc. to be tested. To perform a walk test, proceed as follows:

Enter a valid User code **?** **?** **?** **?**, the display should look like this:

Do you want to
Arm system?

Press **Menu**, the display should look like this:

Do you want
User Menu?

Press **Yes**, the display should look like this:

Do you want to
View System Log?

Press **Up** until the display looks like this:

Do you want to
Do Walk test?

Press **Yes**, the display will look something like this:

Walk test areas>
> *****.. <

Use keys **1** - **8** to walk test specific areas i.e. **1** = Area A, the display will look something like this:

Walk test areas>
> A*****.. <



NOTE Only areas that exist on the system can be selected. A 'Star' means the area can be selected and a 'Dot' means the area cannot be selected.

Pressing **0** will select/deselect all areas.

Pressing **Area** will toggle between areas A to H and I to P (Premier 8168 only).

Press **Yes**, the display will look something like this:

* NONE *

Every time zones are activated the keypad will chime and the display will look something like this:

Zone 010>Active
Lounge Detector >

Press **Menu** when finished, the display should look like this:

Do you want to
Do Walk test?

Press **Reset** to exit the menu and return to normal.

Enable Engineer

If Engineer access (either on-site or via remote download computer) has been programmed as User authorised, this option must be used to allow the Engineer access to the programming menu. Users with access to this option can authorise Engineer access.



NOTE Engineer access is only permitted for 4 Hours after it is enabled, after which, it will automatically be disabled again.

➤ To enable Engineer access, proceed as follows:

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (Menu), the display should look like this:

Do you want
User Menu?

Press (Yes), the display should look like this:

Do you want to
View System Log?

Press (↔) until the display looks like this:

Do you want to
Enable Engineer?

Press (Yes), the display will look something like this:

Engineer Access>
Disabled

Press (No) to enable/disable Engineer access, the display will look something like this:

Engineer Access>
Enabled

Press (Yes), the display should look like this:

Do you want to
Enable Engineer?

Press (Reset) to exit the menu and return to normal.

Set System Time

The alarm system has a real time clock that is used to date and time stamp events that are recorded within the system Log. Users with access to this option will be able to set the Time on your alarm system.

➤ To set the system time, proceed as follows:

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (Menu), the display should look like this:

Do you want
User Menu?

Press (Yes), the display should look like this:

Do you want to
View System Log?

Press (↔) until the display looks like this:

Do you want to
Set System Time?

Press (Yes), the display will look something like this:

Enter New Time >
12:28 BST

Enter the new time (24-Hour format) (H) (H) (M) (M), the display will look something like this:

Enter New Time >
21:45 BST

Press (Reset) to change between BST and GMT, the display will look something like this:

Enter New Time >
21:45 GMT

Press (Yes), the display should look like this:

Do you want to
Set System Time?

Press (Reset) to exit the menu and return to normal.

Set System Date

The alarm system has a real time clock that is used to date and time stamp events that are recorded within the system Log. Users with access to this option will be able to set the Time on your alarm system.

➤ To change a User code, proceed as follows:

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (Menu), the display should look like this:

Do you want
User Menu?

Press (Yes), the display should look like this:

Do you want to
View System Log?

Press (↕) until the display looks like this:

Do you want to
Set System Date?

Press (Yes), the display will look something like this:

Enter New Date >
06/03/01

Enter the new date (D) (D) (M) (M) (Y) (Y), the display will look something like this:

Enter New Date >
24/05/01

Press (Yes), the display should look like this:

Do you want to
Set System Date?

Press (Reset) to exit the menu and return to normal.

Change Timers

The system has 8 control timers that may have been programmed to activate outputs, arm areas or lockout users at different times of the day. Users with access to this option can turn the 8 control timers on and off manually if required.

➤ To turn the control timers on & off, proceed as follows:

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (Menu), the display should look like this:

Do you want
User Menu?

Press (Yes), the display should look like this:

Do you want to
View System Log?

Press (↕) until the display looks like this:

Do you want to
Chan9e Timers?

Press (Yes), the display will look something like this:

Timer Controls
On are

Use keys (1) - (8_w) to turn specific timers on and off i.e. (1) = Timer 1, the display will look something like this:

Timer Controls
On are 1.....

Press (Yes), the display should look like this:

Do you want to
Chan9e Timers?

Press (Reset) to exit the menu and return to normal.

Change Ctl Times

The system has 8 control timers. Each timer has two ON and OFF times, and can be programmed to operate on any days of the week. Once configured the timers can be used to automatically arm or disarm areas, lockout User codes and control outputs etc. Users with access to this option can program the 8 control timers.

➤ To program control timers, proceed as follows:

Enter a valid User code (?) (?) (?) (?), the display should look like this:

Do you want to
Arm system?

Press (Menu), the display should look like this:

Do you want
User Menu?

Press (Yes), the display should look like this:

Do you want to
View System Log?

Press (↔) until the display looks like this:

Do you want to
Change Ctl times

Press (Yes), the display should look like this:

Control Timer 1a
is On at >00:00

Select a Control Timer from 1 to 8 by pressing (↔) to search, the display should look like this:

Control Timer 2a
is On at >00:00

Enter the timers first required On time (24Hr format) (H) (H) (M) (M), the display will look something like this:

Control Timer 2a
is On at >12:35

Press (Yes) to program the timers On days, the display will look something like this:

Timer 2a On Days
.....

Use keys (1) - (7_{pgs}) to select the timers On days (SUN to SAT) i.e. (1) and (2_{pgs}) = Sunday and Monday, the display will look something like this:

Timer 2a On Days
SuMo.....

Press (Yes) to program the timers first Off time, the display will look something like this:

Control Timer 2a
is Off at >12:00

Enter the timers required Off time (24hr format) (H) (H) (M) (M), the display will look something like this:

Control Timer 2a
is Off at >14:00

Press (Yes) to select the timers Off days, the display will look something like this:

Timer 2a Off Days
.....

Use keys (1) - (7_{pgs}) to select the first On days (SUN to SAT) i.e. (6_{pgs}) and (7_{pgs}) = Friday and Saturday, the display will look something like this:

Timer 2a Off Days
SuMo.....

Press (Yes), the display will look something like this:

Control Timer 2b
is On at >00:00



NOTE

Program the timers **Second** On times, On days, Off times and Off days exactly the same as the timers **First** On times, On days, Off times and Off days.

Press (Menu), the display should look like this:

Do you want to
Change Ctl times

Press (Reset) to exit the menu and return to normal.

Setup Users

This section covers the alteration of existing users and the addition of new users to the system. The *Premier 888* can be assigned up to 49 users (plus Engineer) and the *Premier 8168* can be assigned up to 99 users (plus Engineer).

Default User Codes

When the control panel is first powered up and the factory default settings are loaded, only the Engineer code and the Master User code exist.

The factory default Master User code is

5_{pin} **6_{code}** **7_{pages}** **8_{user}**.



The Master User is always User 01.

If the Master User code has been lost or forgotten, it can be reprogrammed by the Engineer.

Assigning New Users

Before assigning new users to the system, the following should be decided:

- Which User number they will be assigned to
- What the User code number is going to be
- Which areas the user will need access to
- Which User type they will be
- Whether the user should be time locked
- What name will be assigned to the user

User Number

When users are assigned to the system, they need to be identified by the control panel. Each user is identified as Users 01 through to 49 (*Premier 888*) or 01 through to 99 (*Premier 8168*). User 00 is always the Engineer and User 01 is always the Master User.

User Code

This is a unique 4, 5 or 6 digit code number that is assigned to a user. The system will allow a mixture of different length User codes. The User code must be entered at a keypad before the alarm system can be operated (see page 5 for details).

User Areas

Any number of areas can be assigned to the selected user. Assigning areas to a user determines which areas can be armed, disarmed, reset etc. by that user. In addition, assigning areas to a user determines which of the area related functions i.e. omitting zones, silent arming etc. will be available to that user.

User Types

The User type determines which functions are available to the user i.e. arming, disarming, resetting etc. In addition, the User also type determines which options the user can access i.e. Setup Users, System Tests etc. The following User types are available:

0: Engineer

Engineers can arm, disarm, omit zones, silence alarms and reset their assigned areas. In addition, Engineers can access the Programming menu and all User menu options. Engineers can also change their own User codes and assign new users to the system.



The default Engineer User type (User 00) can assign any User types to the system.

Engineers can only disarm areas that were armed using an Engineer code. They cannot disarm any areas that were armed with another User code.

1: Master

Master users can arm, disarm, omit zones, silence alarms and reset their assigned areas. In addition, Master users can access all User menu options. Master users can also change their own User codes and assign new users to the system. The Master user will also activate any output programmed as 'Door Strike'.

2: Manager

Manager users can arm, disarm, omit zones, silence alarms and reset their assigned areas. In addition, Manager users can access all User menu options except Setup Users. Manager users can also change their own User codes.

3: Standard

Standard users can arm, disarm, omit zones, silence alarms and reset their assigned areas. In addition, Standard users can access all User menu options except for Setup Users, System Tests, and Change Timers. Standard users can also change their own User codes.

4: Local

Local users behave the same way as Standard users. However, Local users will only be able to arm and disarm areas assigned to their codes from keypads assigned to the same areas.

5: Duress

Duress users behave the same way as Standard users. However, Duress users will activate any outputs programmed as 'Duress' whenever their codes are entered.

6: Arm Only

Arm Only users can only arm or reset their assigned areas and view the event log.

7: Door Strike

Door strike users have no access to User functions or User menu options. However, Door strike users will activate any outputs programmed as 'Door strike' whenever their codes are entered.

8: Vacation

Vacation users behave the same way as Standard users. However, Vacation users will automatically be deleted the first time that the Master User code (User 01) is used to disarm the system.



A Vacation user can only be deleted by the Master user, after it has been used to disarm the system at least once.

9: Custom

Custom users can access any functions and User menu options that have been assigned to them in 'User Options' and 'User Config'. This flexibility allows new User types to be created that have their own unique set of characteristics. Any number of Custom users can be assigned to the system and each one will respond differently, depending on the functions and features that have been assigned to them.



NOTE Custom users have no functions or features assigned to them when first selected.

User Functions and Options

The table below shows the functions and options that are available to each user.



NOTE All users have access to the 'View Event Log' menu allowing them to view the event log.

User Functions									
Engineer	Master	Manager	Standard	Local	Duress	Arm Only	Door Strike	Vacation	Custom
Arming	Arming	Arming	Arming	Arming	Arming	Arming	-	Arming	-
Disarming	Disarming	Disarming	Disarming	Disarming	Disarming	-	-	Disarming	-
Omitting	Omitting	Omitting	Omitting	Omitting	Omitting	-	-	Omitting	-
Eng. Reset	-	-	-	-	-	-	-	-	-
-	-	-	-	Local Arming	-	-	-	-	-
-	-	-	-	Local Disarm	-	-	-	-	-
Silent Arm	Silent Arm	Silent Arm	Silent Arm	Silent Arm	-	-	-	-	-
Disarm First	-	-	-	-	-	-	-	-	-
User Menu	User Menu	User Menu	User Menu	User Menu	-	User Menu	-	User Menu	-
Eng. Program	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	Vacation	-
Door Strike	-	-	-	-	-	-	Door Strike	-	-
Call Rem PC	Call Rem PC	Call Rem PC	-	-	-	-	-	-	-
-	-	-	-	-	Duress Code	-	-	-	-
Open/Close	Open/Close	Open/Close	Open/Close	Open/Close	Open/Close	Open/Close	-	Open/Close	-

User Options									
Engineer	Master	Manager	Standard	Local	Duress	Arm Only	Door Strike	Vacation	Not Used
Change Code	Change Code	Change Code	Change Code	Change Code	-	-	-	-	-
Chime Zones	Chime Zones	Chime Zones	Chime Zones	Chime Zones	-	-	-	-	-
Change Timer	Change Timer	Change Timer	-	-	-	-	-	-	-
System Tests	System Tests	System Tests	-	-	-	-	-	-	-
User Setup	User Setup	-	-	-	-	-	-	-	-
-	Eng. Access	Eng. Access	Eng. Access	Eng. Access	-	Eng. Access	-	Eng. Access	-
Add Eng. Code	-	-	-	-	-	-	-	-	-
NVM Locking	-	-	-	-	-	-	-	-	-

User Options

This menu will only be displayed if the Custom User type is selected (see page 26 for details).

This option defines which functions the selected user can access when their code is entered.

The following options are available:

1 - Arming

Yes: Areas assigned to the selected user can be armed.

No: Areas assigned to the selected user cannot be armed.

2 - Disarming

Yes: Areas assigned to the selected user can be disarmed.

No: Areas assigned to the selected user cannot be disarmed.

3 - Omitting

Yes: Zones assigned to the same areas as the selected user can be omitted, providing that they have the 'omit' attribute assigned to them.

No: Zones assigned to the same areas as the selected user cannot be omitted.

4 - Eng. Reset (Engineers only)

Yes: Areas assigned to the selected user can be Engineer reset after an Alarm has occurred.

No: Areas assigned to the selected user cannot be Engineer reset after an Alarm has occurred.

5 - Local Arming

Yes: Areas assigned to the selected user can only be armed from a keypad assigned to the same areas.

No: Areas assigned to the selected user can be armed from any keypad on the system.

6 - Local Disarm

Yes: Areas assigned to the selected user can only be disarmed from a keypad assigned to the same areas.

No: Areas assigned to the selected user can be disarmed from any keypad on the system.

7 - Silent Arm

Yes: Areas assigned to the selected user can be armed silently (see page 9 for details).

No: Areas assigned to the selected user cannot be armed silently.

8 - Disarm First

Yes: If areas are already armed and the selected user enters their code, the 'Disarm' option is displayed.

No: If areas are already armed and the selected user enters their code, the 'Arm' option is displayed.

9 - User Menu

Yes: The selected user has access to the User menu. However, the selected user will only have access to options assigned in 'User Config.' (see page 28 for details).

No: The selected user will not have access to any of the options in 'User Config.'

10 - Eng. Program (Engineers only)

Yes: The selected user can access the Engineer Programming mode. This option should NEVER be enabled for normal users, as it will allow the programming of the system to be altered to such a degree that the system may fail to operate.

No: The selected user cannot access the Engineer Programming menu.

11 - Dual Code

Yes: The selected user can only access an area when a second User code (with the 'Dual Code' attribute and also assigned to the same area) is entered. Dual Code users will also activate the '1st and 2nd Code' output type.

No: The selected user will operate as normal.

12 - Vacation

Yes: The selected user is enabled the first time it is used to disarm the system and can be used as many times as required. However, it will be automatically deleted the first time that the User 01 code is used to disarm. Vacation users will only be deleted by the Master user, once they have been used on the system.

No: The selected user will operate as normal.

13 - Door Strike

Yes: The selected user will activate any outputs programmed as 'Door Strike', whenever their codes are entered.

No: The selected user will not activate any outputs programmed as 'Door Strike'.

14 - Call Rem. PC

Yes: The selected user has access to the 'Call Remote PC' option, allowing them to initiate a call to a remote upload/download PC (see page 30 for details).

No: The selected user does not have access to the 'Call Remote PC' option.

15 - Duress Code

Yes: The selected user will activate any outputs programmed as 'Duress', whenever their codes are entered.

No: The selected user will not activate any outputs programmed as 'Duress'.

16 - Open/Close

Yes: The selected user will report open (disarm) and close (arm) events to an Alarm Receiving Centre every time they arm or disarm.

No: The selected user will report open (disarm) and close (arm) events to an Alarm Receiving Centre.

User Config.

This menu will only be displayed if a Custom User type is selected AND 'User Menu' (User Option: 9) is enabled (see page 27 for details).

This option defines which User menu options the selected User can access when they enter their code.

The following options are available:

1 - Change Code

Yes: The selected user can change their own User code.

No: The selected user cannot change their own User code. If the User code needs to be changed, another user, with access to 'Setup Users' will have to do it.

2 - Chime Zones

Yes: The selected user can access the 'Edit Chime Zones' option, allowing them to select which zones chime when activated (see page 20 for details).

No: The selected user cannot access the 'Edit Chime Zones' option.

3 - Change Timer

Yes: The selected user can access the 'Change Timer' option, allowing them to override the Control Timers if required (see page 23 for details).

No: The selected user cannot access the 'Control Timer' option.

4 - System Tests

Yes: The selected user can access the 'System Tests' option, allowing them to walk test zones, activate the external sounder etc. (see page 21 for details).

No: The selected user cannot access the 'System Tests' option.

5 - Setup Users

Yes: The selected user can access the 'Setup Users' option, allowing them to alter existing users or assign new users (see page 25 for details). However, users cannot assign User types to the system that have a higher access level than themselves. Also, if a user assigns a Custom User type, functions that are not available to them cannot be assigned to the Custom user.

No: The selected user cannot access the 'Setup Users' option.

6 - Eng. Access

Yes: The selected user can access the 'Enable Engineer' option, allowing them to authorise Engineer access or Remote UDL access to the system (see page 22 for details).

No: The selected user cannot access the 'Enable Engineer' option.

7 - Add Eng. Code (Engineers only)

Yes: The selected user can assign new Engineers to the system.

No: The selected user cannot assign new Engineers to the system.

8 - NVM Locking (Engineers only)

Yes: The selected user can alter the 'NVM Locked' option in 'System Options'.


No: The selected user cannot alter the 'NVM Locked' option in 'System Options'.

User Time Lock

This option allows the selected user to be denied access to the system at different times of the day and days of the week. When a Control Timer is assigned to a user, the User code will not allow access to any functions during the timer 'On' period.

User Name Text

Each user can be assigned up to 16 characters of name text. This can be beneficial when reading the log, as identification of people is made easier.

Text is programmed in a similar way to mobile phones. Select characters by pressing the corresponding key the appropriate number of times (to select a character on the same key, press the  key to move the cursor along).




Deleting User Codes


If a User code needs to be deleted from the system, this must be done, by a user that has access to the 'Setup Users' menu (see page 25 for details).

► To delete User codes proceed as follows:

Ensure that Setup Users is selected, the display should look like this:

Press , the display should look like this:


Select a user from 1 to 49 (Premier 888) or 1 to 99 (Premier 8168)   then press , the display should look like this:

Press , the display will look something like this:



NOTE Where '15' is the selected User number.

Press  to confirm deletion of the selected User code.

Press  to exit from Setup Users

➤ To assign new users, proceed as follows:

Enter a valid User code (?) (?) (?) (?), the display should look like this:

```
Do you want to
Arm system?
```

Press (Menu), the display should look like this:

```
Do you want
User Menu?
```

Press (Yes), the display should look like this:

```
Do you want to
View System Log?
```

Press (↕) until the display looks like this:

```
Do you want to
Setup Users?
```

Press (Yes), the display should look like this:

```
Setup Users
Enter User --
```

Select a User from 1 to 49 (Premier 888) or 1 to 99 (Premier 8168) (?) (?) then press (Yes), the display should look like this:

```
Enter User Code>
-----
```

Enter the new User code (?) (?) (?) (?) then press (Yes), the display will look something like this:

```
User 10 areas >
> A***** <
```

Use keys (1) - (8_{sw}) to select/deselect areas i.e. (1), (2_{dot}) and (3_{dot}) = Areas A, B and C, then press (Yes), the display will look something like this:

```
User 10 Type is>
Not in Use
```



NOTE Only areas that exist on the system can be selected. A 'Star' means the area can be selected and a 'Dot' means the area cannot be selected.

Pressing (0) will select/deselect all areas.

Pressing (Area) will toggle between areas A to H and I to P (Premier 8168 only).

Use keys (1) - (8_{sw}) to select a User type or use the (↕) key to search, i.e. (3_{dot}) = Standard User type, the display will look something like this:

```
User 10 Type is>
Standard
```



NOTE Please refer to page 25 for a list of available User types.

Press (Yes), the display will look something like this:

The following options will only be displayed if a Custom User type is selected

```
User 10 Options.
Arming > On
```

Press (↕) to scroll up and down through the various options, the display will look something like this:

```
User 10 Options.
User Menu > Off
```

Press (No) to enable/disable the options, then Press (Yes) to continue, the display will look something like this:

```
User 10 Config.
User Setup > Off
```

Press (↕) to scroll up and down through the various options, the display will look something like this:

```
User 10 Config.
User Setup > On
```

Press (No) to enable/disable the option then press (Yes) to continue, the display will look something like this:



NOTE User Config. will only be displayed if a Custom User type has been selected AND User Menu (in the User Options) has been enabled:

```
User 10 Locked>
by timer
```

Use keys (1) - (8_{sw}) to select a timer, if required, then press (Yes) to continue, the display will look something like this:

```
User 10 Name is:
```

Press (No), to edit the User name text, then press (Yes) when finished, the display will look something like this:

```
User 10 Name is:
```



NOTE For details on programming text please refer to page 35.

Press (Menu), the display should look like this:

```
Do you want to
Setup Users?
```

Press (Reset) to exit the menu and return to normal.

Alter Part Zones

When a Part Arm 1, 2 or 3 is selected, pre-programmed zones are omitted to allow access to certain parts of the building. This option allows these zones to be programmed or altered by any User that has access to the 'Omit' menu.

➤ To program part arm zones, proceed as follows:

Enter a valid User code **(?) (?) (?) (?)**, the display should look like this:

Do you want to
Arm system?

Press **(Menu)**, the display should look like this:

Do you want
User Menu?

Press **(Yes)**, the display should look like this:

Do you want to
View System Log?

Press **(↕)** until the display looks like this:

Do you want to
Alter Part Zones

Press **(Yes)**, the display should look like this:

Zone 001 Part...
Front Door

Enter a zone number **(?) (?) (?)** or use the **(↕)** key to search, the display will look something like this:

Zone 010 Part...
Landing PIR

Press **(Omit)** to select Part Arm 1

Press **(Chime)** to select Part Arm 2

Press **(Part)** to select Part Arm 3

The display will look something like this:

Zone 010 Part1..
Omitted on Part1

Zone 010 Part1..
Landing PIR



NOTE

The zone will now be omitted when Part Arm 1 is selected.

Repeat for other zones.

When all the required zones have been selected for their particular Part Arms **press** **(Menu)**, the display should look like this:

Do you want to
Alter Part Zones

Press **(Reset)** to exit the menu and return to normal.

Call Remote PC

This option is used to initiate a call to a remote uploading and downloading computer.

➤ To initiate a call, proceed as follows:

Enter a valid User code **(?) (?) (?) (?)**, the display should look like this:

Do you want to
Arm system?

Press **(Menu)**, the display should look like this:

Do you want
User Menu?

Press **(Yes)**, the display should look like this:

Do you want to
View System Log?

Press **(↕)** until the display looks like this:

Do you want to
Call Remote PC?

Press **(Yes)**, the display will look something like this:

Call Back No.1:
01234567890

Use keys **(1)** - **(3_{sw})** to select a telephone number i.e. **(2_{abc})** = Call Back number 2, the display will look something like this:

Call Back No.2:
01234567890

Press **(Yes)**, the display should look like this.

Do you want to
Call Remote PC?

Press **(Reset)** to exit the menu and return to normal.

5. Installation Details

Notes

European Standards

Conforms to European Union (EU) Low Voltage Directive (LVD) 73/23/EEC and Electro-Magnetic Compatibility (EMC) Directive 89/336/EEC

The CE mark indicates that this product complies with the European requirements for safety, health, environmental and customer protection.

This equipment is designed to enable an intruder alarm system in which it is installed to comply with the requirements of security grades 1 or 2 of EN 50131-1 and EN 50131-6 and is suitable for installation in any indoor environment.

Warranty

All Texecom products are designed for reliable, trouble free operation. Quality is carefully monitored by extensive computerised testing. As a result the control panel is covered by a two-year warranty against defects in materials or workmanship.

As the control panel is not a complete alarm system but only a part thereof, Texecom cannot accept responsibility or liability for any damages whatsoever based on a claim that the control panel failed to function correctly.

Due to our policy of continuous improvements Texecom reserve the right to change specification without prior notice.

Premier is a trademark of Texecom.

6. Quick Reference Guide

Menu			Page
Arming Menu			
Arm the System	Enter a valid User code Press Yes	? ? ? ? Yes	8
Part Arm the System	Enter a valid User code Press Part Select a Part Arm using keys 1 - 8 and press Yes	? ? ? ? Part 1 - 8 _{sw} then Yes	8
Silent Arm the System	Enter a valid User code Use the Scroll key to find Silent Arm? then press Yes or Part	? ? ? ? then Yes or Part	9
Cancel the Exit Mode	During the exit mode, enter a valid User code Press Yes	? ? ? ? Yes	9
Disarm the System	During the entry mode, enter a valid User code	? ? ? ?	9
Arming Areas	Enter a valid User code Press Area Select areas using keys 1 - 8 then press Yes	? ? ? ? Area 1 - 8 _{sw} then Yes	10
Part Arming Areas	Enter a valid User code Use the Scroll key to find Part Arming? then press Area Select areas using keys 1 - 8 then press Yes	? ? ? ? then Area 1 - 8 _{sw} then Yes	10
Silent Arming Areas	Enter a valid User code Use the Scroll key to find Silent Arm? then press Area Select areas using keys 1 - 8 then press Yes	? ? ? ? then Area 1 - 8 _{sw} then Yes	11
Clearing an Arm Fail	Enter a valid User code Press Reset	? ? ? ? Reset	12
Silencing an Alarm	Enter a valid User code	? ? ? ?	12
User Reset	Press Reset	Reset	13
Engineer Reset	Contact the Installation Company		13
Anti-Code Reset	Contact the Alarm Receiving Centre and quote the 4 digit code that appears on the display Enter the code that is given by the Alarm Receiving Centre Press Yes	? ? ? ? ? ? ? ? Yes	13
Omit Zones	Enter a valid User code Press Omit Select zones using keys 0 - 9 Press Omit to select the zone for omitting Press Menu and continue to arm as normal	? ? ? ? Omit 0 - 9 _{sw} Omit Menu	14
View Zone Status	Enter a valid User code Use the Scroll key to find View Zone Status then press Yes Select the required zones using keys 0 - 9	? ? ? ? then Yes 0 - 9 _{sw}	14
Omit 24Hr Zones	Enter a valid User code Use the Scroll key to find Omit 24Hr Zones then press Yes Select the required zones using keys 0 - 9 Press Omit to select the zone for omitting Press Yes, the zones are now omitted	? ? ? ? then Yes 0 - 9 _{sw} Omit Yes	15
Set Chime Areas	Enter a valid User code Use the Scroll key to find Chime Areas then press Yes Select the required areas using keys 1 - 8 Press Yes when finished	? ? ? ? then Yes 1 - 8 _{sw} Yes	15
Turn Chime On	Press Chime	Chime	15
Turn Chime Off	Press Chime	Chime	15

Menu			Page
Arming Menu Continued...			
View Act. Faults	Enter a valid User code Use the Scroll key to find View Act. Faults then press Yes Use the Scroll key to scroll up and down through the zones Press Yes when finished	? ? ? ? ⬆ then Yes ⬆ Yes	16
View Act. Counts	Enter a valid User code Use the Scroll key to find View Act. Counts then press Yes Select the required areas using keys 1 - 8 Press Yes when finished	? ? ? ? ⬆ then Yes 1 - 8 _{ov} Yes	16

Menu			Page
User Menu			
Access the User Menu	Enter a User code Press Menu and then press Yes	? ? ? ? Menu then Yes	17
Viewing the Event Log	Access the User menu Use the Scroll key to find View Event Log then press Yes Press Down for the previous event (back in time) Press Up for the next event (forward in time)	? ? ? ? Menu Yes ⬆ then Yes ⬆ ⬆	17
Change User Code	Access the User menu Use the Scroll key to find Change Code then press Yes Enter a new User code 4, 5 or 6 digits Press Yes to accept the code	? ? ? ? Menu Yes ⬆ then Yes ? ? ? ? Yes	20
Edit Chime Zones	Access the User menu Use the Scroll key to find Edit Chime Zones then press Yes Select zones using keys 1 - 8 Press Chime to select the zone for chiming Press Menu when finished	? ? ? ? Menu Yes ⬆ then Yes 1 - 8 _{ov} Chime Menu	20
System Tests	Access the User menu Use the Scroll key to find System Tests then press Yes Use the Scroll key to select the an option then press Yes When testing outputs, use the Scroll key to select an option To test outputs, press Yes or use keys 1 - 8 Press Menu when finished	? ? ? ? Menu Yes ⬆ then Yes ⬆ then Yes ⬆ Yes or 1 - 8 _{ov} Menu	21
Do Walk Test	Access the User menu Use the Scroll key to find Do Walk Test then press Yes Test required zones Press Yes to accept the Time Press Menu when finished	? ? ? ? Menu Yes ⬆ then Yes Yes Menu	21
Enable Engineer	Access the User menu Use the Scroll key to find Enable Engineer then press Yes	? ? ? ? Menu Yes ⬆ then Yes	22
Set System Time	Access the User menu (see above) Use the Scroll key to find Set System Time then press Yes Enter the correct Time (HH:MM) Press Yes to accept the Time	? ? ? ? Menu Yes ⬆ then Yes H H M M Yes	22
Set System Date	Access the User menu Use the Scroll key to find Set System Date then press Yes Press Yes Enter the correct Date (DD/MM/YY) Press Yes to accept the Date	? ? ? ? Menu Yes ⬆ then Yes Yes D D M M Y Y Yes	23

Menu			Page
User Menu			
Change Timers	Access the User menu Use the Scroll key to find Change Timers then press Yes Select the required timer using keys 1 - 8 Press Yes when finished	? ? ? ? Menu Yes ⬅ then Yes 1 - 8 _{sw} Yes	23
Change Ctl Times	Access the User menu Use the Scroll key to find Change Ctl Times then press Yes Use the Scroll key to select the required timer Enter the required on time (HH/MM) then press Yes Use keys 1 - 8 to select the days of operation and press Yes Enter the required off time (HH/MM) and press Yes Use keys 1 - 8 to select the days of operation and press Yes Press Menu when finished	? ? ? ? Menu Yes ⬅ then Yes ⬅ H H M M Yes 1 - 8 _{sw} Yes H H M M Yes 1 - 8 _{sw} Yes Menu	24
User Setup	Access the User menu Use the Scroll key to find User Setup then press Yes Enter the required User number using keys 0 - 9 Press Yes Enter the required User code using keys 0 - 9 Press Yes Enter the required User type using keys 0 - 9 Press Yes Enter the required User time lock using keys 1 - 8 Press Yes Program the required User text Press Yes	? ? ? ? Menu Yes ⬅ then Yes 0 - 9 _{sw} Yes ? ? ? ? ? ? Yes 0 - 9 _{sw} Yes 1 - 8 _{sw} Yes ? ? ? ? Yes	25
Alter Part Zones	Access the User menu Use the Scroll key to find Alter Part Zones then press Yes Select zones using keys 1 - 8 Press Omit, Chime or Part to select the required part omit Press Menu when finished	? ? ? ? Menu Yes ⬅ then Yes 1 - 8 _{sw} Omit Chime or Part Menu	30
Call Rem PC	Access the User menu Use the Scroll key to find Call Rem PC then press Yes Use keys 1 - 3 to select the required number then press Yes	? ? ? ? Menu Yes ⬅ then Yes 1 - 8 _{sw} then Yes	30

Programming Text

Text is programmed in a similar way to mobile phones. Characters are selected by pressing the corresponding key the appropriate number of times (to select a character on the same key, press ⬅ to move the cursor along).

The control panel also features Predictive text. This can be used to make inserting words easier, i.e. when spelling the word COLIN, instead of typing 222666555444666, all that you need to do is type 26546 and the word is automatically selected.



NOTE It is advised that predictive text be turned off when programming User name text as the library is not comprehensive enough to include all known names.

The table to the right shows the keys to use and the characters that are assigned to them:

Key	Character									
0	_	0								
1	.	,	?	!	1	@	"	-	&	
2 _{abc}	A	B	C	2	a	b	c			
3 _{def}	D	E	F	3	d	e	f			
4 _{ghi}	G	H	I	4	g	h	i			
5 _{jkl}	J	K	L	5	j	k	l			
6 _{mno}	M	N	O	6	m	n	o			
7 _{pqr}	P	Q	R	7	p	q	r	s		
8 _{tuv}	T	U	V	8	t	u	v			
9 _{wxyz}	W	X	Y	Z	9	w	x	y	z	
⬅	Move Cursor									
Reset	Backspace (delete)									
Chime	Copy Text									
Part	Paste Text									
Omit	Predictive Text									
No	Upper/Lowercase, Predictive text and Clear Screen									

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