

PROGRAMMING VIA KEYPAD EXAMPLE



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Associate the "Ground floor" and "First floor" partitions with the readers, and scenario 3 Stay mode (arm partially) to the default scenarios: PROGRAMMING Readers, ChoosePeripheral, "READER 00x", Partitions

In this section you can enable the "Ground floor" and "First floor" partitions.

PROGRAMMING Readers, ChoosePeripheral, "READER 00x", Shortcut

In this section you can select the shortcut associated with the red and blue LEDs by first selecting the "Arm/disarm" type then the scenario to associate with the LED.

ſ		Description	Partitions	Red LED shortcut	Blue LED short- cut
	I	Reader entrance door	Ground floor First floor	Default	Default
	J	Keypad (built-in reader)	Ground floor First floor	Default	Execute "Sce- nario 3" arming mode
	к	Reader bedroom	Ground floor First floor	Execute "Scenario 3" arming mode	Default

Programming keypad

Associate the keypad with the "Ground floor" and "First floor" partitions.

 $\mathsf{PROGRAMMING}$ KeyPads, ChoosePeripheral, KEYP. 001", Partitions

In this section you can enable the "Ground floor" and "First floor" partitions.

Programming expansions

To program the devices connected to the expansion terminals:

PROGRAMMING Terminals, select the terminal concerned

Press the **2abc** button to configure the terminal as an output. Press **OK** to access the programming menu.

 Terminal
 Description
 Type
 Output options
 Monostable time

 1
 Cancel
 Output
 Monostable
 30 seconds

 2
 Garden lights
 Output
 Monostable Switch
 60 minutes

Programming keys

Associate the keys ([M] and [N]) with the "Ground floor" and "First floor" partitions:

PROGRAMMING Keys, Change key, "Key 00x", Partitions

In this section you can enable the "Ground floor" and "First floor" partitions.

Enroll the keys, using one of the proximity readers and/ or a keypad.

PROGRAMMING Keys, Enroll, "Reader 00x", "Key 00x"

Hold the key in the vicinity of the reader and then move it away. The keypad you are working on will emit a beep to confirm that the key has been enrolled.

Programming wireless keyfobs

Associate the shortcuts for the arm/disarm commands and control of expansion outputs to the keyfob command buttons [N]:

PROGRAMMING Keys, Change key, "Key 00x", Partitions

This section will allow you to associate the shortcuts that are not default shortcuts, specifically "Activate output" shortcuts. to buttons **F3** and **F4** then select the respective outputs on the expansion.

Button	Shortcut	Parameter	Default
F1	Arm/Disarm	Scenario 1 "Away"	Yes
F2	Arm/Disarm	Scenario 2 "Disarm"	Yes
F3	Activate output	Cancel	No
F4	Activate output	Garden lights	No

Enroll the wireless keyfob via the simulated reader of the transceiver ([O], identified on the keypad by the letter "W"). PROGRAMMING Keys, Enroll, "READER 00x W", "Key 00x"

At this point you have 3 minutes to enroll the wireless

keyfob by pressing simultaneously buttons ${\bf F3}$ and ${\bf F4}.$

The positive outcome of the operation will be signalled by 3 blinks on the green LED of the wireless keyfob and a long audible signal on the buzzer.

Normally closed Generic zone Closing the programming session

Close the programming session after saving the modified data. Press the **Esc** several times until the following message appears on the display:

EXIT? OK = YES

On pressing **OK** you will automatically exit the programming session, save the programmed data and reboot of the control panel.

FIRST OPERATIONAL TEST

A procedure is provided for an operational test on the Prime system after installation. The test consists in the violation of a "Delayed" type zone.

This procedure must be carried out only after the complete installation of the Prime control panel and of all the components that make up the entire installation. To do this it is advisable to follow the instructions provided in the quick guide ti first power up.

1. Make sure all partitions are in stand-by status.

This status is signalled on the blue LED on the keypad when is ON solid.

2. Enter the control panel programming phase and program the partition you intend to violate.

 $\ensuremath{\mathsf{Type}}$ in Code (Installer), <code>PROGRAMMING Terminals</code>, select the terminal concerned

or

Type-in Code (Installer), PROGRAMMING Zones, select the zone associated with the terminal concerned Once the section has been accessed, set the "Type" as "De-layed".

 Set up the telephone dialer to provide voice signalling of violation.

Type in Code (Installer), PROGRAMMING Telephone, Number selected, "NUMERO 001"

Once in this section it is necessary to enter the number to call and set the "Type" as "Voice".

4. Exit the programming phase and carry out an Away Arming operation.

If the default programming has not been changed, it can be

carried out as follows:



 Wait until the "Exit Time" expires (30 seconds by default).

The keypads will emit a series of pulses (3 pulses + 5-second pause, 4 short pulses + 5-second pause during the last 20 seconds of the exit time).

6. Violate the programmed zone.

Test Entry time

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 Being a "Delayed" type zone, the "Entry Time" will begin (30 seconds by default).

The keypads will emit a series of pulses (8 pulses + 5 second pause).

Test alarm signalling

- 8. If the arming scenario is still active when the entry time expires, alarm signalling will trigger:
- The visual and audible alarm signals will activate
- The red LED on the keypad will blink rapidly

Dialer Test

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- 9. The control panel will carry out signalling by means of a voice call to the programmed number.
- Perform a disarm partitions operation. This operation also stops any alarms.

If the default programming has not been changed, it can be carried out as described below, following entry of the user code:

Activate the shortcut associated with $\ensuremath{\textbf{F2}}$ button

shown on the display. The shortcut will carry out a

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11. Delete alarm memories.

"Disarm" operation.

If the default programming has not been changed, it can be carried out as described below, following entry of the user code:

Activate the "Delete memory" shortcut (shortcut no. 4) associated with the ${\bf F4}$ button shown on the display.

12. Performing all the phases described above on a regular basis without problems is sufficient to confirm proper functioning and correct basic programming of the control panel.

This example describes the installation of a Prime system in a residential building. Ideally this procedure directly follows the instructions for the first startup of the system

Start programming

Type-in Code (Installer), PROGRAMMING

Programming partitions

Change the descriptions of the partitions:

- Partition 1 "Ground floor"
- Partition 2 "First floor"
- PROGRAMMING Partitions, "Partition 00x", Description

Programming zones

Program the zones (all connected to the control panel):

PROGRAMMING Terminals, select the terminal concerned

or

 $\ensuremath{\mathsf{PROGRAMMING}}$ Zones, select the zone associated with the terminal concerned

	Description	Partition	Zone type	Option	Balancing	detector type
Α	Roller blind detector	Ground floor	Instant	None	Normally closed	Roller blind
В	Motion detector	Ground floor	Delayed	Interior	Normally closed	Generic zone
С	Magnetic sensor	Ground floor	Delayed	None	Normally closed	Generic zone
D	Magnetic sensor	Ground floor	Instant	None	Normally closed	Generic zone
Е	Motion detector	Ground floor	Instant	None	Normally closed	Generic zone
F	Motion detector	First floor	Instant	None	Normally closed	Generic zone
G	Motion detector	First floor	Instant	None	Normally closed	Generic zone
н	Motion detector	First floor	Instant	None	Normally closed	Generic zone

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Programming scenarios

Add a third partial arming scenario (Stay mode) to the default scenarios (Scenario 1 "Away mode" and Scenario 2 "Disarm") of both partitions.

PROGRAMMING Arming scenarios, "SCENARIO 003", Partitions, "Partition", Stay



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DEFAULT PROGRAMMING

Keypads	e keyend »1% eneklad
	 keypad "1" enabled all keypads belong to partition 1
	• 12 programmed shortcuts: Execute Arming Scenario 1 - Ex-
	memory - Zone activation menu (bypasses) - View alarm
	log - View faults - Lime/date setting - Voice function menu - Intercom call - Thermostat menu - Keypad settings menu
nBy Doodore	• all thermostats enabled on all keypads
nby Readers	• belong to partition 1
	 shortcut programmed on the red LED: Execute Arming Sce- nario 1
Partitions	
	 entry time and exit time 30 seconds Autoreset memories on arming
	• clear call queue on disarming
Terminals	• terminals on control panel: inputs
	• terminals on expansion boards: inputs
Zones	terminals on keypads: unused
	• belong to partition 1
	 nave N.C. balancing (normally closed) zones T1 and T2 on the control panel are delayed; all other
	zones are instant
Outputs	- anninited alarm cycles (Tepetitive)
	 the relay output is monostable, normally closes, monostable time at 3 minutes
	• the relay output is of "intrusion" type
Virtual termi	 all the other outputs are of "generic" type
	• all virtual terminals are input / output, "automation" type
Expansions	and associated with partition 1
Scenarios	 all the expansions have the tamper enabled
	• scenario 1: Away arm partition 1
Codes	• scenario 2: Disarm partition 1
	• user code 1 belongs to all partitions
	 an other codes do not belong to any partition only Code 1 is "Master" user
	• enabled on all sections of the user menu
	 o programmed snortcuts (keys F1-F4): Clear call queue - Activation Output 2 - Deactivation Output 2 - View zone
	status - View system status - Enable answerphone - Enable Teleservice - Teleservice request
	• 6 programmed shortcuts (keys 1 to 6): Listen-in - Execute
	Output 2 - Execute Scenario 2 - Stop alarms - Activate Output 2 - Deactivate Output 2
	 voice guide enabled all terminals configured as "output" or "I/O" are accepted
	with all codes
Keys	• belong to partition 1
Talanta	 Maintenance option enabled
relephone	• contact numbers 1 to 6 in the phone book have the voice
	attribute (user)
	receiving centres CONTACT-ID
	 contact number 9 in the phone book has the voice attribute (for the installer)
Zenzel	 contact number 15 is for teleservice
Zone alarm/	<pre>tamper events • relay output activated</pre>
	• "Other outputs / Sounder/flasher 1" activated
	• on activation of the event, calls contact numbers 1 to 8 • on restoral of the event, calls contact numbers 7 to 8
Zone bypass	events
Partition Arm	ning/Disarming events
Partition Arr	• calls to contact numbers 7 and 8
	• calls to contact numbers 7 and 8
Emergency b	<pre>outton (Panic) events output of the event calls contact numbers 1 to 8</pre>
Open-panel/I	Panel dislodgement events and tamper on peripheral events
	 relay output activated "Other outputs / Sounder/flasher 1" activated
	• on activation of the event, calls contact numbers 1 to 8
Blown fuse, A.	 on restoral of the event, calls contact numbers 7 to 8 C. mains failure, peripheral loss and low battery events
	• activated Output 1
Sounder/flag	 cans to contact number 9 (voice cal to installer) shers
	 causes shutdown on the sounder and the flasher, reset memories on partition (Partition 1)
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