INHEP DIGITAL SECURITY

IDS

IDS816

User Manual

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1.   Introduction to the IDS 816

The IDS816 is a versatile microprocessor based, eight zone alarm panel. It has two partitions and can be expanded to sixteen zones. Most features are programmable and may be programmed using the IDS download software and a modem, either directly through the keypad or via the telephone line. There are eight programmable burglary zones, a monitored siren output, auxiliary power outputs and five programmable outputs which may be programmed to perform various trigger/switching functions.

For correct operation the IDS816 must be used with the specified transformer/battery combination and appropriate peripheral sensors and signalling devices.

2.   Understanding the Keypad Indicators

Refer to the illustration on the inside front cover of this manual.

1.   ARMED Indicator (Red)

Illuminated	System Armed
Extinguished	System Disarmed
Flashing	Alarm Condition or Memory

2.   AWAY Indicator (Red)

Illuminated	System Armed in Away Mode
Extinguished	System Disarmed / Armed in Stay Mode

3.   POWER Indicator (Red)

Illuminated	Mains Power is present
Flashing	Trouble Condition

4.	READY Indicator (Green)

Illuminated	System is ready to be armed

5.	ZONE Indicators (Yellow)

Illuminated	Zone bypassed
Extinguished	Zone clear
Flashing	Zone violated or tampered

3.   Programmable Functions

Functions include:
- ❖ Quick Away Arm
- ❖ Quick Stay Arm
- ❖ Arm with Entry/Exit or Follower Zones Violated
- ❖ Stay Arm
- ❖ Stay Arm and Go
- ❖ Forced Arm
- ❖ Push to Arm
- ❖ Siren Sound on Arm/Disarm (single toot - arm / double toot - disarm)
- ❖ Panic Alarm
- ❖ Fire Alarm
- ❖ Chime Zones
- ❖ Buzz Zones
- ❖ Zone Tamper
- ❖ Arm with Key-Switch or Remote Control

4.   Arming the Control Panel

4.1   How to Away Arm

[#] + [USER CODE]
(Leave via Entry Exit Zone)

1.   Ensure that the READY indicator is illuminated. If not check
that all protected doors and windows are closed and that motion
has ceased in areas covered by motion detectors. If necessary,
close the front door.

2. Press the **[#]** key.
3. Enter a valid **[USER CODE]**. If an incorrect code is entered the keypad buzzer will beep three times. Press the **[#]** key and re-enter the code.
4. The ARMED indicator will illuminate and the keypad buzzer will sound for the duration of the exit delay. Any bypassed zones will be shown by a steady illuminated zone indicator.
5. Leave only via a designated exit route.The panel will arm at the end of the exit delay.

Quick Away Arm - Shortcut Key

(Hold down the **[1]** key until the keypad buzzer sounds)

If this function is enabled, it is possible to AWAY arm by simply holding down the **[1]** key until the keypad buzzer sounds and the arming process begins.

Note: If the partition is already STAY armed this key will initialise AWAY arming. It is therefore possible to change directly from STAY armed to AWAY armed.

4.2	Stay Arming

Stay arming allows the user to monitor selected perimeter zones and bypass interior zones. The user can remain within the premises with access to designated areas during the STAY ARM cycle. Any zone which may be violated accidentally should be programmed as a buzz zone. When violated a buzz zone will cause the keypad buzzer to sound for thirty (30) seconds before sounding the siren. Entering a valid User Code before the siren sounds will STOP the keypad buzzing and prevent the siren from sounding.

To provide greater flexibility the panel caters for the programming of two (2) different STAY PROFILES. Each STAY PROFILE contains a unique combination of STAY and BUZZ zones which cater for a particular STAY ARM requirement.
For example, PROFILE 1 might be used when the family goes to bed in the evening whereas PROFILE 2 is utilized while they watch television. [See 10.1 How to Select a Stay Profile]

How to Stay Arm

[#] + [USER CODE]
(Do not leave premises)

1. Select the required STAY PROFILE. (See Section 10.1 on page19)
2. Ensure that the READY indicator is illuminated; if not, check that all protected doors and windows are closed and that motion has ceased in the areas covered by motion detectors.
3. Press the **[#]** key.
4. Enter a valid **[USER CODE]**. If an invalid code is entered the keypad will give an error beep. Press the **[#] key and re-enter the [USER CODE].**
5. DO NOT open the front door. If the front door is opened the system will arm in the AWAY mode.
6. The ARMED indicator will illuminate and the keypad buzzer will sound for the duration of the exit delay.
7. The AWAY indicator will remain extinguished.
8. Any STAY zones (shown by a steadily illuminated indicator) will be automatically bypassed.
9. Ensure that you enter only those areas that are bypassed.

How to Quick Stay Arm - Shortcut Key

(Hold down the key **[5]** for two seconds until the keypad buzzer sounds)

It is possible to STAY arm by holding down the **[5]** key until the keypad buzzer sound. The panel will immediately arm into the stay mode without any exit delay.

4.3   How to Stay Arm and Go

(Hold down the key **[6]** for two seconds until the keypad buzzer sounds)

This is a single key arm function which allows the user to STAY arm and leave the premises.
If a partition is already stay armed, holding down the 6 key initiates an exit delay, thus allowing the user to leave the premises without disarming. At the end of the exit delay the partition will rearm in the same stay profile it was armed in before the 6 key was held down.

1. Hold down the **[6]** key until the keypad buzzer sounds. The

keypad buzzer will sound for the duration of the exit delay. Only
leave via designated exit route.
2.   At the end of the exit delay the ARMED indicator will
      illuminate and the AWAY indicator will remain extinguished.
      All stay zones will be bypassed.

4.4   Key-Switch or Remote Arming (If fitted)

1.   Ensure that the READY indicator is illuminated before leaving.
2.   Leave and close the door (remembering to lock!)
3.   Activate the remote or the key-switch.
4.   The alarm will arm in the away mode.

Note: If a remote control is used, it is advisable to have the siren toot
           on arm function enabled.

4.5   Auto Arming

The panel can be programmed to automatically arm itself at a pre-
programmed time. Should the premises be occupied at the time of
auto-arming, a valid **[USER CODE]** entered during the pre-arm delay
will cancel arming. The pre-arm delay is signalled by an exit beep.

5.   Disarming the Control Panel

5.1   How to Disarm with a User Code

[#] + [USER CODE]

To disarm the system, enter **[#]** followed by a valid **[USER CODE]**
before the expiry of the entry delay.

1.   Enter the premises through a designated entry route. Entering via
      any other route will cause an alarm.
2.   As soon as the entry/exit zone is violated the entry delay will
      begin. The keypad buzzer will sound for the duration of the entry
      period.
3.   Press the **[#]** key and enter a valid **[USER CODE]**.
4.   Once the system disarms, the ARMED indicator will extinguish
      and the keypad buzzer will stop sounding.
5.   If no valid user code has been entered by the end of the entry
      delay period an alarm condition will be registered.

6. If the entry period is too short, have your installer change the entry delay period.

Note: If a strobe (or flashing light) has been installed and an alarm condition is registered, the strobe will continue flashing after the siren has stopped sounding. Entering a valid **[USER CODE]** will cancel the strobe.

5.2 How to Disarm using a Key-Switch or Remote

1. Activate the remote or keyswitch.
2. The system will disarm and the remote indicator (if installed) will extinguish. If siren toot on disarm option is enabled, the siren will give a double toot.

6. Bypassing Zones

❖ The term BYPASS is used to describe a zone that has been de-activated; i.e. violation of a bypassed zone is ignored and will not cause an alarm condition.
❖ Once the system is armed it is not possible to bypass zones.
❖ All bypassed zones will be automatically cancelled each time the panel is disarmed and must be re-bypassed before the next arming.

6.1 How to Bypass a Zone

Hold down **[9]** + **[ZONE NUMBER]** + **[∗]** + **[#]**

1. To enter bypass mode, hold down the **[9]** key for two seconds until the keypad buzzer sounds. The Away LED will flash, and all other LEDís will be extinguished.
2. Press the number corresponding to the zone you need to bypass e.g. the **[2]** key if you wish to bypass zone 2, then press the **[∗]** key.
3. The relevant zone indicator will illuminate to indicate that the zone is now bypassed.
4. Repeat step 2 to bypass other zones.
5. Press the **[#]** key to exit the bypass mode.

Note: Panic Zones cannot be bypassed

6.2   How to Un-Bypass a Zone

Hold down **[9]** + **[ZONE NUMBER]** + **[**✳**]** + **[#]**

1. Bypassed zones are shown by (constantly) illuminated zone LEDs.
2. Enter bypass mode by holding down the **[9]** key until the keypad buzzer sounds. The away indicator will flash and the other LED will be extinguished.
3. Press the number corresponding to the currently bypassed zone, then press the **[**✳**]** key.
4. The zone indicator will extinguish - the zone is now active.
5. Press the **[#]** key to exit the bypass mode.

7.   Emergency Alarms

7.1   Fire Alarms

[F]

(Hold down the **[F]** key for two seconds until the keypad buzzer sounds)

❖ If the **[F]** key is pressed until the keypad beeps (approximately 2 seconds) a FIRE ALARM condition will be activated.
❖ The FIRE ALARM CONDITION can also be triggered by a smoke detector connected to an appropriately programmed zone.
❖ The siren will sound on and off repeatedly if programmed and the FIRE REPORTING CODE will be transmitted to the monitoring company.
❖ To silence the siren enter a valid **[USER CODE]**.

7.2   Panic Alarms

[P]

(Hold down the **[P]** key for two seconds until the keypad buzzer sounds)

❖ If the **[P]** key is pressed until the keypad beeps (approximately 2 seconds) a PANIC ALARM condition will be activated.
❖ A PANIC ALARM can also be activated by any FIXED PANIC

button or REMOTE PANIC buttons.
- ❖ If the audible panic option has been selected, the siren will sound. A PANIC ALARM will be transmitted to the monitoring company.
- ❖ To silence the siren, enter a valid **[USER CODE]**.
- ❖ Press the **[P]** key only in an emergency situation that requires response by emergency personnel.

7.3   Medical Alarms

[M]

(Hold down the **[M]** key for two seconds until the keypad buzzer sounds)

- ❖ If the **[M]** key is pressed until the keypad beeps (approximately 2 seconds) a MEDICAL ALARM condition will be activated.
- ❖ The keypad buzzer will beep 5 times.
- ❖ A medical reporting code will be reported to the monitoring company.

7.4   Duress Alarms

[#] + **[DURESS CODE]**

- ❖ This is a special user code which should only be used in the unique situation where an intruder forces one to disarm the system ìunder duressî.
- ❖ When a **[DURESS CODE]** is entered, the control panel disarms normally. A Duress Alarm Code (if programmed) will be reported to the monitoring company.
- ❖ It is advisable to choose a Duress code that can be easily remembered by all family (or staff) members.

8.   Alarm Memory

The Alarm Memory displays any zones which were violated or bypassed during the last arm cycle. A flashing ARMED indicator notifies the user of an alarm memory condition. To view the alarm memory disarm the panel and continue as indicated as follows:

To Display Alarm Memory:

[0]

(Hold down the **[0]** key for two seconds until the keypad buzzer sounds)

1. Hold down **[0]** until the keypad buzzer sounds.
2. The READY and POWER indicator will extinguish and the keypad buzzer will sound briefly.
3. Illuminated zone indicators show which zones were violated during the last armed period.
4. Press 2 to display zones which were bypassed.
5. Press 3 to display which zones were tampered.
6. Press 1 to return to violated zones.
7. The alarm memory is erased at the beginning of each arm cycle.

9.   User Codes

The IDS 816 Alarm Panel has 32 programmable user codes. By default code (1) is the Master User Code.
This alarm panel may have 1 or 2 partitions. A partition is an independant group of zones that can be armed and disarmed without affecting other zones or users.
* Note : User codes may be 4 (default) or 6 digits long. As this is a programmable feature, please check this with your installer.

9.1   Adding, Deleting and Editing User codes

Hold [∗] + [MASTER USER CODE] + [∗] + [PROGRAMMABLE OPTION]

The IDS 816 utilizes a user friendly driven programmable interface which allows the user to add, modify or delete user codes. See Table 1 for a summary of programmable options. The programmable interface is accessed by entering **USER PROGRAMMING MODE**. Once in user programming mode it is a simple matter to add, view, edit or delete user codes. When a new user code is added, it is stored in the first available user slot.

Table 1.	User Programming Options

Options	Summary of Programmable Options
Option 0	Allows for the addition of new user codes.
Option 1	Allows editing of the user name displayed by LCD keypads. This menu is only applicable if LCD keypads are installed.
Option 2	Allows editing of a selected user code. Note that the user code properties are not edited, only the user code itself.
Option 3	Allows viewing of the user code slot number for a selected code. There are 32 available user code slots.
Option 4	Allows editing of the user code properties for a selected user code. This is a bit mapped menu.
Option 5	Allows the allocation of a selected user code to a designated partition(s). This is a bitmapped menu.
Option 6	Allows a user remote to be added.
Option 7	Allows the deletion of a selected user code. For this menu the user code must be known.
Option 8	Allows the deletion of a user code using the user code slot number.

9.2   How to Enter the User Program Mode

1. Ensure that the panel is not armed.
2. Hold down the **[∗]** key until the keypad buzzer sounds.
3. The ARMED and READY indicators will flash alternately.
4. Enter a **[MASTER USER CODE]**. The factory default is **[1234]**. Should the [MASTER USER CODE] be defaulted to six digits, it will be [123456]. Press the **[∗]** key. A valid entry will be confirmed by a long beep.
6. If steps 2 - 5 are performed correctly, the READY indicator will flash. If an invalid code was entered the keypad buzzer will give an error beep. (3 short beeps). If the error beep occurs, press the # key (this clears all previous entries) and repeat steps 2 - 5.
7. Select a menu option from Table 1 above.

For example: To add a new user code, enter User Program Mode by completing steps 2 - 6 as listed above. To access menu 0 enter a value of **[0]** (See table 1) **followed by [*]**. Enter a **[NEW USER CODE]** followed by the **[∗]** key. Once the user code is programmed enter the

next code followed by **[∗].** To exit the program mode press the [#] key.

For a full list of programmable user code options refer to Table 1**.** Programing of these options is explained below.

9.3   Explanation of Programmable Options

9.3.1   **Option 0   Add a New User Code**

Hold [*] + [Master Code] +[*] + [0] + [*] + [New Code] + [*]

1.   Enter the User Program Mode as per steps 1 - 5 of (9.2) .
2.   Press the **[0]** key followed by the **[∗]** key to select the programmable option 0. The Ready and Armed indicators will flash simultaneously.
3.   Enter the **[NEW USER CODE]** followed by the **[∗]** key.
4.   Further codes may be added by repeating step 3 above.
5.   After entering the last code press the **[#]** key to exit the user program mode.

9.3.2   **Option 1   Edit a User Name (LCD Keypads only)**
Hold [*] + [Master Code] +[*] + [1] + [New User Name] + [*]

1.   Enter the User Program Mode as per steps 1 - 5 of (9.2) .
2.   Press the **[1]** key followed by the **[∗]** key to select programmable option 1. The Ready and Armed indicators will flash simultaneously.
3.   User Names are displayed as the Zone Number by default. Edit the **[ZONE NUMBER]** so that it reads the correct User Name. To confirm the entry press [*]. The [MODE] key can be used to move the cursor to the right, whilst the [F] key can be used to move from right to left.
4.   Further codes may be added by repeating step 3 above.

9.3.3   **Option 2   Edit a Selected User Code**

**Hold [*] + [Master Code] +[*] + [2] + [*]+ [Old Code] + [*] +
[New Code] + [*]**

1.   Enter the User Program Mode as per steps 1 - 5 of
        (9.2) .
2.   Press the **[2]** key followed by the **[*]** key to select
        programmable option 2. The READY and
        Armed indicators will flash simultaneously.
3.   Enter the [USER CODE] which is to be edited
        followed by the **[*]** key.
4.   The READY indicator will flash and the AWAY
        indicator will be illuminated.
5.   Enter the [NEW CODE] followed by the **[*]** key.
6.   The READY and ARMED indicators will flash
        simultaneously.
7.   To edit other codes repeat steps 3-5.
8.   Press the **[#]** key to exit the User Program
        Mode.

9.3.4   **Option 3   View a User Code Slot Number**

Hold [*] + [Master Code] +[*] + [3] + [*] + [User Code] + [*]
View the Slot number via the zone LED's.

1.   Enter the User Program Mode as per steps 1 - 5 of
        (9.2).
2.   Press the **[3]** key followed by the **[*]** key to select
        programmable option 3. The READY and ARMED
        indicators will flash simultaneously.
3.   Enter the [User Code] followed by the **[*]** key.
4.   The READY indicator will flash and the AWAY
        indicator will be iluminated.
5.   The **[USER CODE]** slot number will be displayed
        by the Zone indicators in binary format. [See table 2]
6.   Press the **[#]** key to exit the User Program Mode.

Reading Binary Numbers:
All values will be displayed by the zone indicators in binary format.
Only binary values to the value of 8 are used. See table 2 :

Table 2 : Values Represented by each Zone Indicator.

Zone 1	1		Zone 5	1
Zone 2	2		Zone 6	2
Zone 3	4		Zone 7	4
Zone 4	8		Zone 8	8

Binary values for Zones 1 - 4 are indicative of single unit values, whilst binary values for Zones 5 - 8 are indicative of units of ten.

For Example:
Assume zone indicators 1, 2 and 5 are illuminated.
Units are represented by the sum of Zone 1 and Zone 2 (i.e. 1 + 2) and tens of units are represented by the value of Zone 5 (i.e. 1) Thus the value indicated by the illuminated LED will be as shown as in the example below.

Zone 1	1		**Zone 5**	1
Zone 2	2			
Binary Value	3		**Binary Value**	1

Thus the binary value of the illuminated zones is 13.

9.3.5   **Option 4   User Code Properties**

Press [*] + [Master Code] +[*] + [4] + [*] + [User Code] + [*] + [2] or 3 or 4] + [*]

1.   Enter the User Program Mode as per steps 1 - 5 of (Section 9.2)
2.   Press the **[4]** key followed by the **[∗]** key to select programmable option 4. The READY and ARMED indicators will flash simultaneously.
3.   Enter the **[USER CODE]** followed by the **[∗]** key.
4.   The READY indicator will flash and the AWAY indicator will be illuminated.

5.   The properties assigned to the **[USER CODE]** are displayed by the Zone indicators. An illuminated LED indicates that a property is active for the USER CODE. Refer to Table 4 for a list of USER CODE properties.

6.   To select a user code property, press the key which corresponds to that property followed by the **[∗]** key. The appropriate zone LED will illuminate.To deselect a property, press the corresponding key followed by the **[∗]** key and the LED will be extinguished.

For example: To enable a User Code to function as a duress code press the **[2]** key followed by the **[∗]** key. The zone 2 LED will illuminate to confirm the selection.

7.   Repeat step 5 until the desired properties have been programmed.

8.   Press the **[#]** key to exit the User Program Mode.

Table 4.   User Code Properties

Zone LED	Property
2	Duress Code
3	Arm to Disarm Code [Maids Code]
4	Global Arm / Disarm Code

Explanation of User Code Properties

9.3.5.1 **Duress Code**
❖   This is a special 4 (default) or 6 digit user code (check your code length with your installer) which should only be used in the unique situation where an intruder forces one to disarm the system ìunder duressî.
❖   When the **[DURESS CODE]** is entered, the control panel disarms normally - however a DURESS REPORTING CODE is transmitted to the monitoring company to inform them that you have been forced to disarm the control panel by an intruder.
❖   It is advisable to choose a code that can be easily remembered by all family (or staff) members.

9.3.5.2 **Maids Code**
The maids code may be used to limit access to the premises. The

maids code will only disarm the system if the same code was used for arming. If armed with a code other than a maids code, the system will view an attempt to disarm with the maids code as an invalid entry. Any valid user code will disarm the system if it has been armed with the maids code.

9.3.5.3 **Global Arm / Disarm Code**
The code when entered will either arm or disarm the partitions assigned to that user depending on their status. If both partitions are disarmed, entering a global code will arm both partitions. If both partitions are armed, entering a global code will disarm them. In the case where one partition is armed and the other disarmed entering a global code at the keypad of the armed partition will disarm that partition and entering a global code at the keypad of the disarmed partition will arm that partition.

9.3.6   **Option 5   Assign User Code to Partitions**
1.   Enter the User Program Mode as per steps 1 - 5 of (9.2).
2.   Press the **[5]** key followed by the **[∗]** key to select programmable option 5. The READY and ARMED LEDs will flash simultaneously.
3.   Enter the **[USER CODE]** followed by the **[∗]** key.
4.   The READY indicator will flash and the AWAY indicator will be illuminated.
5.   The partitions to which the **[USER CODE]** is assigned are displayed by the by the zone LEDs. If zone LED 1 is illuminated the User Code can arm or disarm partition 1. If zone LED 2 is illuminated, the User Code can arm or disarm partition 2. It is possible to program codes to arm / disarm both partitions.
6.   To select which partitions the **[USER CODE]** may arm or disarm, toggle zone LEDs by entering the **[ZONE LED NUMBER]** followed by the **[∗]** key.
7.   Repeat step 6 until all User Codes have been assigned to the correct partition/s.
8.   Press the **[#]** key to exit User Program Mode.

9.3.7   **Option 8   Adding User Remotes**
1.   Enter the User Program Mode as per steps 1 - 5 of (9.2).
2.   Press the **[8]** key followed by the **[*]** key to select programmable option 8. The READY and ARMED

LEDís will flash simultaneously.
3.   Enter the **[USER CODE]** followed by the **[*]** key.
4.   The READY indicator will flash and the AWAY indicator will be illuminated.
5.   Press any button on the new remote. This will assign the new remote to the user code as entered in Step 3.
6.   Press the [#] key to exit User Program Mode.

9.3.8   **Option 9   Delete User Code (Code known)**
1.   Enter the User Program Mode as per steps 1 - 5 of (9.2).
2.   Press the **[9]** key followed by the **[*]** key to select Menu option 9. The READY and ARMED indicators will flash simultaneously.
3.   Enter the **[USER CODE]** to be deleted followed by the **[*]** key.
4.   Further codes may be deleted by repeating Step 3 above.
5.   After deleting the final code press the **[#]** key to exit User Program Mode.

9.3.9   **Option 10   Delete a User Code ("Slot" known)**
1.   Enter the User Program Mode as per steps 1 - 5 of (9.2).
2.   Press the **[1]** key then the **[0]** key followed by the **[*]** key. The ARMED and READY indicators will flash simultaneously.
3.   Enter the **[SLOT NUMBER]** for the User Code you wish to delete followed by the **[*]** key. You can determine the slot number of a particular code by using programmable option 3.
4.   Further User Codes may be deleted by repeating Step 3.
5.   After deleting the final code, press the **[#]** key to exit User Program Mode.

10.   "Stay Zones"

Stay zones are those zones which are bypassed automatically when the system is ìSTAY ARMEDî. To avoid triggering the alarm, zones such as bedrooms which are protected by Passive Infra-Red (PIR) detectors, must be bypassed when ìstaying at homeî. Stay zones need only be programmed once. Each time the system is armed in the Stay Mode the preselected stay zones will be bypassed automatically. The panel allows for two unique STAY PROFILES to be stored. A STAY PROFILE stores a pre-selected combination of STAY and BUZZ zones to suit a specific STAY ARM requirement. If a partition is stay armed using Profile one, it is possible to toggle the panel arm status directly to stay arm profile 2 by holding the [5] key for two seconds. STAY and BUZZ zones can be programmed for each profile once the profile has been selected. See section 10 and 11.

10.1   How to Select a Stay Profile

[#] + [MODE] + [2] + [∗]+[PROFILE NUMBER] + [∗]

1.   Press the **[#]** key to clear any previous entries.
2.   Hold **[MODE]** down for one second until the keypad beeps.
3.   Press the **[2]** key followed by the **[∗]** key.
4.   Press **[1]** or **[2]** for the required profile.
5.   Press **[∗]** to enter. The buzzer will give a long beep.
6.   Program STAY and BUZZ zones for the profile or ARM the profile (See sections 10 and 11).

10.2   How to Program Stay Zones

[3] + [ZONE NUMBER] + [∗] + [#]

1.   Select the required stay profile (See 10.1)
2.   Hold down the **[3]** key until the keypad buzzer sounds. The AWAY indicator will flash to show that the panel is in the Stay Zone programming mode.
3.   Press the **[NUMBER]** corresponding to the zone you wish to be a STAY zone followed by the **[∗]** key.
4.   The relevant zone indicator will illuminate.

Note: Buzz zones will be shown by flashing indicators. See Section 11. A Buzz zone cannot be selected as a Stay zone; the Buzz status must be cleared first.

5. Repeat step 3 until the selection of stay zones is completed.
6. Press the **[#]** key to exit the stay zone programming mode.

10.3   How to Cancel Stay Zones

[3] + [ZONE NUMBER] + [∗]+ [#]

1. Select the required Stay Profile (See 10.1)
2. Hold down the **[3]** key until the keypad buzzer sounds. The AWAY indicator will flash to show that the panel is in the Stay Zone programming mode.
3. Press the **[NUMBER]** corresponding to the STAY zone you wish to cancel followed by the **[∗]** key.
4. The relevant zone indicator will extinguish.
5. Press the **[#]** key to exit the stay zone programming mode.

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11.   Buzz Zones

Violation of a buzz zone during Stay Armed will cause the keypad buzzer to sound for a period of 30 seconds during which time a valid user code must be entered. If a valid user code is not entered during this period the system will register an alarm condition. This feature helps prevent unnecessary false alarms.

Note: If an entry / exit zone is programmed as a buzz zone, violation of the entry / exit zone (when the panel is Stay Armed) will cause the keypad buzzer to sound for the duration for the entry delay time. This allows the User to re-enter the premises and disarm the panel after a Stay Arm and go.
If the panel is Stay Armed and an entry exit zone that is also programmed as a buzz zone is triggered, an entry delay will begin. If it is not programmed as a buzz zone, the alarm will be triggered immediately. If the panel was armed using the **[6]** key (Stay Arm and Go) violation of the entry / exit zone will always start the entry / exit delay.

11.1   How to Program a Buzz Zone

[4] + **[ZONE NUMBER]** + **[∗]** + **[#]**

1.   Select the required Stay Profile. (See 10.1)
2.   Hold down the **[4]** key until the keypad buzzer sounds. The AWAY indicator will flash to show that the panel is ready to program buzz zones.
3.   Press the **[NUMBER]** corresponding to the zone you wish to be a Buzz zone followed by the **[∗]** key.
4.   The relevant Buzz zone will be shown by the illuminated zone indicator. Stay zones will be shown by flashing indicators. A Stay zone cannot be selected as a Buzz zone; the Stay status must be cleared first.
5.   Repeat step 3 until all the required Buzz zones are programmed.
6.   Press the **[#]** key to exit the buzz programming mode.

11.2   How to Cancel a Buzz Zone

[4] + [ZONE NUMBER] + **[∗]** + **[#]**

1.   Select the required Stay Profile. (See 10.1)
2.   Hold down the **[4]** key until the keypad buzzer sounds. The AWAY indicator will flash.
3.   Press the **[NUMBER]** corresponding to the BUZZ zone you wish to cancel followed by the **[∗]** key.
4.   The relevant zone indicator will extinguish.
5.   Press the **[#]** key to exit the buzz zone programming mode.

12.   Chime Zones

The chime mode allows the user to monitor nominated zones while the system is disarmed. The keypad buzzer will sound briefly when the nominated zone is violated - the siren will NOT sound and no alarm condition will be reported.

EXAMPLE:
You wish to know each time someone enters and exits the front door. If a zone is programmed as a chime zone, the keypad will beep each

time someone enters and exits the front door.

12.1   How to Program Chime Zones

[2] + [ZONE NUMBER] + **[∗]** + **[#]**

1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The AWAY indicator will flash.
3. To program a zone as a chime zone, press the key corresponding to that zone followed by the **[∗]** key. The zone indicator will illuminate.
4. Program any other zones you wish to select as chime zones as per step 3.
5. Press the **[#]** key to exit the chime programming mode.

12.2   How to Cancel Chime Zones

[2] + **[ZONE NUMBER]** + **[∗]** + **[#]**

1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The AWAY indicator will flash.
3. To cancel any chime zones, press the key corresponding to that zone followed by the **[∗]** key. The zone indicator will extinguish.
4. Press the **[#]** key to exit the chime programming mode.

13.   Viewing Trouble Conditions

(Hold down the **[7]** key for two seconds until the keypad buzzer sounds)

The user is alerted to a trouble condition via a flashing power LED.It is also possible to enable a trouble beep. If the trouble beep has been enabled, the keypad buzzer will sound to alert the user that a trouble condition has occured. Press the **[#]** key to silence the buzzer. Hold down the **[7]** key for two seconds. The ARMED, AWAY and READY indicators will start flashing to show that the keypad is in the TROUBLE VIEW MODE. Refer to the table 5 below to find the significance of each illuminated zone LED. The system will automatically exit the TROUBLE VIEWING MODE after one minute. To exit this mode press **[#]**.

Note: Certain trouble conditions will only clear once the trouble condition has restored. To simply cancel the beeping without viewing the trouble conditions, press **[#]** key.

Table 5.	Trouble Conditions

Indicator	Trouble Condition
1	AC Mains Failure
2	Failure to communicate successfully to monitoring company
3	Phone line trouble
4	Siren tamper
5	Low battery
6	Loss of Clock Timer
7	Engineer Reset
8	Box tamper
9	n/a
10	Tamper on peripheral device
11	Communication loss to peripheral device
12	Loss of power to peripheral devices

14.   Changing a Partition

To change partitions the keypad must be a global keypad.

1.   Hold **[MODE] until the keypad beeps.**
2.   **Press** [1][*] followed by the **[partition number][*]**.

If the keypad is left for 20 seconds, it will beep and default back to the default

15.   Remote Telephone Access

The IDS 816 Alarm Panel has a secure, remote telephone interface which allows a user to arm/disarm, to bypass/unbypass zones and to set programmable outputs via a phone line. A user accesses the remote dial-in interface by dialling the alarm panel with a DTMF enabled phone.

To access the remote dial-in interface, dial the alarm panel and wait the number of rings programmed (the default number of rings being 15) or use the fax defeat function. The panel will answer and transmit handshake tones consisting of a high pitch tone for two seconds followed by a lower pitch tone for one second.

Within twenty seconds of the panel transmitting the handshake tones, enter a valid user code on the DTMF enabled phone. If a user code is not entered or if the user code is invalid - the panel will release the line. If the user code is valid and telephone access has been enabled, the panel will give a single confirmation beep indicating that the user has gained access to the remote interface. If no key-presses are detected for twenty seconds once access has been gained to the remote interface the panel will release the line.

Should the panel be programmed to report to your cellular telephone, entering the user code in the delay between beeps will also allow access to the remote telephone interface.

If the phone in access has been setup to arm/disarm only, pressing the number of the partition allows the user to toggle the panels arm status.
A single beep indicates that the partition has armed, a double beep

Table 6. Remote Telephone Operation

indicates that the partion has disarmed. 3 beeps indicates that the partition is not ready to disarm.

If the phone in access has been set up to access the full menu, Please refer to the table 6 and select the required operation.

Operation	Key Entry	Panel Response
Arm a Partition	[1] [1] [PARTITION] [*]	A Single Confirmation Beep indicates Partition armed successfully
		Three Error Beeps indicates Partition cannot be armed by user code or Partition not ready to be armed or a key entry error has occured
Disarm a Partition	[1] [2] [PARTITION] [*]	A Single Confirmation Beep indicates Partition disarmed successfully
		Three Error Beeps indicates Partition cannot be disarmed by user code or a key entry error has occured
Check Arm Status (By Partition)	[1] [3] [PARTITION] [*]	A Single Beep indicates Partition is Armed
		A Double Beep indicates partition is Disarmed
		Three Error Beeps indicates a key entry error
Bypass a Zone	[2] [1] [ZONE] [*]	A Single Confirmation Beep indicates that the zone was successfully bypassed
		Three Error Beeps indicates that the zone cannot by bypassed or a key entry error has occured
Un-Bypass a Zone	[2] [2] [ZONE] [*]	A Single Confirmation Beep indicates that the zone was successfully unbypassed
		Three Error Beeps indicates that a key entry error has occured
Check Zone Bypass Status	[2] [3] [ZONE] [*]	A Single Beep indicates that the zone is bypassed
		A Double Beep indicates that the zone is un-bypassed
		Three Error Beeps indicates that a key entry error has occured
Set Programmable Output	[3] [1] [OUTPUT] [*]	A Single Confirmation Beep indicates that the programmable output was set
		Three Error Beeps indicates that a key entry error has occures
Clear Programmable Output	[3] [1] [OUTPUT] [*]	A Single Confirmation Beep indicates that the programmable output is clear
		Three Error Beeps indicates that a key entry error has occured
Test Programmable Output Status	[3] [1] [OUTPUT] [*]	A single Beep indicates that the programmable output is set
		A Double Beep indicates that the programmable output is clear
		Three Error Beeps indicates that a key entry error has occured
Hang-Up	[0]	Telephone Line Released
		Three Error Beeps indicates that a key entry error has occured

User Guide Quick Reference

Description	Programming
Add a User Code	[*] + [Master Code] +[*] + [0] + [*] + [New Code] + [*]
Change a User Code	[*] + [Master Code] +[*] + [2] + [*]+ [Old Code] + [*] + [New Code] + [*]
View a Slot Number	[*] + [Master Code] +[*] + [3] + [*] + [User Code] + [*] View the Slot number via the zone LED's.
Edit User Code Properties	[*] + [Master Code] +[*] + [4] + [*] + [User Code] + [*] + [2 or 3 or 4] + [*] 2 = Duress 3 = Arm to Disarm Code 4 = Global Arm/Disarm Code
Allocate a User Code to a Partition	[*] + [Master Code] +[5] + [*] + [User Code] + [*] + [Partition Number] + [*] + [#]
Teach a Remote to a User Code	[*] + [Master Code] +[*] + [8] + [*] + [User Code] + [*] Press Tx Button
Delete User Code by Code	[*] + [Master Code] +[*] + [9] + [*] + [User Code] + [*]
Delete User Code by Slot Number	[*] + [Master Code] +[*] + [10] + [*] + [Slot Number] + [*]
Change Partitions	[Mode] + [1] +[*] + [Partition Number] + [*]
Select a Stay Profile	[Mode] + [2] +[*] + [10] + [*] + [Profile Number] + [*]
Program / Cancel Stay Zone	[3] + [Zone Number] +[*] + [#]
Program / Cancel Buzz Zone	[4] + [Zone Number] +[*] + [#]
Program / Cancel Chime Zone	[2] + [Zone Number] +[*] + [#]
Quick Arm	[1]
Quick Stay	[5]
Stay Arm and Go	[6] Entry / Exit zone must be made a buzz zone.
Bypassing / Un-Bypassing a Zone	[9] + [Zone Number] +[*] + [#]
Alarm Memory	[0] Displays zones violated, [03] + [02] Displays zones bypassed

View Trouble Condtions	[7] 1 = AC Mains fail 2 = No Communication
	            3 = Phone Line 4 = Siren Tamper
	            5 = Low Battery 6 = Loss of clock timer
	            7 = Engineer Reset 8 = Box Tamper
	            10 = Tamper on Peripheral
	            11 = Comms failure to peripheral device
	            12 = Loss of power to peripheral device