

USER GUIDE

**8136**

HARDWIRED CONTROL  
PANEL



**Scantronic**

*Leading the way in security*

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8136 Hardwired Control Panel User Guide.

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# 1. Introduction

## The 8136 System

The 8136 system comprises an end station, one or more keypads, and various detectors.

The end station is a steel box that houses the main components, power supply and stand-by battery. The end station is normally fitted out of sight in a safe place.

The detectors are installed at various places, or **zones**, around the premises. If something triggers a detector it signals back to the end station. How the end station reacts depends on whether the system is **set** or **unset**.

If the system is **set** it will raise an alarm whenever one of the detectors is triggered. The alarm might be a bell or strobe on the outside of your premises, or it might be a silent signal over the telephone line to a central monitoring station. When **unset** the system does not raise an alarm if a detector is triggered.

The 8136 provides four different setting **Levels**, labelled A, B, C and D. Each Level may protect a different area of your premises. The system raises an alarm when a detector belonging to a set Level is triggered. If a detector belonging to an unset Level is triggered then the system will not raise an alarm. The Installer programs the Levels during installation. Ask your Installer to tell you which zones are allocated to each Level.

Your premises may be fitted with **24 hour zones**, **panic alarm** and fire zones. If these zones are triggered the system will raise an alarm whether or not any Level is set.

The keypad is used to operate the system. From the keypad you can set and unset the system, read the event log, and make minor changes to the way the system operates.

You must enter an **access code** before the system will accept commands from the keypad. The system can store up to 95 different access codes, providing secure access for 95 users. One access code is reserved for the system supervisor, who can change the access codes of all the other users. None of the other users can change the access code for the supervisor.

*Note: Ask your Installer for details of any features mentioned in this manual. Many of them are options that the installation engineer can select while programming the system.*

## **Glossary**

24 Hour zone	A zone that will cause an alarm at any time. An example of this type of zone might be a detector on a fire door. The system will raise an alarm if the fire door is opened whether the system is set or unset.
Access Code	A four- or six-digit code that users must key in to identify themselves to the system. If the system does not recognise the access code then it will ignore any commands from that user.
Area	A collection of one or more zones.
Entry/Exit Route	The route you should follow from the Final Exit door to the keypad in order to avoid starting an alarm when entering the building while the system is set.
Disarm	Switching the bells off once the system has given an alarm. Once you have disarmed the system you will need to reset it to make sure the system can be set again.
Entry Time	A fixed time programmed by the Installer to allow you to get from the Final Exit door to the keypad in order to unset the system without starting an alarm.
Entry Tone	The system gives a galloping tone from the keypad when you open the Final Exit door and start the Entry Time.
Exit Time	A fixed time programmed by the Installer to allow you to go from the keypad and leave by the Final Exit door when setting the system, without starting an alarm.
Exit Tone	The Installer can program the system to give a tone from the keypads during the exit time. The tone stops when you have correctly set the system.
Final Exit door	The door you must leave by when setting the system. You must also use this door when entering the building while the system is set.
Internal Alarm	An alarm that gives tones from the keypad sounders and any internal sounders, but does not activate any communications to the central station.
Keyswitch	A key operated switch that the Installer may set up to let you set, unset or reset the system.

Level	A collection of one or more Areas that are all set together by one of the Level keys (A, B, C and D).
Omit	To bypass a zone that will normally start an alarm when triggered.
Panic Alarm	An alarm button used to raise an alarm in the event of a personal attack. The system can be programmed to let you raise a panic alarm by pressing 1 and 3 together on the keypad. A Panic Alarm zone is also a 24 hour zone.
Partition	A Partition is a part of your alarm system that behaves like an independent unit. A Partition can have its own access codes; can be set, unset and reset independently of the rest of the system. The 8136 can provide up to four Partitions.
Reset	The act of getting the system ready so that it can be set again, after you have switched off the bells by disarming the system.
Set	The system will raise an alarm if one or more zones are triggered.
Silent Set	The system sets without giving any exit tone from the keypads.
Unset	The system will not raise an alarm if a zone is triggered. However, see 24 hour zones.
Zone	The spaces the system treats as detection points.
Zone name	A 16 character name that you can program into the system. When the system starts an alarm it will display the zone name on the keypad.

## Using the Keypad

Figure 1 below shows the keypad in detail.

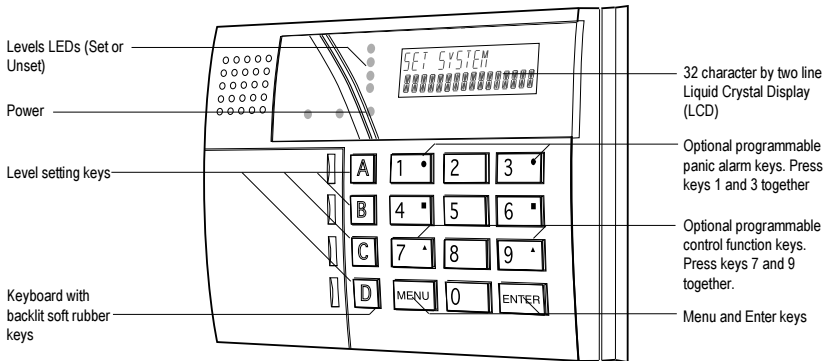


Figure 1. Keypad

The keypad has the following displays and controls:

### Level LEDs

Each red Level LED (Light Emitting Diode) glows when a Level is set. The LED is dark when the Level is unset. Note that the installer may program the system to switch the Level LEDs off after a short time.

### Power LED

The Power LED glows when the system is using mains power. If the Power LED flashes slowly then the mains power has been disconnected and the system is running off the stand-by battery.

### LCD

The system displays information and instructions through the LCD (Liquid Crystal Display). The system displays which detector has been triggered by giving its zone number. You can use the keypad to give detectors meaningful **zone names**. The system will then display the names when the detector is triggered (ask your Installer for details).

### Illuminated keypad

The keypad can be set up so that the keys are illuminated from behind.

### Level Setting Keys

Use these keys to set individual Levels. (Note that you will have to use your access code first.)

Panic Alarm Keys	Press keys 1 and 3 together to raise a personal attack alarm. (Check with your Installer that your system is programmed with this function.)
Control Function Keys	Your system may be fitted to control other devices such external lighting. Press keys 7 and 9 together to activate or deactivate the device. (Check with your Installer that your system is programmed with this function.)
Menu Key	The Menu key lets you start programming the system so that you can change some of its functions (see "6. Supervisor"). While programming, the Menu key acts as an Escape key, and also lets you leave programming and return to the normal time and date display.
Enter Key	The Enter key tells the system that you have finished entering an access code (or other command).

## **About This Guide**

The rest of this guide tells you how to use the system in more detail:

- |                       |   |
|-----------------------|---|
| 2. Everyday Operation | Describes how to set and unset the system.  |
| 3. After an Alarm     | Tells you how to switch off the sounders after an alarm, how to see what caused the alarm, and how to reset the system so that it can be used again.                          |
| 4. Special Functions  | Tells you how to use the more advanced features of the system.  |
| 5. Programming Chart  | Summarises all the commands available to the user.  |
| 6. Supervisor         | Tells you how to control who has access to the system, and how to limit what they can do. This section is intended for someone who is responsible for the whole alarm system. |

## 2. Everyday Operation

The 8136 provides several different ways for setting the system. All methods (except using a **Keyswitch**) require entering your access code at the keypad. The Keyswitch method uses a key in a special switch. "Setting the System" below describes each method. Ask your Installer to provide the method that suits your site best.

During installation the Installer programs the system to create an **exit route** for your premises. When setting the system you must follow this route to leave the premises. Similarly you must follow a specified **entry route** when going into the premises in order to unset the system. If you stray from these routes you may cause a false alarm.

**Note:** *The system may be programmed so that your access code can set some Levels but not others. See "6. Supervisor".*

### Setting the System

#### Timed Setting

With Timed Setting the system sets after a programmed **exit time**. Ask your Installer to make sure the exit time is long enough for you to leave the premises and close the final door. The exit time starts when you finish entering the set command at the keypad. During the exit time the keypads give a continuous **exit tone** to warn you that the timer is running. If you hear an interrupted tone from the keypad when you try to set the system then a detector is being triggered. (This is normal when you are walking past Entry Route detectors.) Make sure that everyone is out of the premises and all doors and windows are closed.

1. Key in your access code at the keypad.
2. Press the appropriate Level button followed by Enter.  
The keypad starts the continuous exit tone, the Level LED flashes, and the display shows:  

AREA READY  
LEAVE
3. Leave via the designated exit route. Close the final door.  
At the end of the exit time the system sets, and stops the exit tone. Your Installer may have programmed the system to light a LED to show which Level is set.

You can also set the system by entering your access code and pressing Enter. The system will set to the highest Level that the Installer has programmed.



If you do not close the final door before the end of the exit time then the system gives an internal alarm and **does not set**. Go back to the keypad and unset the system, see "3. After an Alarm".

**Note:** *Some Levels on your system may be programmed for **Silent Set**. When setting these Levels the system does not give any tones from the keypads.*

## Final Door

With Final Door setting the system sets seven seconds after you close the last door.

1. Close all doors and windows.
2. Key in your access code at the keypad.
3. Press the appropriate Level button followed by Enter.  
The keypad starts the continuous exit tone, the Level LED flashes, and the display shows:
 

AREA READY  
LEAVE
4. Leave via the designated exit route and close the final door.  
The system sets and stops the entry/exit tone seven seconds after you close the final door.

## Exit Terminate Button

In Exit Terminate Button setting the system completes setting after you press a button mounted outside the premises by the final door.

1. Close all doors and windows.
2. Key in your access code at the keypad.
3. Press the appropriate Level button followed by Enter.  
The keypad starts the continuous exit tone, the Level LED flashes, and the display shows:
 

AREA READY  
LEAVE
4. Leave via the designated exit route. Close the final door.
5. Press the exit terminate button.  
The exit tone stops and after seven seconds the system sets.

**Note:** *The Installer may have programmed your system to set after a fixed time even if you do not press the exit terminate button. This is to make sure your premises are protected even if you forget to press the exit terminate button. Ask your Installer how your system is set up.*

## Instant Set

With Instant Setting the system sets as soon as you complete entering the set command from the keypad.

## 2. Everyday Operation

1. Close all doors and windows.
2. Key in your access code at the keypad.
3. Press the appropriate Level button followed by Enter.  
The system sets immediately. The Level LED glows to show which Level is set.

### Keyswitch Setting

1. Close all doors and windows.
2. Check that the Ready lamp on the keyswitch is glowing, if your keyswitch is fitted with one.  
If the lamp is not glowing then one or more detectors are being triggered.
3. Turn the keyswitch (normally fitted outside the protected area).  
Depending on how your system is programmed, the system may set instantly or after a fixed delay, or when you close a final door or press an exit terminate button.

Note that some keyswitches have two setting positions: "Full" and "Part". Ask your Installer which parts of your premises are covered by each of these positions.

### Setting an Area

Your system may be set up so that each Level key covers several distinct Areas. You can set the system to guard one Area in a Level but leave the others unset. Ask your Installer which Areas are covered by each Level key.

To set an Area:

1. Close all doors and windows make sure everyone is out of the area.
2. Key in your access code at the keypad.
3. Press the appropriate Level button.
4. Key in the Area number followed by Enter.

The keypad starts the continuous exit tone, the Level LED flashes, and the display shows:

AREA READY  
LEAVE

Depending on how your system is programmed, the system may set instantly or after a fixed delay, or when you close a final door or press an exit terminate button.

### If the System Will Not Set

If the end station has detected a problem with one or more of the detectors then the keypad will give a "beep" and show either a **fault** or a **trouble** message.



## Unsetting the System

### If You Have a Keyswitch

Turn the keyswitch to OFF. The system unsets immediately.

### Using the Keypad

The system has a programmed **entry time**. Ask your Installer to make sure the entry time is long enough for you to enter by the designated entry route, get to the keypad and unset the system.

The entry time starts when you open the designated door on the entry route. During the entry time the keypads give a "galloping" **entry tone** to warn you that the timer is running.

1. Enter the premises through the designated entry route and go to the keypad.  
As you enter the premises the system starts the entry timer and the keypad gives the entry tone (a "galloping" tone).
2. Key in your access code at the keypad and EITHER:  
Press Enter to unset the whole system  
OR press a Level key followed by Enter to unset a specific Level  
OR press a Level key, enter an Area number, and press Enter to unset a specific Area.  
The entry tone stops. **The system is now unset.**

**WARNING:** If you enter your premises and the keypad is silent then there may be an intruder.

## Tamper Faults

The system's anti tamper circuit has been designed to guard the against damage to the system's cases or wiring. If you hear an internal alarm and the display shows one of the following displays, then the anti tamper circuit has been broken.

END STN TAMPER	Someone has opened the end station lid.
A01:TAMPER ZONE 004	(Example) The tamper circuit to zone 4 in area 1 has been cut.
SOUNDER TAMPER	Someone has opened the external bell casing or cut the cable to the bell.
TAMPER K02:	(Example) Keypad number two has been opened, or the cable to it cut.

Note the location of the tamper reported on the display and call your alarm company.

# 3. After an Alarm

When your system raises an alarm you must **disarm** it in order to switch off the sounders and strobes. The system keeps a record of which zone(s) triggered the alarms, and shows the zone on the keypad display. Once you have disarmed the system, the system must be **reset** before you can start using it again.

## Fire Alarm

The system gives a fire alarm by sounding a warbling tone from the keypads and alarm sounder. The keypad shows the message:

\*\*\* FIRE \*\*\*  
LEAVE BUILDING

1. Evacuate the premises and call the Fire Brigade. Do not attempt to unset the alarm.
2. When the premises are safe, follow the instructions below.

## Disarming the System

1. Go to the keypad via the entry route.
2. Key-in your access code and press Enter.  
The sounders go quiet and the display shows: SYSTEM DISARMED  
RESET REQUIRED!  
  
followed by the cause of the alarm  
(for example): A01:GROUND FLOOR  
DINING ROOM
3. Establish the cause of the alarm and then carry on and reset the system.

## Resetting the System

The 8136 has three different methods for resetting:

**Customer Reset.** You can reset the system yourself from the keypad or using a keyswitch.

**Engineer Reset.** Someone from your alarm company must visit the premises to reset the system from the keypad.

**Remote Reset.** Your alarm company will give you instructions over the phone and a special code so that you can reset the system from the keypad.

Ask your alarm company what type of reset your system has.

## Customer Reset

### From Keypad

1. Key-in your access code and press Enter.  
The keypad displays:  
followed by the date and time.

SYSTEM RESET OK

You can now use your system as normal.

If the keypad displays (for example):

CANNOT RESET  
02 FAULTS EXIST

then a detector may still be triggered,  
or the anti tamper protection on your system may  
be damaged.

1. Press A or B to see any more faults.
2. Contact your alarm company.

### Using a Keyswitch

If your system is fitted with a momentary (springloaded) keyswitch you can reset the system as follows:

1. Turn the key to Arm and release it back to Off.  
The sounders go quiet.
2. Turn the key to Arm again and release it back to Off.  
You can now use your system as normal.

## Engineer Reset

1. Key-in your access code and press Enter.  
The keypad displays a message to call your  
company, for example:

CALL ENGINEER  
0123 456789

2. Call your alarm company and ask them to come and reset the system.

### Remote Reset (CSID Code)

If your system uses remote reset, the display shows the words "CONTROL CODE" and a four digit code on the bottom line.

1. Write down the four digits shown below the words "Control Code".
2. Contact your alarm company central station.  
The central station will ask a few questions to make sure you are who you say you are. They will then ask for the circumstances of the alarm. If they do not need to send an Engineer to check the system they will give you a "Reset Code".
3. Key in the Reset Code on the keypad.

4. Key in your access code and press Enter.  
The display shows:

**SYSTEM NOW  
RESET!**

## **RedCare or PC Reset**

Your alarm company may use "RedCare" or PC Reset - ask your Installer.

1. Key-in your access code and press Enter.
2. Contact your alarm company central station.  
The central station will ask you for a prearranged keyword and pass code to make sure you are who you say you are. They will then ask for the circumstances of the alarm. If they do not need to send an Engineer to check the system they will reset your system by sending signals over the telephone line.
3. Key in your access code and press Enter.  
The display shows:

**SYSTEM RESET OK!**

# 4. Special Functions

## Introduction

Some users may be allowed to perform a number of other functions, apart from setting and unsetting the system. These functions are:

Setting the system so that some zones are bypassed or **omitted**.

Turning the **chime** function on or off.

Testing the zones and sounders.

Setting the time and date on the system's internal clock.

Changing zone names.

Reading the system log.

To use these functions you must key in your access code and then press Menu followed by a number. In addition, the alarm system supervisor (see "6. Supervisor") must program the system to allow each user access to individual menu number. The rest of this section assumes that the user has access to the functions described.

## Omitting Zones (Menu + Level)

Your system may be programmed so that you can omit individual zones when setting the system. This function is useful, for example, if you have to bypass a detector while decorating. Ask your Installer which zones can be omitted. Note that omission is not permanent. You must omit the zone every time you set the system.

To set with a zone omitted:

1. Key in your access code.

2. Press **Menu**.

The display shows:

1: SETTING  
WITH OMISSIONS

3. Press Enter.

The display shows:

SET WHICH LEVELS  
A

4. Use the Level keys to display the Levels you wish to set.

5. Press Enter.

The display shows:

OMIT ZONES?



4. Press Enter.  
The display shows (for example):  
HALL  
Z02: ZONE NOT OMITTED
5. Press A or B until the display shows the zone that you want to omit.  
Note that some zones may not be programmed for omission.  
*Note: You can also key in the zone number of the zone you want to omit. For example, key in '005' for zone 5, or '025' for zone 25.*
6. Press C or D until the display shows the words "IS OMITTED".
7. Press Enter.  
The displays shows: AREA READY  
LEAVE  
The system carries on to set as normal. The system will not raise an alarm if the omitted zone is triggered. Note that the next time you set the Level the system will treat the zone as normal; omission only lasts for one setting/unsetting cycle.

## Omitting 24 Hour Zones (Menu 2)

If your system is fitted with 24 hour detector zones, you may be able to omit them if necessary. For example, your premises may have a fire door that you occasionally open. Ask your Installer if this is possible.

If your system is programmed to allow you to omit a 24 hour zone, then:

1. Key in your access code.
2. Press **Menu** followed by **2**.  
The display shows: 2: OMIT 24 HOUR  
ZONES?
3. Press Enter.  
The displays shows (for example): FIRE DOOR  
Z16: NOT OMITTED
4. Press A or B until the display shows the 24 hour zone that you want to omit. Note that some zones may not be programmed for omission.
5. Press C or D until the display shows the words "IS OMITTED".
6. Press Enter to store the change.  
The displays shows: 2: OMIT 24 HOUR  
ZONES?
7. Press Menu if you wish to stop programming the system.  
The system will not raise an alarm if the omitted zone is triggered.

#### 4. Special Functions

To reinstate a 24 hour zone: repeat steps 1 to 6 **but** at step 5 press C or D to make sure the display shows "UN-OMITTED".

### Turning the Chime On/Off (Menu 3)

Your system may be programmed so that a chime tone sounds whenever certain doors are opened. If you want to turn this feature on or off:

1. Key in your access code and press **Menu** followed by **3**.  
The display shows: 3: SYSTEM OPTIONS.
2. Press Enter.  
The system displays the current state of the chime function: CHIME  
DISABLED
3. Press A or B to change between "DISABLED" and "ENABLED".  
The display shows: CHIME  
ENABLED
4. Press Enter to save the change and to go on to change the internal sounder volume. Otherwise press Menu twice to go back to the time and date display.

### Changing the Volume of the Internal Sounder

If your internal sounder is too loud or quiet, you can change its volume from the keypad.

1. Key in your access code and press **Menu** followed by **3**.  
The display shows: 3: SYSTEM OPTIONS.
2. Press Enter twice.  
The display shows: SOUNDER VOLUME  
V. HIGH
3. Press A or B to change the volume of the internal sounder. There is a choice of "V. HIGH", "HIGH", "MEDIUM", "LOW" and "V. LOW".
4. Press Enter to save the change and to go on to test the system. Otherwise press Menu twice to go back to the time and date display.

### Testing the System (Menu 4)

You can set the system so that it will allow you to walk round the premises and test each of the detectors (a **walk test**). At the same time you can also test the external bell and strobe. Choose a time when the premises are empty to carry out the test, otherwise people may trigger any movement detectors before you do, and confuse the results of the test.

If any detector fails the test then call your alarm company and ask them to check the system.

**Note:** *If your system is fitted with Fire, 24 hour or personal attack detectors, you cannot walk test them. If you wish to test them call your alarm company.*

## Walk Test

1. Key in your access code.
2. Press **Menu** followed by **4**.  
The display shows: 4: TEST OPTIONS
3. Press Enter.  
The display shows: WALK TEST
4. Press Enter.  
The top line of the display shows the total number of detectors to test, while the bottom line shows the zone number of each detector to be tested, for example: 13 ZONES TO DO  
01 02 03 04 05 06 >
5. Walk round your premises and trigger each detector. Note: do not trigger any Fire, 24 hour or personal attack detectors (they will not appear in the list of detectors to be tested). If you do trigger a Fire, 24 hour or personal attack detector the system will raise an alarm. As you trigger a detector the internal sounder gives a tone, and the zone number disappears from the display.  
  
If necessary press A or B to scroll through the list of zones to show any not appearing on the display.  
  
When all detectors shown on the list have been tested successfully the display shows: WALK TEST COMPLETE

**Note:** *You can abandon the test at any time by pressing Menu.*

## Bell Test

1. Key in your access code.
2. Press **Menu** followed by **4**.  
The display shows: 4: TEST OPTIONS
3. Press Enter.  
The display shows: WALK TEST?
4. Press **B**  
The display shows: BELL TEST ?

#### 4. Special Functions

##### 5. Press Enter.

The system turns the keypad sounder, strobe, and internal speaker(s) and external sounder on for 12 seconds each, one after the other. While the test is running the display shows the device that should be operating. At the end of the test the display shows the date and time.

**Note:** You can abandon the test at any time by pressing Menu.

### Call Out to Central Station (Menu 5)

Your alarm system may be connected to a central monitoring station by its own telephone line. The central station can change the way your system is programmed by sending a new program down the telephone line. However, for extra security your system may be set up so that the alarm system must call the central station; the central station cannot call into your system. The instructions below show you how to make the alarm system start a telephone call to the central station. Follow these steps when instructed to do so by the central station:

1. Key in your access code.
2. Press **Menu** followed by **5**.

The display shows:

5: ANSWER REMOTE  
CALL FROM CS ?

3. Press Enter.

The display shows:

WAITING FOR RINGING

4. Press **4 and 6** together.

The display shows:

CALLING THE  
CENTRAL STATION

The alarm system now makes one attempt to connect to the central station. When the alarm system and the central station have established the connection the display shows:

SYSTEM UNDER  
PC CONTROL

When the central station has completed reprogramming your alarm system, it returns to its normal unset state.

### Setting the Time and Date (Menu 6)

The end station contains an internal clock/calendar that runs as long as there is power present (mains or stand-by battery). The system uses this clock to mark the time and date on the system log. If the power supply fails for any reason, and the stand-by battery is low, then the system loses track of the correct time and date.

To set the time and date:

1. Key in your access code.
2. Press **Menu** followed by **6**.  
The display shows: 6: SET  
TIME & DATE ?
3. Press Enter.  
The display shows (for example): TUE 26 MAR 1997  
12:18  
  
Note that one of the characters has a bar underneath it (called the cursor).
4. Press C or D until the cursor is under the item that you want to change.  
The display shows (for example): TUE 26 MAR 1997  
12:18
5. Press A or B to change the numbers to the value you want.  
The display shows (for example): TUE 26 MAR 1997  
13:18
6. Press Enter followed by Menu.  
The system saves the change you made and the display shows the new time and date: TUE 26 MAR 1997  
13:18

## Changing Summer/Winter Time

You can program the system in advance to change its internal clock for the summer/winter time change over. You do this by entering the date of the next change, and selecting either one hour forward (winter to summer) or one hour back (summer to winter). At the date you set the system alters its clock by the amount you selected.

1. Key in your access code.
2. Press **Menu** followed by **6**.  
The display shows: 6: SET  
TIME & DATE ?
3. Press Enter.  
The display shows (for example): TUE 26 MAR 1997  
12:18
4. Press Enter.  
The display shows: SET SUMMER  
WINTER TIME?

#### 4. Special Functions

5. Press Enter.  
The display shows (for example):  
SET DATE =  
26 Qct
6. Press A or B to change the month.  
The display shows (for example):  
SET DATE =  
26 Nov
7. Press Enter.  
The display shows:  
SET DATE =  
26 Nov
8. Press A or B to change the day.  
The display shows (for example):  
SET DATE =  
05 Nov
9. Press Enter.  
The display shows:  
SET TIME  
BACK 1 HOUR
10. If necessary press A or B to select either "No Change" or "Forward 1 Hour"
11. Press Enter to store the change.  
The display shows:  
6: SET  
TIME & DATE ?

### **Changing Area and Zone Names (Menu 7)**

The system allows you to store names for each detector zone. In addition, the installer groups detector zones into areas, and you can give each area its own name. The display shows the names when the system raises an alarm, or if you are using some of the special functions. Each area or zone name can be a maximum of 16 characters long, including spaces and punctuation marks.

Although the keypad only shows numbers, the system lets you enter letters one at a time by pressing a number key repeatedly until the display shows the letter you want. Each number key gives its own number and three letters of the alphabet.

The figure below shows which letters belong to each number key. When keying in a name, find the letter you want on Figure 2, then press the key shown the correct number of times. Use the right arrow key to move the cursor to the next space for a new letter.

For	Key in	For	Key in	For	Key in	For	Key in
<b>1</b>	1	<b>A</b>	1 1	<b>K</b>	4 4 4	<b>U</b>	7 7 7 7
<b>2</b>	2	<b>B</b>	1 1 1	<b>L</b>	4 4 4 4	<b>V</b>	8 8
<b>3</b>	3	<b>C</b>	1 1 1 1	<b>M</b>	5 5	<b>W</b>	8 8 8
<b>4</b>	4	<b>D</b>	2 2	<b>N</b>	5 5 5	<b>X</b>	8 8 8 8
<b>5</b>	5	<b>E</b>	2 2 2	<b>O</b>	5 5 5 5	<b>Y</b>	9 9
<b>6</b>	6	<b>F</b>	2 2 2 2	<b>P</b>	6 6	<b>Z</b>	9 9 9
<b>7</b>	7	<b>G</b>	3 3	<b>Q</b>	6 6 6	<b>Space</b>	9 9 9 9
<b>8</b>	8	<b>H</b>	3 3 3	<b>R</b>	6 6 6 6	'	0 0
<b>9</b>	9	<b>I</b>	3 3 3 3	<b>S</b>	7 7	(	0 0 0
<b>0</b>	0	<b>J</b>	4 4	<b>T</b>	7 7 7	)	0 0 0 0

Figure 2. Letters Generated by Each Number Key

If you make a mistake, press C or D to move the cursor over the letter you want to change, and key in the new letter. If you want to delete a name completely, press D repeatedly to move the cursor under the extreme left hand character of the name. Press D again. The display clears the old name.

### To Change Area Names:

1. Key in your access code.
2. Press **Menu** followed by **7**.

The display shows:

7: CHANGE AREA &  
ZONE NAMES ?

3. Press Enter.

The display shows:

CHANGE  
AREA NAME ?

4. Press Enter.

The display shows:

A01:NAME =  
AREA 01

The top line of the display shows the area number. The bottom line of the display shows the current area name. Note that the cursor is under the area number.

#### 4. Special Functions

4. Press A or B until the display shows the area number you wish to name.  
The display shows (for example):  
A02:NAME =  
AREA 02
5. Press Enter.  
The display cursor moves to the first character  
of the area name (for example):  
A02:NAME =  
AREA 01
6. Key in the area name as described at the beginning of this subsection  
(see Figure 2).
7. Press Enter when you have completed the area name.  
The cursor moves back to the area number:  
A02:NAME=  
KITCHENS
8. Repeat steps 4 to 7 for any other areas you wish to name.
9. Press Menu three times to stop

### To Change Zone Names

1. Key in your access code.
2. Press **Menu** followed by **7**.  
The display shows: 7: CHANGE AREA &  
ZONE NAMES ?
3. Press Enter.  
The display shows: CHANGE  
AREA NAME ?
4. Press A.  
The display shows: CHANGE  
ZONE NAME ?
5. Press Enter.  
The display shows: Z01:NAME=  
ZONE 001
6. Press A or B until the display shows the zone number you wish to name.  
The display shows (for example): Z03:NAME =  
ZONE 003
7. Press Enter.  
The display cursor moves to the first character  
of the zone name (for example): Z03:NAME =  
ZONE 003



8. Key in the zone name as described at the beginning of this subsection (see Figure 2).
9. Press Enter when you have completed the zone name. The system saves the new name and moves the cursor back to the zone number, for example:

Z03:NAME =  
LOUNGE

10. Repeat steps 6 to 9 for all the other zones you want to name.
11. Press Menu three times to stop.

### **Using the Log (Menu 9)**

The system keeps a log of up to 500 events. You can examine this log from the keypad. If you have a printer attached to your system you can also print the log. To use the log:

1. Key in your access code.
2. Press **Menu** followed by **9**.

The display shows:

9: LOG FUNCTIONS

3. Press Enter.

The display shows:

VIEW EVENT LOG ?

EITHER:

4. Press Enter to examine the log from the keypad display.

The display shows (for example):

15:28 26/03/96

U01:A04: UNSET

The first line of the display shows the time and date of the recorded event. The second line of the display shows the user on the left, followed by a zone- area- or level number in the middle, followed by the operation performed on the right.

5. Press A to see earlier events, or B to see later events.
6. Press Menu when you have finished examining the log.

The display shows:

VIEW EVENT LOG ?

OR (if you have a printer attached to the system)

7. Press A followed by Enter to print the log. The system starts printing the log and the display shows:

PRINTING LOG

When log is finished printing the display shows:

PRINT EVENT LOG ?

#### 4. Special Functions

#### 8. Press Menu twice.

The printed record of each event contains the same information as shown on the keypad display, arranged as follows:

001:	13:09:55	27/3/96	U02:A02:UNSET
Audit Number (not shown on keypad displays)	Event Time (hour, minute, second)	Event Date (day, month, year)	Event Description (user number, area number, event)

#### Notes:

In the event description you may see the following user numbers:

- U00 when the installer has been programming the system.
- U96 when a central station has carried out a remote reset (PC reset).
- U98 when the system has been set by a keyswitch.
- U99 when<Downloader has been remotely setting/unsetting the system.

# 5. Programming Chart

## Access Code +

1: SETTING WITH OMISSIONS

(ENTER)

SET WHICH LEVELS A B C D

Use Level keys to select Level. Press Enter.

OMIT ZONES ?

(ENTER)

Press A or B to select zone\*.

Press C or D to Omit.

(ENTER)

System starts to set.

## Access Code +

3: SYSTEM OPTIONS

(ENTER)

chime

Press A or B to change enabled - disabled.

(ENTER)

sounder volume

Press A or B to change sounder volume.

(Supervisor only)

(ENTER)

remote set/unset

Press A or B to change enabled - disabled.

## Access Code +

5: ANSWER REMOTE CALL FROM CS?

(ENTER)

WAITING FOR RINGING

Press 4 and 6 together.

CALLING THE CENTRAL STATION

system under pc control

## Access Code +

6: SET TIME AND DATE

(ENTER)

TUE 07 JAN 1997 15:30

Press C or D until the cursor is under the item you want to change.

Press A or B to change the numbers to the value you want.

(ENTER)

SET SUMMER WINTER TIME?

(ENTER)

SET DATE = DD MMM

Press A or B to change the MONTH

(ENTER)

SET DATE = DD MMM

Press A or B to change the DAY

(ENTER)

SET TIME FORWARD 1 HOUR

Press A or B to forward, backward or no change.

(ENTER)

## Access Code + Menu + 2

2: OMIT 24 HOUR ZONES?

(ENTER)

fire door znn: not omitted

Press A or B to select zone\*.

Press C or D to Omit.

(ENTER)

## Access Code + Menu + 4

4: TEST OPTIONS

(ENTER)

Walk test

(A)

nn zones to do 01 02 03 04 05 06 >

Trigger each detector shown in display. Press Menu to abandon test.

walk test COMPLETE

(ENTER)

Bell test

(ENTER)

Testing: Keypad sounder

Testing: Strobe

Testing: Speaker

Testing: Bell

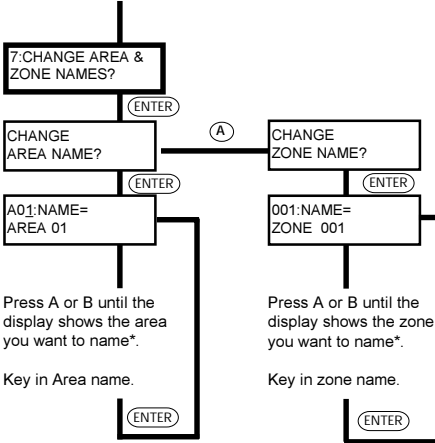
System operates sounder, strobe, speaker and bell for 12 seconds each. Press Menu to abandon test.

\* Instead of pressing A and B keys to select users, zones or areas, you can key in the number if you know it already.

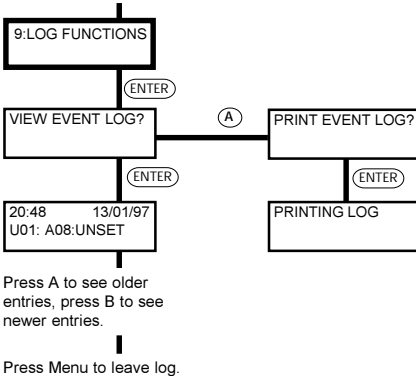
PTO

## 5. Programming Chart

### Access Code + Menu + 7

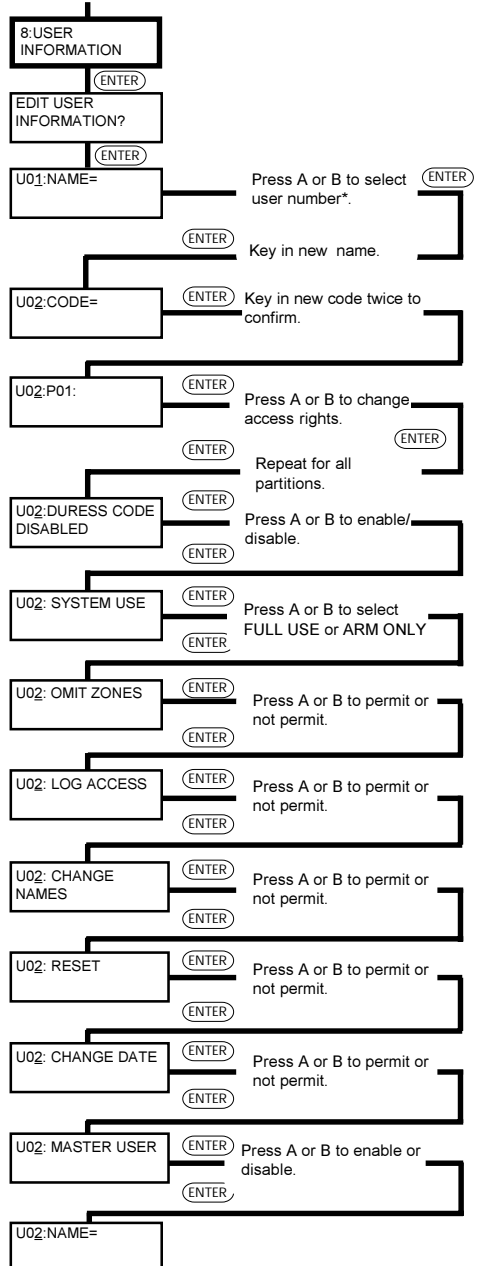


### Access Code + Menu + 9



\* Instead of pressing A and B keys to select users, zones or areas, you can key in the number if you know it already.

### Access Code + Menu + 8 (Supervisor and restricted access for Master User)



# 6. Supervisor

## Introduction

This section describes the facilities available to the alarm system supervisor. To be a supervisor you must use a special access code (see below). The supervisor can:

- Change all user's access codes.
- Restrict users to individual Partitions.
- Set up Duress Codes.
- Restrict users so that they can set the system but not unset it.
- Prevent users from resetting the system.

The supervisor can also allow or deny access to the following special functions described in section 4:

- Menu 1 and 2 - Omit Zones.
- Menu 6 - Set Time and Date.
- Menu 7 - Change Area and Zone Names.
- Menu 8 - Change User Information.
- Menu 9 - Event Log.

In addition, the supervisor can prevent a central station setting the system remotely.

## **Access Codes**

The 8136 can store up to 95 different user access codes. For security you should give one code to each person who has responsibility for setting and unsetting the system. Do not allow users to share codes.

Every time someone enters an access code on the keypad the system records the event in its log. To distinguish all the users and keep their access codes hidden, the log shows each user as a number, for example "User 02", "User 03" and so on.

The supervisor's access code is always shown as "User 01". User 01 always has access to all menus.

## **Restricting Users to Partitions**

If you wish to restrict users to particular areas covered by the alarm system ask the Installer to set up a **Partition**. The 8136 can support four Partitions,

each of which behaves as an independent alarm system. At the same time the Installer will allocate one or more Level keys to each of the Partitions. Make sure you know which Level keys belong to each Partition, and which areas they cover.

Once the Installer has created the Partitions, you must then assign each user to one or more of the Partitions.

**Note:** *Any user with access to one Level in a Partition also has access to all the other Levels in the same Partition.*

## Master Users

The supervisor can create Master Users with some or all of the privileges used by the Supervisor. Each Master User should be assigned to one or more Partitions as appropriate.

A Master User can change the privileges of any other user belonging to the same Partition. No Master User can see or change the details of any user that belongs to another Partition. Most importantly, a Master User cannot see or change the details of the Supervisor (User 01).

## Duress Code

If your system is connected to a central monitoring station, you may want to give some of the users a **Duress Code**. If a user enters the Duress Code while the system is set, then the end station unsets the system, but at the same time sends a silent alarm call to the central monitoring station. This facility is designed for times when a user is being forced to unset the alarm system by an intruder.

Note that a Duress Code occupies one user number. The duress code cannot operate any of the special functions described in "4. Special Functions".

## Restricting users to Arm Only

Some of the people who enter your premises may not need full access to all the alarm system functions. You can give these users **Arm Only** status. This means that the user can set the system, but not unset it. This facility is designed for people like cleaners who may need to secure your premises after the daytime occupants have left.

## Changing Access Codes and User Privileges (Menu 8)

You must start from menu 8 for all the facilities described in this section.

To start menu 8:

1. Key in the User 01 access code.

2. Press **Menu** followed by **8**.  
The display shows:

8: USER  
INFORMATION

3. Press Enter.  
The display shows:

EDIT USER  
INFORMATION ?

## Changing User Names

The 8136 can store a 16 character name against each user code. To change the name:

1. Start menu 8.
2. Press Enter until the top line of the display shows: "U01:NAME ="
3. Press A or B until the top line of the display shows the user number whose name you wish to change. (You can also key in the user number if you already know it.)  
The display shows (for example): U03:NAME =  
NOT IN USE
4. Press Enter.  
The display cursor moves to the bottom line: U03:NAME =  
NOT IN USE
5. Key in the new name. Use the in the same way as you would for changing the zone names (see Figure 2).  
The display shows the new name (for example): U03:NAME =  
MARY\_
6. Press Enter when you have completed the name.  
The system stores the name and the display shows "U03:CODE ="
7. Press Menu three times to leave programming.

## Changing Access Codes

The Installer can program your system to use either four-digit or six-digit access codes. Check with the Installer which type of code is in use.

If your system does NOT use Partitions, but is simply a Full/Part set system, then all access codes apply to all Levels. You cannot assign any access code to a specific Level.

1. Start menu 8.
2. Press Enter until the top line of the display shows "U01:CODE =".
3. Press A or B until the display shows the user number whose access

## 6. Supervisor

code you wish to change. (You can also key in the user number if you already know it.)

The display shows (for example):

U02:CODE =  
\*\*\*\*

*Note: If your system is using six-digit access codes the bottom line of the display will show "\*\*\*\*\*".*

### 4. Press Enter.

The display shows:

U02:CODE =  
—

### 5. Key in the digits of the new access code and press Enter. Note that the display shows " \* " characters instead of numbers. This is to prevent anyone reading the access code over your shoulder.

*Note: To delete an existing code key in "0000" ("000000" for six digit access codes).*

The display shows:

CONFIRM NEW CODE  
—

### 6. Key in the same digits again.

After you key in the last digit the display changes to show (for example):

U02:P01:  
NO ACCESS

If the display shows:  
then you did not key in the confirmation correctly.  
Press Menu and go back to step 4.

CODE MISMATCH

If the display shows:

CODE ALREADY  
IN USE

then another user already has that access code.  
Press Menu and go back to step 4.

## Changing Partition Access

If your system does use Partitions then once you have created a set of access codes you must then give them access to the appropriate Partition(s). Each access code will then work only on the Partition(s) you have assigned. Ask your Installer which Partition (1, 2, 3, or 4) is assigned to each of the Level keys. Then:

### 1. Start menu 8.

### 2. Press Enter until the top line of the display shows "U01:P01:".

### 3. Press A or B until the display shows the user number whose Partition access you wish to change (or key in the number directly).

The display shows (for example):

U02:P01:  
NO ACCESS



4. Press Enter.  
The display shows the cursor at the beginning of the bottom line: U02:P01:  
NO ACCESS
5. Press A or B to change access to the Partition.  
The display shows (for example): U02:P01:  
HAS ACCESS
6. Press Enter.  
The display shows the next Partition (for example) U02:P02:  
NO ACCESS
7. Repeat steps 4 to 6 to give the correct access to all four Partitions.  
When you press Enter after changing access  
for Partition 4 the top line of the display shows: U03:DURESS CODE  
DISABLED

Don't forget to tell each user which Level key they must use for each Partition, or that keying in their access code followed by Enter sets the highest Level assigned to their access code.

### Setting Up a Duress Code

A duress code is a special access code used for emergencies only. After entering a duress code the system does not allow access to any of the special functions listed in section 4. In addition, the system will not let you give User 01 a duress code.

1. Start menu 8.
2. Press Enter until the top line of the display shows "U01:CODE=".
3. Press A or B until the display shows the user number you wish to use for the duress code (or key in the number directly).  
The display shows (for example): U14:CODE =  
\*\*\*\*
4. Press Enter.  
The display shows: U14:CODE=  
—
5. Key in the duress code and press Enter.  
The display shows: CONFIRM NEW CODE  
—
6. Key in the duress code again.  
When you key the last digit of the duress code  
the top line of the display shows: U14:P01:

6. Supervisor

7. Press Enter until the display shows:

U14:DURESS CODE  
DISABLED

8. Press A or B to change from "DISABLED" to "ENABLED".

The display shows:

U14:DURESS CODE  
ENABLED

9. Press Enter.

The system saves the change and the top line of  
the display shows:

U14:SYSTEM USE

If you want to remove a duress code from a user number, follow steps 1 to 9 again **but** at step 8 press A or B to change the bottom line of the display to "DISABLED".

### Giving a User Arm Only Access

1. Start menu 8.

2. Press Enter until the top line of the display shows "U01:SYSTEM USE".

3. Press A or B until the display shows the correct user number (or key in the user number directly).

The display shows (for example):

U02:SYSTEM USE  
FULL USE

4. Press Enter.

The display moves the cursor to the bottom line:

U02:SYSTEM USE  
FLL USE

5. Press A or B to change between "FULL USE" and "ARM ONLY".

6. Press Enter.

The system saves the change and the top line of  
the display shows:

U02:OMIT ZONES

### Allowing a User to Omit Zones

1. Start menu 8.

2. Press Enter until the top line of the display shows "U01:OMIT ZONES".

3. Press A or B until the display shows the correct user number (or key in the user number if you already know it).

The display shows (for example):

U02:OMIT ZONES  
NOT PERMITTED

4. Press Enter.

The display moves the cursor to the bottom line:

U02:OMIT ZONES  
NOT PERMITTED

5. Press A or B to change the bottom line between "NOT PERMITTED" and "PERMITTED".
6. Press Enter.  
The system saves the change and the top line of the display shows: U02:LOG ACCESS

### Giving a User Log Access

1. Start menu 8.
2. Press Enter until the top line of the display shows "U01:LOG ACCESS".
3. Press A or B until the display shows the correct user number (or key in the user number if you already know it).  
The display shows (for example): U02:LOG ACCESS  
NOT PERMITTED
4. Press Enter.  
The display moves the cursor to the bottom line: U02:LOG ACCESS  
NOT PERMITTED
5. Press A or B to change the bottom line between "NOT PERMITTED" and "PERMITTED".
6. Press Enter.  
The system saves the change and the top line of the display shows: U02:CHANGE NAMES

### Allowing a User to Change Zone Names

1. Start menu 8.
2. Press Enter until the top line of the display shows "U01:CHANGE NAMES".
3. Press A or B until the display shows the correct user number (or key in the user number directly).  
The display shows (for example): U02:CHANGE NAMES  
NOT PERMITTED
4. Press Enter.  
The cursor moves to the bottom line: U02:CHANGE NAMES  
NOT PERMITTED
5. Press A or B to change the bottom line between "NOT PERMITTED" and "PERMITTED".
6. Press Enter.  
The system saves the change and the top line of the display shows: U02:RESET

## Allowing a User to Reset After an Alarm

1. Start menu 8.
2. Press Enter until the top line of the display shows "U01:RESET".
3. Press A or B until the display shows the correct user number (or key in the user number directly).  
The display shows (for example):  
U02:RESET  
NOT PERMITTED.
4. Press Enter.  
The display moves the cursor to the bottom line:  
U02:RESET  
NOT PERMITTED
5. Press A or B to change the bottom line between "NOT PERMITTED" and "PERMITTED".
6. Press Enter.  
The system saves the change and the top line of the display shows:  
U01:CHANGE DATE

## Allowing a User to Change the Time and Date.

1. Start menu 8.
2. Press Enter until the top line of the display shows "U01:CHANGE DATE".
3. Press A or B until the display shows the correct user number (or key in the user number directly).  
The display shows (for example):  
U02:CHANGE DATE  
NOT PERMITTED
4. Press Enter.  
The display moves the cursor to the bottom line:  
U02:CHANGE DATE  
NOT PERMITTED
5. Press A or B to change the bottom line between "NOT PERMITTED" and "PERMITTED".
6. Press Enter.  
The system saves the change and the top line of the display shows (for example):  
U03:MASTER USER

## Creating a Master User

1. Start menu 8.
2. Press Enter until the top line of the display shows "U01:MASTER USER".
3. Press A or B until the display shows the correct user number (or key in the user number directly).  
The display shows (for example):  
U02:MASTER USER  
ENABLED



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**Service Contact**

Company. Name:

Day Tel:

Night Tel:

USER No.	NAME	PARTITION				DURESS	ARM ONLY	OMIT ZONES	LOG ACCESS	CHANGE NAMES	RESET	CHANGE DATE	MASTER USER
		1	2	3	4								
USER 01													
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