Omnia

CE Ⓜ Ⓐ Omnia/S
DAT n. U0805

INSTALLATION MANUAL

BENTEL
SECURITY ®

This Security panel can be programmed via the OMNIA 3.0 Software Application or higher.

Hereby, Bentel Security,

*declares that the above mentioned Omnia/S is in compliance with the essential requirements and other relevant provisions of Directive **1999/5/EC***

The complete R&TTE Declaration of Conformity for each Panel can be found

*at **www.bentelsecurity.com/dc.html***

*This control panel complies with **CEI 79-2 2a Ed.1993***

Installation of these systems must be carried out strictly in accordance with the instructions described in this manual, and in compliance with the local laws and bylaws in force.

The above mentioned Omnia/S has been designed and made to the highest standards of quality and performance.

The manufacturer recommends that the installed system should be completely tested at least once a month.

BENTEL SECURITY srl shall not be responsible for damage arising from improper installation or maintenance by unauthorized personnel.

BENTEL SECURITY srl reserves the right to change the technical specifications of this product without prior notice.

Overview

This user-friendly expandable system has been carefully designed to be simple to program and easy to operate. The philosophy of this system is "Flexibility", it can be expanded and programmed to suit all types of installations and makes the fullest use of the newest technology.

Omnia and Omnia/S have 8 input zones—expandable to 80, and 4 outputs—expandable to 36.

Partitions The 8 partitions can be armed/disarmed individually or as groups—by means of Key/Cards, Codes or Panel Inputs. Partitions can also be programmed to depend on the armed/disarmed status of other partitions (refer to **Managing Common Partitions**).

Events and actions Interaction between the Inputs, Outputs and Telephone-dialler (voice or digital) can be programmed as per requirements.

Up to 445 events can be programmed to activate the Output, Digital communicator and Voice dialler actions.

Telephone functions The system can manage 32 telephone numbers, four of which can be assigned to the digital communicator (each with a different customer code and protocol) for communications with up to 4 Central stations.

Up to four telephone numbers can be assigned to Teleservice (for the communications with the installer modem).

OmniaVOX The OmniaVOX voice board manages 14 different Voice messages (to be recorded by the Installer), and 16 telephone numbers (managed by the Dialler facility).

The OmniaVOX board also provides an answering-machine function (one of the 14 Voice messages can be assigned to this function).

Voice communication with the Panel (during an incoming telephone or dialler call), allows:
—Listen-in
—2-way audio (Talk-Listen-in)
—Input status inquiry with voice answer from the Panel
—remote ON/OFF control of peripherals
—Partition arming/disarming, Alarm reset, Stop calls, etc.

Scheduler The optional **Scheduler** board can be programmed to control:

—automatic arming/disarming of partitions—on a daily or weekly basis;
—8 Timers for (ON/OFF) control of up to 8 appliances (Courtesy lights, Garden sprinkler, Heating, etc.);
—a Parallel or Serial printer.

Wireless Devices The Omnia/S Panel supports the **VectorBRIDGE** and **VectorBPI** wireless device systems. These systems accept up to 31 Wireless devices, such as: PIR sensors (**AMD10** and **AMD10A**); Magnetic Contacts (**AMC10**); Smoke detectors (**ASD10**); and up to 4 Wireless keyfobs (**ARC10**).

VectorBRIDGE allows the Panel to detect and signal Alarm, Tamper (the specific Sensor will be identified), Missing and Low battery events (the specific Sensor will not be identified) generated by the Wireless Sensors.

VectorBPI allows the Panel to detect and signal Alarm, Tamper, Missing, and Low battery events generated by the Wireless Sensors (the specific Sensor will be identified in all cases).

The **VectorBPI** employs more resources (zones) than **VectorBRIDGE**. Refer to the **VectorBRIDGE** and **VectorBPI** Instruction Manuals for further details.

Programming The system can be programmed via keypad, or via the **Bentel Security suite** software applications. The software applications greatly enhance all the system features, and provide Customer Database Management and real-time Supervision facilities (via connection to RS232 interface, or Teleservice).

Main features

Burglar Panel

❐ Up to 80 alarm zones—8 on Main unit—64 on 16 Input expanders (4 zones per expander)—8 on 8 keypads (1 zone per keypad)

❐ Up to 36 outputs—2 relays and 2 open collectors on Main unit—32 outputs on 8 Output expanders (4 outputs per expander)

❐ Up to 8 keypads with backlit LCD

❐ Up to 16 Key/Card Readers

❐ 2 Power stations (3 A or 5 A) monitored by the Panel

❐ 4 wire Bus (protected against short circuit)

❐ Split section Bus for tamper protection

❐ Programmable balance type, function mode and alarm type—for all zones

❐ Input zones can be programmed to send specific commands to the Panel

- ❐ All outputs are programmable as bistable or cyclic with programmable cycle and standby times
- ❐ 8 programmable partitions—each with own zones, keypads, readers, outputs and times
- ❐ 31 user codes with programmable priority and function control
- ❐ Up to 250 programmable Keys/Cards
- ❐ 16-character label spaces for Partitions, Zones, Keypads, Readers, Codes, Keys/Cards, etc.—the programmed label will be shown on the keypad screen during user operations as the device identifier
- ❐ 200 event buffer with Date, Time and User details
- ❐ RS232 interface for Panel programming and supervision
- ❐ Software (runs under Windows™) for Panel programming, Teleservice and Telemonitoring

  Telephone functions
- ❐ DTMF and Pulse dialling
- ❐ 32 telephone numbers available for Telemonitoring, Teleservice and Voice calls
- ❐ Built-in Digital multiprotocol communicator for DTMF and Pulse Protocol management
- ❐ 10 different instant Alarm calls from keypad
- ❐ Programmable Test call
- ❐ Double call
- ❐ Line sharing with answering device
- ❐ 1200 baud FSK integrated modem for Teleservice control

  Telephone functions with OmniaVOX optional board
- ❐ Telephone dialler for Voice message control—up to 14 Voice messages can be sent to 16 telephone numbers
- ❐ Remote Inquiry to the Panel with voice answer
- ❐ Remote Output control, partition arming and alarm reset from Panel
- ❐ Remote Listen-in and multipoint telephone communication (Talk-Listen-in)
- ❐ Answering-machine function

  OmniaTIMER time programmer functions and printer interface
- ❐ Control on daily, weekly and monthly basis
- ❐ Holiday and Standard/Summer-time management
- ❐ Programmable Overtime and Arming delay
- ❐ 2 Arm and 2 Disarm actions per day per partition
- ❐ 8 fully independent daily timer channels
- ❐ Centronics or RS232 parallel printer interface

The Omnia Panel

Basic Panel The basic system comprises a Main unit and a keypad. Omnia is available in the following models:

  ➢ **Omnia** — 8 Zones—expandable to 80 with 1.5 A linear battery and keypad.
  ➢ **Omnia/S** — 8 Zones—expandable to 80 with 3 A switching battery and keypad.

Expanders **Omnia and Omnia/S** can support:
  —up to 16 Input expanders—each with 4 zones;
  —up to 8 Output expanders—each with 4 open-collector outputs.

Control peripherals Up to 16 Readers, and 8-LCD keypads can be connected to the Panel.
The Readers are available in the following models:
  —**BP13W** Wall mounting (with Contacts)
  —**BP13** Flush mounting (with Contacts)
  —**ECLIPSE** Flush mounting (Contactless)
  —**PROXI** Wall mounting
All the Readers perform the same operations on the system. However, **BP13W** and **BP13** Readers operate through electrical contacts, whereas **ECLIPSE/PROXI** Readers operate through magnetic flux—thus making the **ECLIPSE/PROXI** model more resistant to oxidizing agents and wear.

In this manual, the word **Reader** will be used in reference to all the above mentioned readers.

OmniaVox Optional board for Voice call management and remote control.

Scheduler Optional board for System and Printer interface control.

BENTEL Security Suite The **BENTEL Security Suite** (runs under Windows™ environment) is an indispensable enhancement tool that provides an extremely flexible way of optimizing the performance of the system.

B-Mod modem The **B-MOD modem** and relevant software application can manage manual and automatic teleservice communications, and allow the installer to keep the computer buffer updated.
The **B-ModRX** modem can receive calls for real-time information on monitored systems.

Remote power station The optional 5 A power-station (to be connected to the Bus) will power the peripherals in the event of blackout. The Panel can monitor all the power station events (battery trouble, mains failure, etc.). Two power stations can be connected to the Bus.

Technical Specifications

Model	OMNIA	OMNIA/S
Voltage	230 V ∿ 50 Hz ±10%	
Max. input	0.2 A	0.5 A
Max. power	45 W	115 W
Insulation class	Class **I**	
Power supply Battery-charger	13.8 V⎓ 1.5 A	13.8 V⎓ 3 A
Max. current supply to peripherals	1 A	2 A
Battery (Make and Model)	12 V - 7 Ah or 12 V - 17 Ah YUASA NP 7-12 FR or NP 17-12 FR or equivalent with UL94-V2 (or over) case flame class	
Operating temperature range	5 ÷ 40 °C	
Dimensions (W x H x D)	330 x 460 x 100 mm	
Weight (without battery)	4.6 Kg	4.2 Kg
Complies with EN standard	EN 50081-1:1992 EN 50130-4:1995 +A1:1998 EN 60950:2000 TBR21:1998 79/2 2nd Ed. 1993 - Performance level **II**	

Accessory Item	Current Draw	Dimensions (WxHxD)
OMNIA/S Main Board	135 mA	——
Keypad (OmniaTAST-R)	50 mA	160 x 73 x 30 mm
Keypad (MIA-S)	50 mA	164 x 132.9 x 43.7 mm
Flush mounting reader (BPI3 / ECLIPSE)	30 mA / 30 mA	——
Wall mounting reader (BPI3W)	30 mA	51 x 73 x 28 mm
Proximity reader (PROXI)	30 mA	77.9 x 108.5 x 22 mm
Input Expander (Omnia4IN / M-IN/6)	15 / 20 mA	108 x 101 x 34 mm
Output Expander (Omnia4OUT / M-OUT/6)	20 / 20 mA	
4-relay module (Omnia4R)	120 mA	
Voice board + Microphone / Loudspeaker board (OmniaVOX + VOX-REM)	20 mA	——
Scheduler and Printer interface board (OmniaTIMER)	40 mA	——
Power station (BXM12)	20 mA	234 x 345 x 96 mm

The items with the ⊡⟨⟨ symbol are tested and approved to European standards.

OMNIA/TAST-R	⊡⟨⟨	*Keypad with backlit LCD (1 input)*
MIA/S	⊡⟨⟨	*Keypad with backlit LCD (2 inputs) **N.B. This Panel can manage 1 input only.***
OMNIA/4IN	⊡⟨⟨	*4-input expander module*
M-IN/6	⊡⟨⟨	*6-input expander module*
OMNIA/4OUT	⊡⟨⟨	*4-output expander module*
OMNIA/6OUT	⊡⟨⟨	*4-output expander module*
M-SUP	—	*Expander module holder 108 x101 mm*
ASNC	⊡⟨⟨	*Snatch switch (NC)*
OMNIA/VOX	⊡⟨⟨	*Voice board*
VOX-REM	⊡⟨⟨	*Microphone and loudspeaker for ambient listen-in*
MINI-BOX	—	*Microphone and loudspeaker box*
PROXI	—	*Proximity reader*
PROXI-CARD	—	*Proximity card*
ECLIPSE3ABI	⊡⟨⟨	*Flush mounting **Contactless** reader—**AVE** version*
ECLIPSE3AN	⊡⟨⟨	*Flush mounting **Contactless** reader—**AVE noir** version*
ECLIPSE3DEL	⊡⟨⟨	*Flush mounting **Contactless**reader—**DELTA** version*
ELIPSE3DN	⊡⟨⟨	*Flush mounting **Contactless**reader—**DELTA noir** version*
ECLIPSE3GE	⊡⟨⟨	*Flush mounting **Contactless**reader—**GEWISS** version*
ECLIPSE3GGE	⊡⟨⟨	*Flush mounting **Contactless**reader—**GEWISS noir** version*
ECLIPSEGP	⊡⟨⟨	*Flush mounting **Contactless**reader—**GEWISS playbus** version*
ECLIPSE3IN	⊡⟨⟨	*Flush mounting **Contactless**reader—**TICINO international** version*
ECLIPSE3LGT	⊡⟨⟨	*Flush mounting **Contactless**reader—**TICINO light** version*
ECLIPSE3MA	⊡⟨⟨	*Flush mounting **Contactless**reader—**TICINO magic** version*
ECLIPSE3VI	⊡⟨⟨	*Flush mounting **Contactless** reader—**VIMAR idea** version*
ECLIPSE3VIB	⊡⟨⟨	*Flush mounting **Contactless**reader—**VIMAR light** version*
SAT	⊡⟨⟨	*Keyfob for Contactless readers and Proximity readers*
BPI3-AVE	⊡⟨⟨	*Flush mounting reader **AVE** version*
BPI3-AN	⊡⟨⟨	*Flush mounting reader **AVE noir** version*
BPI3DEL	⊡⟨⟨	*Flush mounting reader **DELTA** version*
BPI3-DN	⊡⟨⟨	*Flush mounting reader **DELTA noir** version*
BPI3GEW	⊡⟨⟨	*Flush mounting reader **GEWISS** version*
BPI3-GN	⊡⟨⟨	*Flush mounting reader **GEWISS noir** version*
BPI3GP	⊡⟨⟨	*Flush mounting reader **GEWISS playbus** version*
BPI3INT	⊡⟨⟨	*Flush mounting reader **TICINO international** version*
BPI3	⊡⟨⟨	*Flush mounting reader **TICINO magic** version*
BPI3LGT	⊡⟨⟨	*Flush mounting reader **TICINO light** version*
BPI3LIV	⊡⟨⟨	*Flush mounting reader **TICINO living** version*
BPI3VI	⊡⟨⟨	*Flush mounting reader **VIMAR idea** version*
BPI3VIB	⊡⟨⟨	*Flush mounting reader **VIMAR bianco** version*
BPI3W	—	*Wall mounting reader*
DKC	⊡⟨⟨	*Keyfob for readers*
OMNIA/4R	—	*4-relay module for the output expanders*
OMNIA/TIMER	⊡⟨⟨	*Timer programming and printer interface board*
B-MOD	—	*Teleservice modem*
B-MOD/RX	—	*Teleservice and remote monitoring modem*
CVSER/9F9F	—	*Serial cable for computer connection*
ADSER/9M25F	—	*25-pin adapter for serial ports*
SECURITY SUITE	⊡⟨⟨	*Bentel Security Suite*
BXM12/30	⊡⟨⟨	*3 A remote power-station*
BXM12/50	—	*5 A remote power-station*
VECTORBRIDGE-K	—	*Universal Wireless Kit*
VECTORBPI-K	—	*BPI Wireless Kit*

VectorBPI/VectorBRIDGE
WIRELESS DEVICE SYSTEM

- Supports up to 31 wireless sensors
- Supports up to 4 wireless Keys

- 4 Relays 250 V - 8 A

- 4 Prog. OC Output (0.15A)
- Supports up to 8
- On board buzzer

- 4 Prog. Input Zone
- Supports up to 16

- 1 Prog. Input Zone
- Supports up to 8

- Supports up to 16

- Supports up to 16

Bus BPI

BXM12
POWER STATION

- Supports 2
- 5 A Current Output
- 17 Ah Battery housing

Omnia/S
MAIN UNIT

- 8 prog. Input zones
- 2 prog. Outputs (3 A relays)
- 2 prog. OC Outputs (1 A relays)
- 3 A Power Supply
- Telephone Communicator

4 wire cable

Omnia

Telephone Line

- Teleservice
- B-Mod/Rx: Teleservice + Telemonitoring

B-Mod
MODEM

OmniaTIMER
TIMER AND PRINTER INTERFACE

- Daily and/or Weekly basis
- 15 year programming period
- 2Arm and DisA. per day per partition
- 8 Indipendent Timers
- Manages serial or parallel Printer

5 wire cable
max. 50 m

- Answerphone facility
- Telephone dialler
- Records 14 Messages
- Listen-in facility
- Talk/Listen-in facility
- Appliance Control
- Input Status Enquiry

OmniaVOX
VOICE BOARD

- Supports up to 4

VOX-REM
MIC./SPEAK BOARD

- Houses 1 Microphone board or 1 Speaker
- Wall or flush mounting to 503 outlet boxes or similar
- Cable entry

MINI-BOX
EXPANDER BOXES

Figure 1   *The Omnia system*

The following tables shows **"where to look"** for information on the various features of the Omnia Panel types.

SECTION   page

Paragraph . . . . **page**
Sub-paragraph 1 . . . . page
The SUBPARAGRAPH. 2 is as follows:

Subpar. 2 Text.

■ **Omnia 2.1**

NEW FEATURES	SECTION	PARAGRAPH	SUBPAR. 1	SUBPAR. 2
Arming inhibited in the event of remote battery trouble	*PROGRAMMING*	*Options*	—	*Disable Arming on battery trouble*
Factory default settings	*PROGRAMMING*	*Default*	—	*Event-Actions*
				Telephone dialler
		A basic system	*Programming*	*Telephone numbers*
				Voice messages
Call queue priority control	*PROGRAMMING*	*Event-Actions*	—	*Priority of telephone actions*
Stop Panel Alarms with Key/Card	*PROGRAMMING*	*Options*	—	*Enable Stop Panel alarm with valid key*
New events	*PROGRAMMING*	*Event-Actions*	*Panel Generic Events*	*263 - Valid key/card on panel*
				361 - Telephone line trouble
Sends several events during the same telephone communication	*PROGRAMMING*	*Pulse Communicator*	—	----

■ **Omnia 3.0**

NEW FEATURES	SECTION	PARAGRAPH	SUBPAR. 1	SUBPAR. 2
Contact ID protocol	*PROGRAMMING*	*Digital Communicator*	—	----
Contact ID + voice protocol	*PROGRAMMING*	*Digital Communicator*	—	----
No DTMF Communicator	----	—	—	—
Generic event	*PROGRAMMING*	*Event-Actions*	*Generic events*	—
Unsuccessful call telephone numbers		*Refer to Security Suite Manual*		
Telephone line trouble logged in buffer		*Refer to Security Suite Manual*	—	—

■ **Omnia 3.1**

NEW FEATURES	SECTION	PARAGRAPH	SUBPAR. 1	SUBPAR. 2
The TROUBLE LED also signal s Zone in Test status	*INSTALLATION*	*Zone*	*Attributes*	*Test*
"Disable Telephone Line Check" option	*PROGRAMMING*	*Option*	—	*Disable Telephone Line Check*
"Global Alarm Memory" event	*PROGRAMMING*	*Events-Actions*	*Generic Events on Panel*	----
Supports Wireless Devices	*PROGRAMMING*	*Configuration*	*Via Radio*	----
Supports new BPI peripherals: MIA-S, PROXI, M-IN/6, M-OUT/6	*IDENTIFICATION OF PARTS*	—	—	—
	INSTALLATION	*Mounting*	—	—
	INSTALLATION	*BPI Connections*		

This section describes the main parts of the system, and the meaning of the ON/OFF status of the LEDs.

The numbers in boldface (in the Figures) refer to the descriptions in the tables. The white numbers (in the Figures) refer to the common hardware parts of BPI peripherals, therefore, are not described repeatedly.

■ **Main unit**

LED	INDICATES
Mains ∿	*ON: Mains OK*
Battery ⎓	*ON: battery low or empty*
BPI Bus 📉	*ON: communication trouble on BPI Bus*
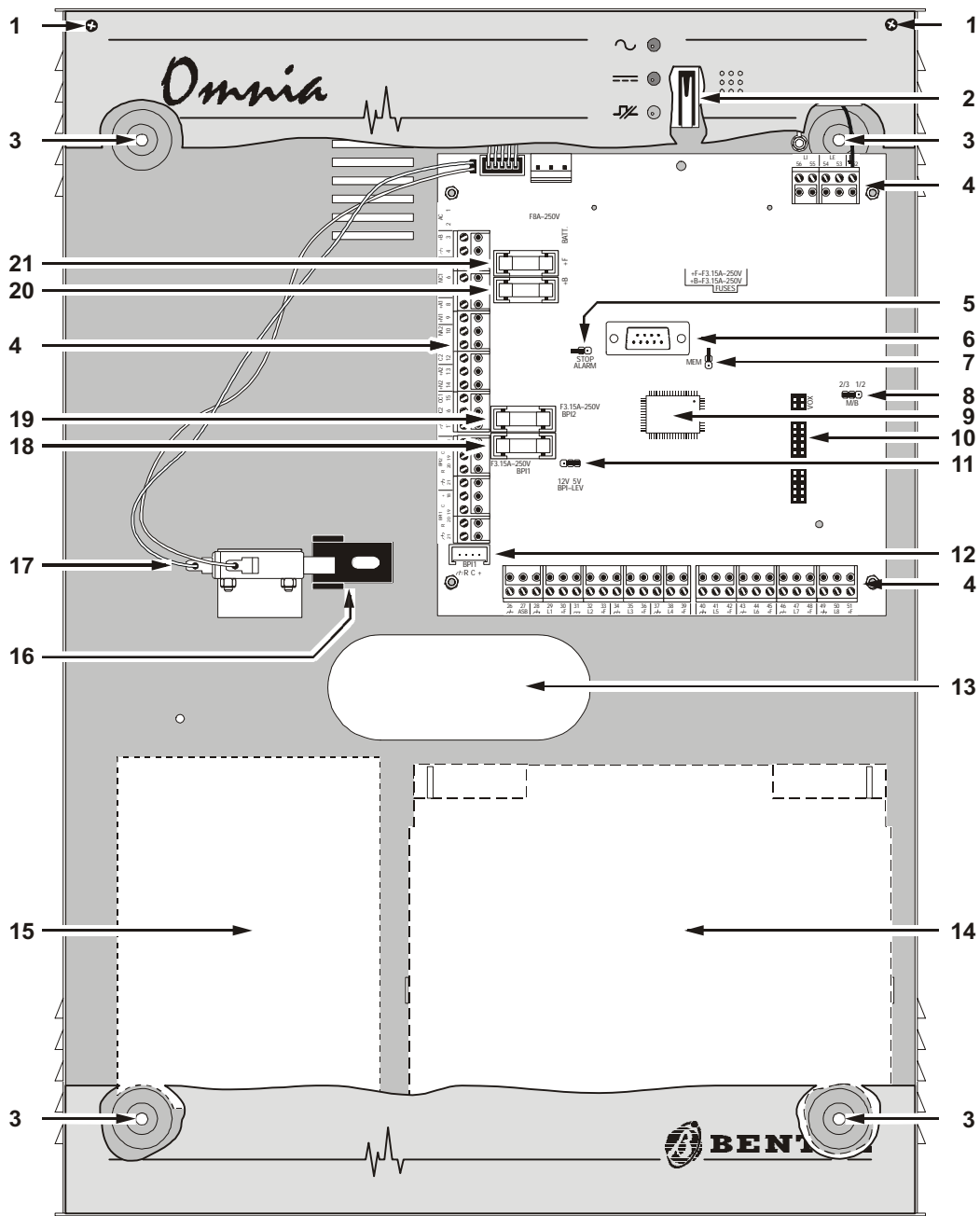
Figure 2   *Main Unit parts*

PART	DESCRIPTION
1	Box screws (2)
2	Tamper switch
3	Holes (4) for backplate anchor screws (Ø 5 mm)
4	Terminal boards
5	Stop alarm jumper: ⊡⊡ > alarm enabled (default); ▬▬ > alarm disabled
6	RS232 serial port
7	Memory Jumper (MEM): will save programmed parameters during blackout ⊡⊡ > programmed parameters will be lost (default) ▬▬ > programmed parameters will be saved
8	Make/Break jumper
9	Microprocessor
10	OmniaVOX board connector
11	BPI Level Jumper ⊡▬▬ > 5 V (at default); ▬▬⊡ > 12V 12V 5V 12V 5V BPI–LEV BPI–LEV
12	BPI Keypad connector (OmnaTAST-R or MIA-S)
13	Wire entry
14	Battery housing: 12 V - 17 Ah maximum
15	Power supply section (see Figure 3)
16	Snatch switch bracket
17	Snatch switch
18	Protection fuse for terminal [+] BPI1 Bus (F 3.15A 250V)
19	Protection fuse for terminal [+] BPI2 Bus (F 3.15A 250V)
20	Protection fuse for terminals [+N], [+A] and [+B] (F 3.15A 250V)
21	Protection fuse for terminals [+F] Main unit (F 3.15A 250V)
22	Mains LED
23	Fine adjustment trimmer—output voltage
24	External Peripheral power terminals (13.8 V⎓)
25	Mains voltage connection terminals (230 V ∿ / 50 Hz)
26	Power supply fuse: **Omnia** = F 250 mA 250V **OmniaS** = F 2A 250Vfuse
27	Battery plugs
28	Plastic rivet (to be removed when opening the switching-power supply)
29	Battery fuse—protects against polarity inversion (F 8A 250V)
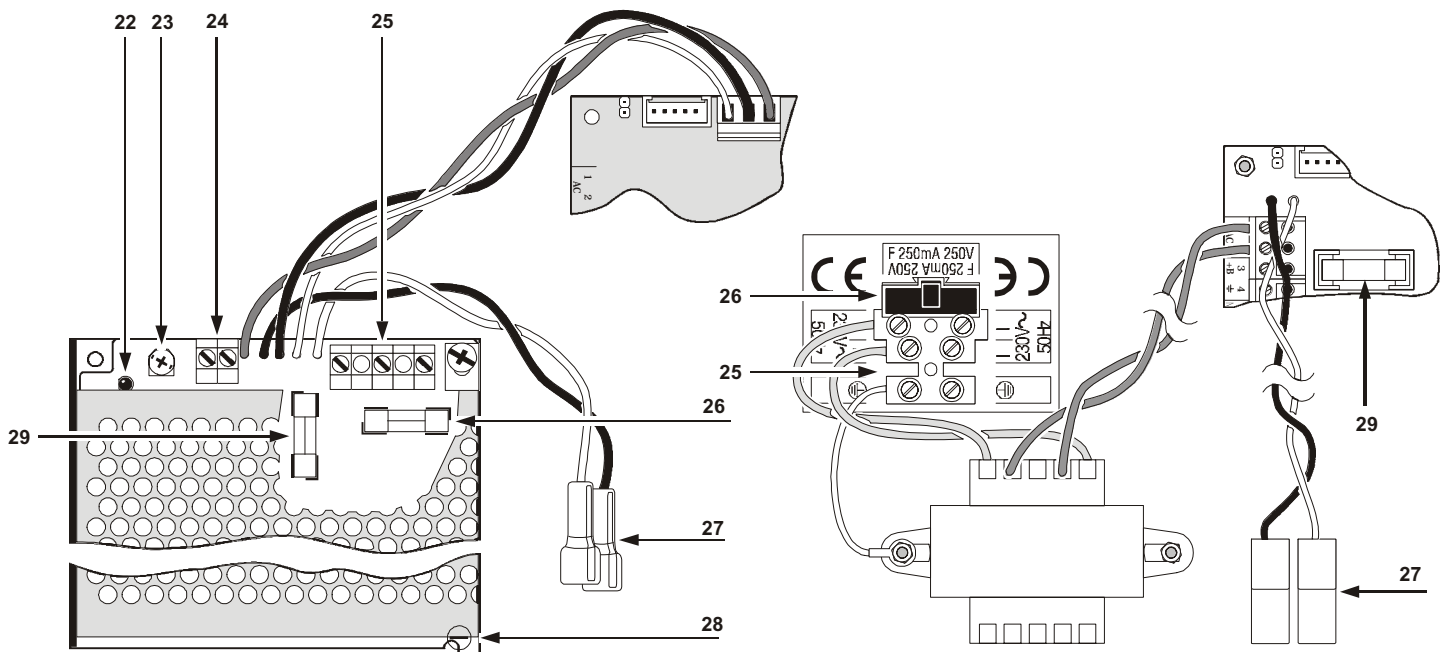
Figure 3   Switching Power Supply Units

ICON		MEANING
	◉	*Partitions armed*
	🔔	*Alarm memory*
	⚠	*Trouble and Zone in Test status*
	🗣	*Not operative with this Panel*
	📖	*Open Panel*
	⊤	*Tamper line alarm*
	📦	*Device tamper*
	🗝	*False key/card at reader*
	?	*Device not found*
	⚒	*Teleservice enabled*
	☎	*Answering device enabled*
	☎	*Telephone line engaged*

PARTS	DESCRIPTION
30	*Box screws (4)LEDs window*
31	*LCD*
32	*Down flip*
33	*Not available with this Panel*
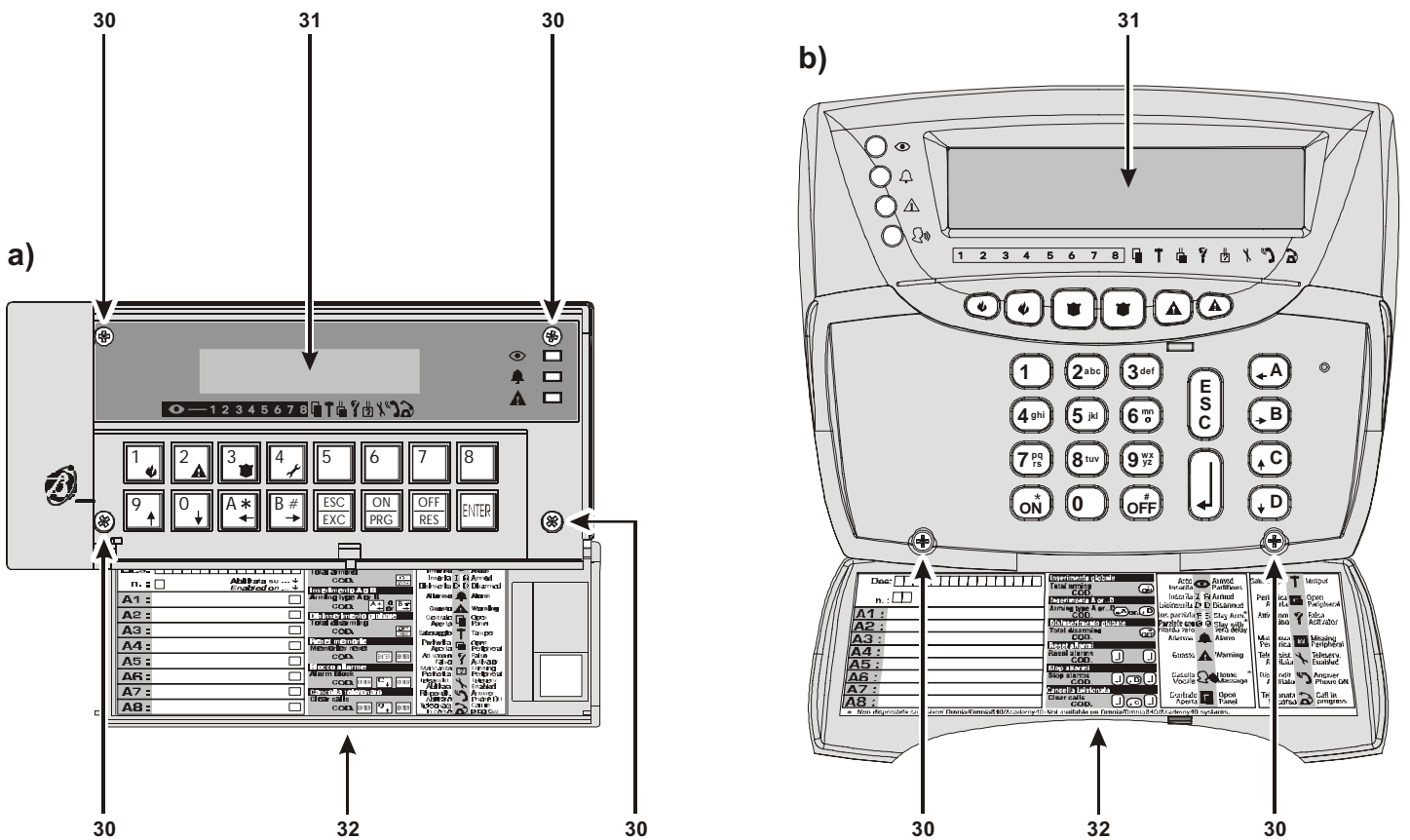
Figure 4   *Control Keypad: a)OmniaTAST/R; MIA-S*

PARTS	DESCRIPTION
34	Terminal board
35	Tamper switch (2)
36	Snatch switch (accessory item for **MIA-S**: art. **ASNC**). The Omnia and Omnia/S Panels comply with **IMQ Level 11** certification. **MIA-S** keypads must be equipped with snatch switches, in order to retain this level. If **MIA-S** keypads are not fitted with snatch switches, the Panel will comply with **IMQ Level 1** certification.
37	Not available with this Panel
38	Wire entry
39	PCB clips (2)
40a	Holes (2) for mounting to mod. **503** outlet boxes or similar
40b	Holes (4) for mounting to 10 x 10 outlet boxes or similar
40c	Holes (2) for mounting to single gang, 2 gang outlet boxes or similar
41	Hole for snatch bracket anchor screw
42	PCB spacers
43	PCB supports (2)
44	Buzzer
45	Address DIP switches
46	Snatch switch connector
47	BPI Level Jumper: ▣▣ > 5V (at default); ▣▣ > 12V
48	Buzzer connector
49	BPI Level Jumper ▣▣▣ > 5 V (at default); ▣▣▣ > 12V
50	Microprocessor
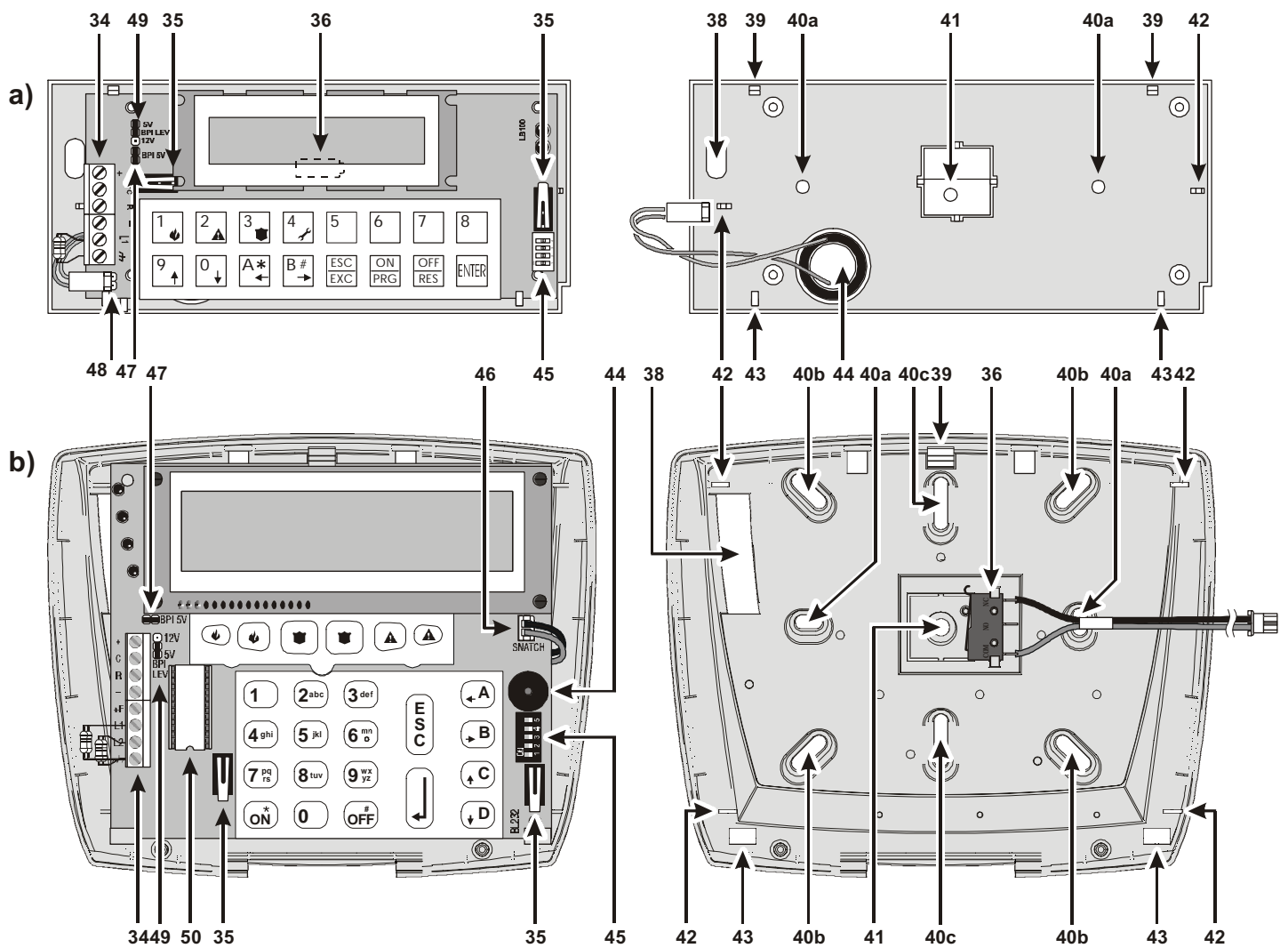
Figure 5 *Keypad parts (external view): Omnia TAST/R; MIA-S*

PARTS		DESCRIPTION
	51	*Anchor screw holes (2)*
	52	*Connection cable: red = +; white = C; blue = R; black = -*
	53	*Terminal board*
	54	*Command button*
	55	*Sensitive field*
	56	*Frontplate Screws*
	57	*Key slot*
	58	*Tamper switch (This system is unable to manage the PROXI reader tamper switch)*
	59	*Snatch switch*
	60	*Snatch bracket hole*
	61	*Cable entry*
	62	*Snap catch*

LED		MEANING
RED	ON:	*All the Reader partitions are armed*
AMBER	ON:	*Type A arming*
GREEN	ON:	*Type B arming*
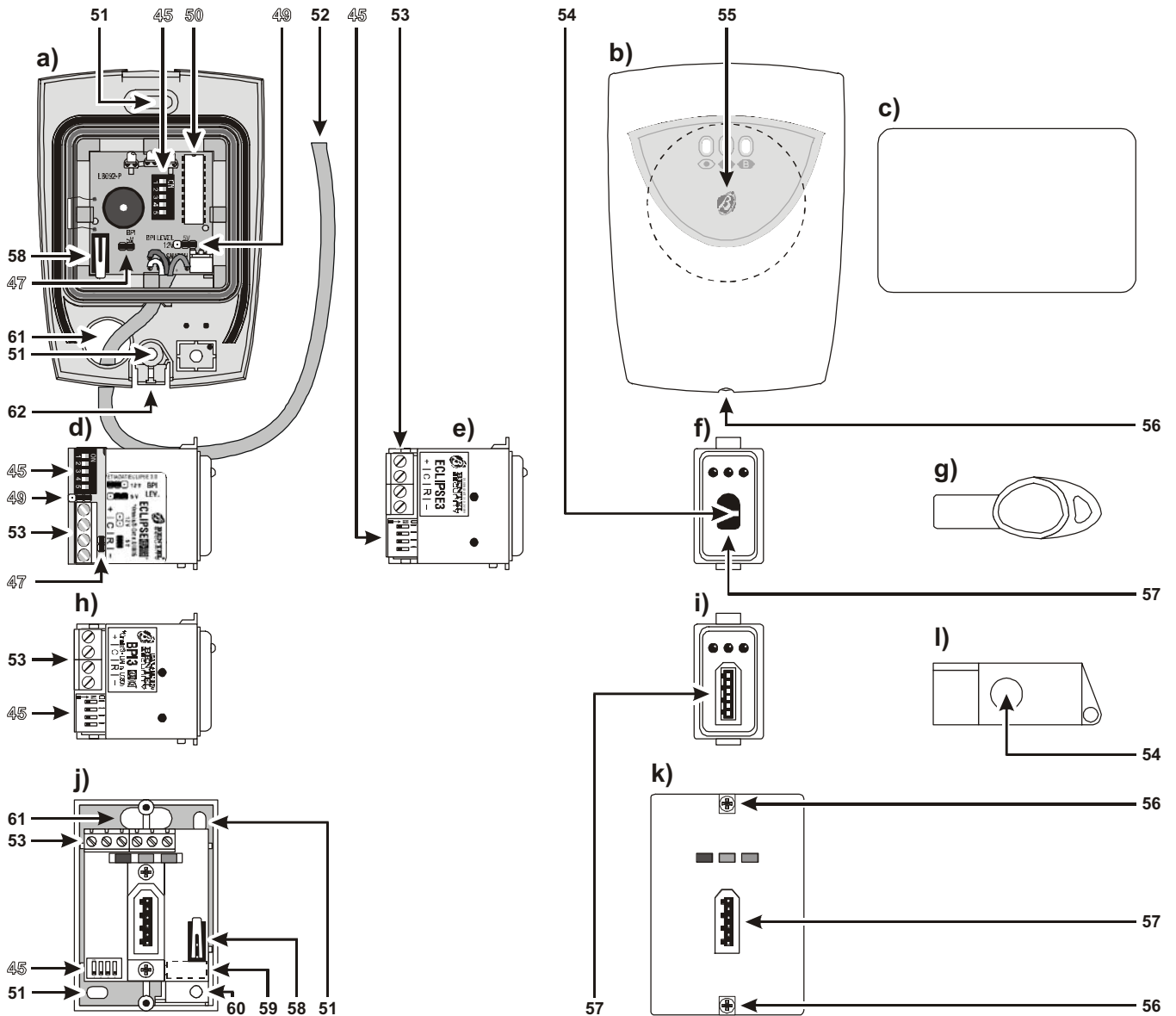
Figure 6 Reader Parts: Proximity reader—internal view (a) external view (b); Proximity Card (c); Reader––Magic Version, Contactless, 5 DIP switches—side view (d) external view (f); Keyfob for Contactless and Proximity Readers (g); Reader—Magic Version, with Contacts—side view (h) external view (i); Wall mount Reader—internal view (j) external view (k); Keyfob for Readers with contacts (l)

PART	DESCRIPTION
63	Terminal board for BPI bus
64	Tamper and Snatch bypass jumper: ⊡⊡ > switches unbypassed ▬▬ > switches bypassed (default)
65	Snatch switch
66	Microprocessor
67	Buzzer
68	³ ² ¹ Buzzer mode jumper: ⊡⊡⊡ >buzzer bypassed (at default) ▬▬⊡ >buzzer will be activated when terminal [OC4] opens ⊡▬▬ >buzzer will be activated when terminal [OC4] connects to negative
69	Tamper switch
70	Terminal board
71	Not available with this Panel
72	Box screws (4)
73	Input or Output expander or 4 relay Module
74	Expander screws (2)
75	Cable entry
76	Holes (2) for mounting to mod. 503 outlet box or similar
77	Cable duct entry
78	Wall mounting anchor screw holes (2)
79	Snatch bracket anchor screw hole
80	Plastic tooth (closes tamper switch)
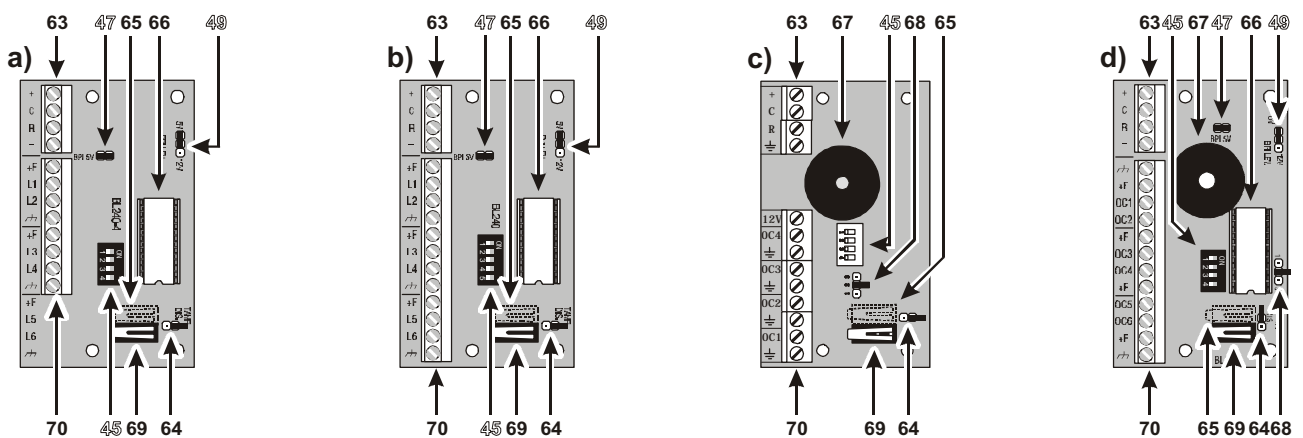
Figure 7   Input/Output Expander Parts: Omnia4IN (a) M-IN/6 (b) Omnia4OUT (a) M-OUT/6 (b)
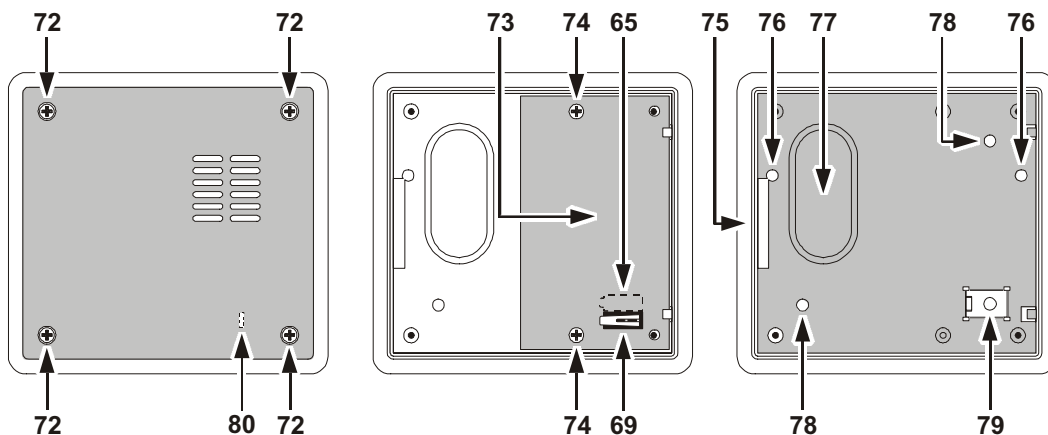
Figure 8   Module and Expander Box

Mounting the Panel

The Panel must be located in a safe place.

| **IMPORTANT** | The Panel must be at least 2 metres from GSM and radio relay systems. |

Step 1 Create a layout—-include all alarm detection peripherals, zone expanders, keypads, readers, etc.

Step 2 Drill the holes for the cabinet 1**3** and snatch bracket **14** (see Figure 2—**Parts**).

Step 3 Pull the connection wires through the hole **11** (see Figure 2—-**Parts**) then attach the cabinet and snatch bracket to the wall.
☞ Do not over tighten the snatch bracket screw as this may damage the bracket.

Step 4 Install additional modules and boards (Omnia4IN, M-IN/6, Omnia4OUT, M-OUT6, OmniaVOX, OmniaTIMER, etc.—refer to the relevant instructions).

Step 5 Complete the connections—-do not connect the Mains until all other wiring is complete.

Step 6 Set the BPI Level (refer to **BPI Level** in the **Connecting BPI Peripherals** section for instructions).

Step 7 Connect the power supply (refer to the **Connecting the Power Supply** section for instructions).

Step 8 Program the Panel (refer to the **PROGRAMMING** section for instructions).

Mounting the The keypad should be located in a place where full control of the security system is required. OmniaTAST-R and
keypad MIA-S keypads can be either wall mounted, or mounted to mod. 503 outlet boxes or similar. MIA-S keypads can be mounted to 10 x 10 Single or Double Gang outlet boxes.

Step 1 Remove the screws **30** and the frontplate.

Step 2 Disconnect the buzzer connector **44** (for OmniaTAST -R keypads only).

Step 3 Push the board supports **39** upwards and release the PCB.

Step 4 Drill the holes for the backplate and snatch bracket anchor screw (**40a** and **41** respectively). If necessary, fit the Snatch switch **36** (for MIA-S keypads only).
☞ ***The Snatch switch cannot be fitted when the MIA-S keypad is fitted to an outlet box.***

Step 5 Pull the connection wires through the hole **38** then attach the backplate and snatch bracket to the wall.
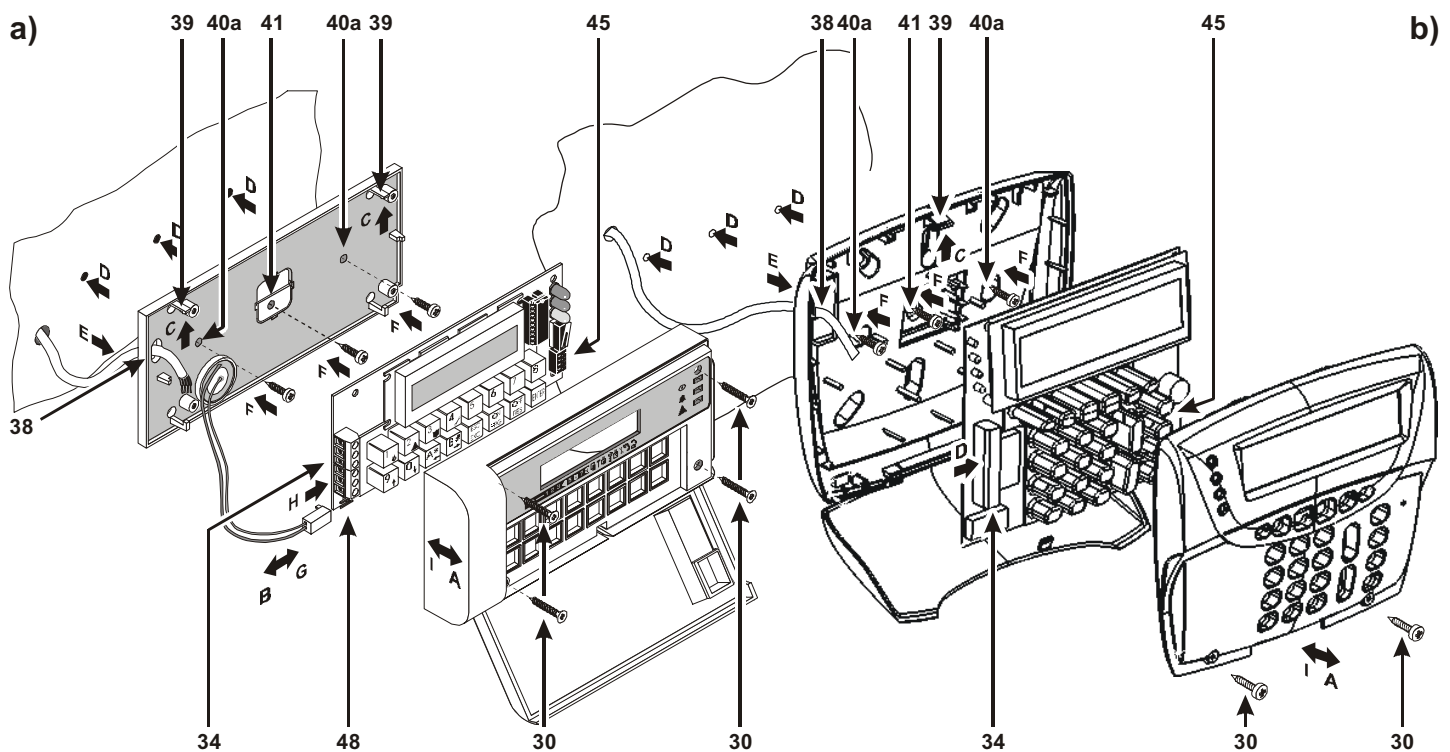
Figure 9   *Installing the keypad: Omnia TAST (a); MIA-S keypad (b)*

Step 6 Replace the PCB then connect the buzzer **44** to connector **48** (for **OmniaTAST-R** keypads only). If fitted, connect the Snatch switch to connector **46** (for **MIA-S** keypads only).

Step 7 Assign the keypad Address, set the BPI Level (for **MIA-S** and **OmniaTAST-R**) , then complete the connections on the terminal board **34** (refer to the **Connecting BPI Peripherals** section for instructions).

Step 8 Reattach the frontplate.

Flush mounting Reader Readers can be located in places where limited control of the security system is required.

Step 1 Assign the keypad Address, set the BPI Level (for **ECLIPSE** Readers only) then complete the connections on the terminal board **53** (refer to the **Connecting BPI Peripherals** section for instructions).

Step 2 Install the reader as per Figure 10a.

> | **IMPORTANT** | In order to comply with the Security System Regulations in force, ensure that **Flush mounting** readers, located **outdoors**, are equipped with tamper protection (see Figure 10a).
> ECLIPSE readers must be at least **10 cm apart**.

BPI3W Wall mounting and PROXI readers The operating principles of **BPI3W** and **PROXI** readers are the same, both devices are designed for wall mounting and do not require outlet boxes.
PROXI readers are equipped with weather-strips (Protection Class IP34), and are suitable for outdoor use.
☞ Proximity readers must be at least 50 cm apart.

Step 1 For **BPI3W** readers: remove the screws **56** and the frontplate.
For **PROXI** readers: remove the screw **56**, then using a screwdriver or similar tool, push the snap catch **62**free to release the frontplate.

Step 2 Drill the holes for the backplate **51** and snatch bracket **60** anchor screws (for **BPI3W** only).

Step 3 Pull the wires through the cable entry **61** (for **BPI3W** only) then attach the backplate and snatch bracket (for **BPI3W** only) to the wall.

Step 4 Assign the reader Address, set the BPI Level (for **PROXI** Readers only), then complete the connections (refer to the **Connecting BPI Peripherals** section for instructions).

Step 5 Reattach the frontplate.

Expanders and Relay modules The Input expanders, Output expanders and Relay modules must be mounted close to the devices they are connected to.

Step 1 Remove the screws **72** and front.

Step 2 Remove the screws **74** and **PCB**.

Step 3 Remove the knockout (**75** or **77** as required).

Step 4 **Wall mounting:** drill the holes for the backplate and snatch bracket anchor screws (**78** and **79** respectively—-see Figure 11b).
Mounting on Mod. 503 outlet box or similar: drill the hole for the snatch bracket screw only (see Figure 11c).
—No drilling is necessary for Flush mounting (Figure 11a).

Step 5 Pull the connection wires through the wire entry then attach the backplate and snatch bracket.
☞ Position the snatch switch as per Figure 11—for Wall and Flush mounting.
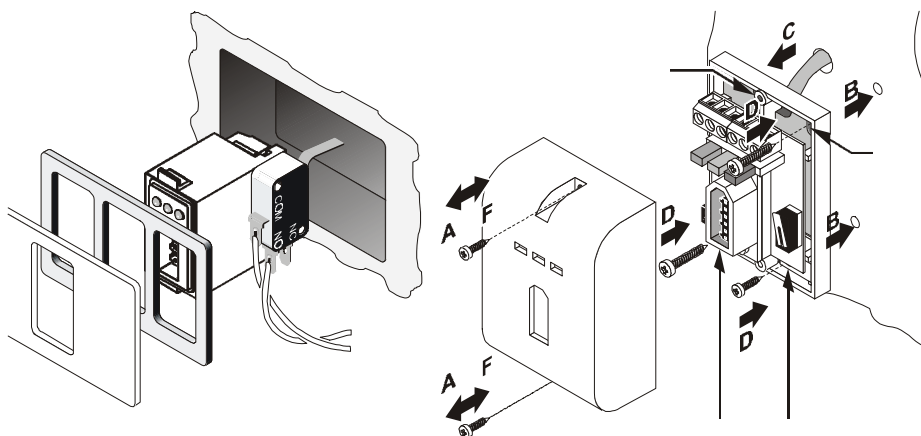
| **Figure 10** | *Flush mounting reader (a); Wall mounting reader (b)* |

Step 6 Replace the PCB.

Step 7 Assign the expander Address, set the BPI Level (for **M-IN/6** and **M-OUT/6** only), then complete the connections on the terminal board **63** (refer to the **Connecting BPI Peripherals** section for instructions).

Step 8 Remove the jumper **64** to enable the tamper and snatch switches.

Step 9 Using the jumper **68**, set the Output-expander buzzer mode.

      ☐☐☐ >buzzer bypassed (at default)
      ■■☐ >buzzer will be activated when terminal [OC4] opens
      ☐■■ >buzzer will be activated when terminal [OC4] closes to negative

Step 10 Close the box.

☞ Ensure that the tamper switch **69** is closed properly by the plastic tooth **80**.

The Input and Output expanders and the Relay module can be installed inside the Panel (see Figure 12) by means of supports (optional).

> **IMPORTANT**   The Tamper and Snatch switches (attached by means of supports) of Input and Output expander must be disabled (jumper **64** connected).
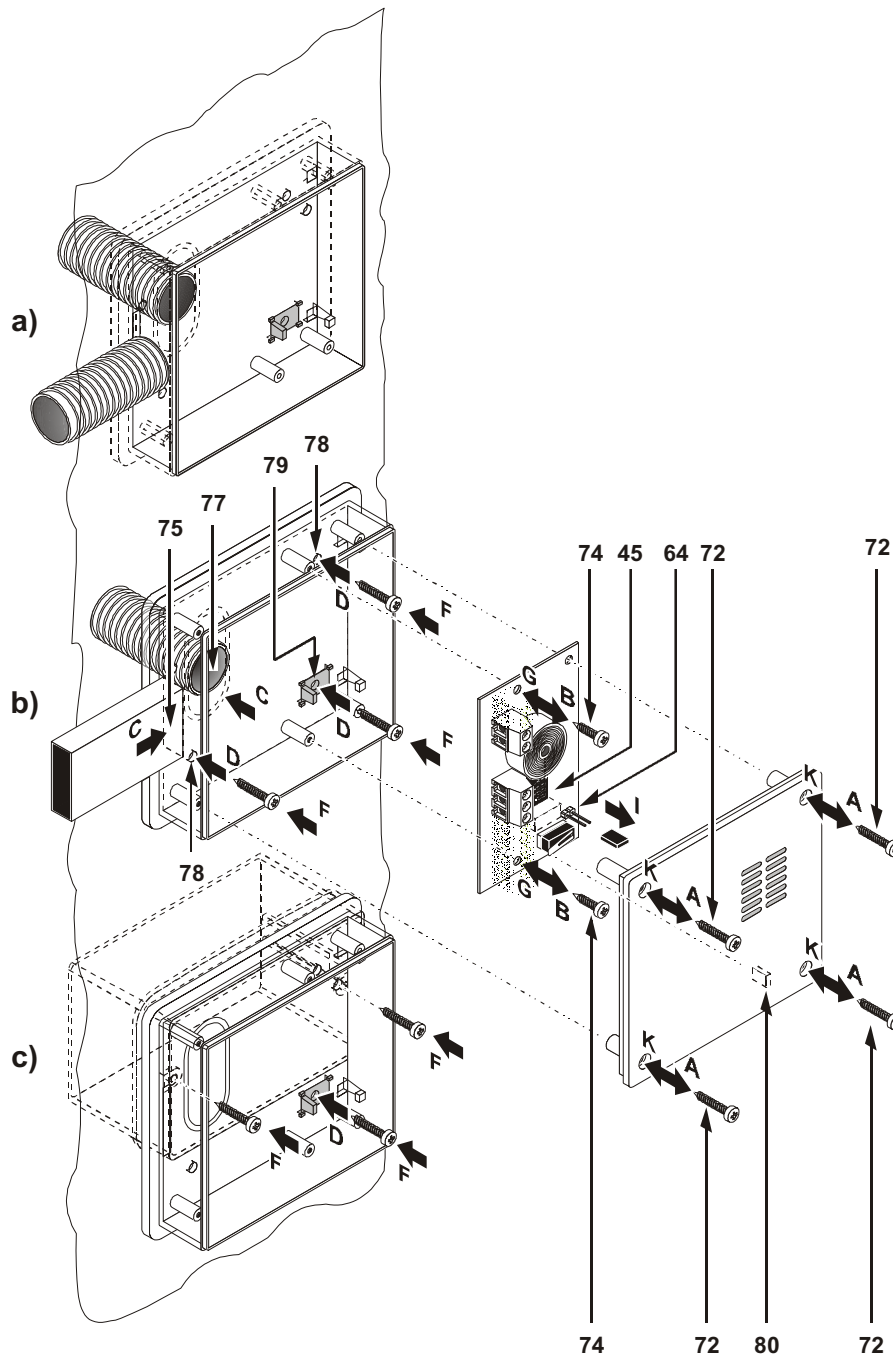
Figure 11   *Expander installation: (a) Flush mounting; (b) on view; (c) inside mod.503 box*

INSTALLATION   19

PART	DESCRIPTION
81	Microphone board (VOX-REM)
82	Main board
83	Voice board (OmniaVOX)
84	Battery 12 V - 17 Ah maximum
85	Power Supply Unit
86	Expanders (Omnia4IN, M-IN/6, Omnia4OUT, M-IN/6, Omnia4R): maximum 3
87	Printer Interface - Scheduler (OmniaTIMER)
88	Speaker
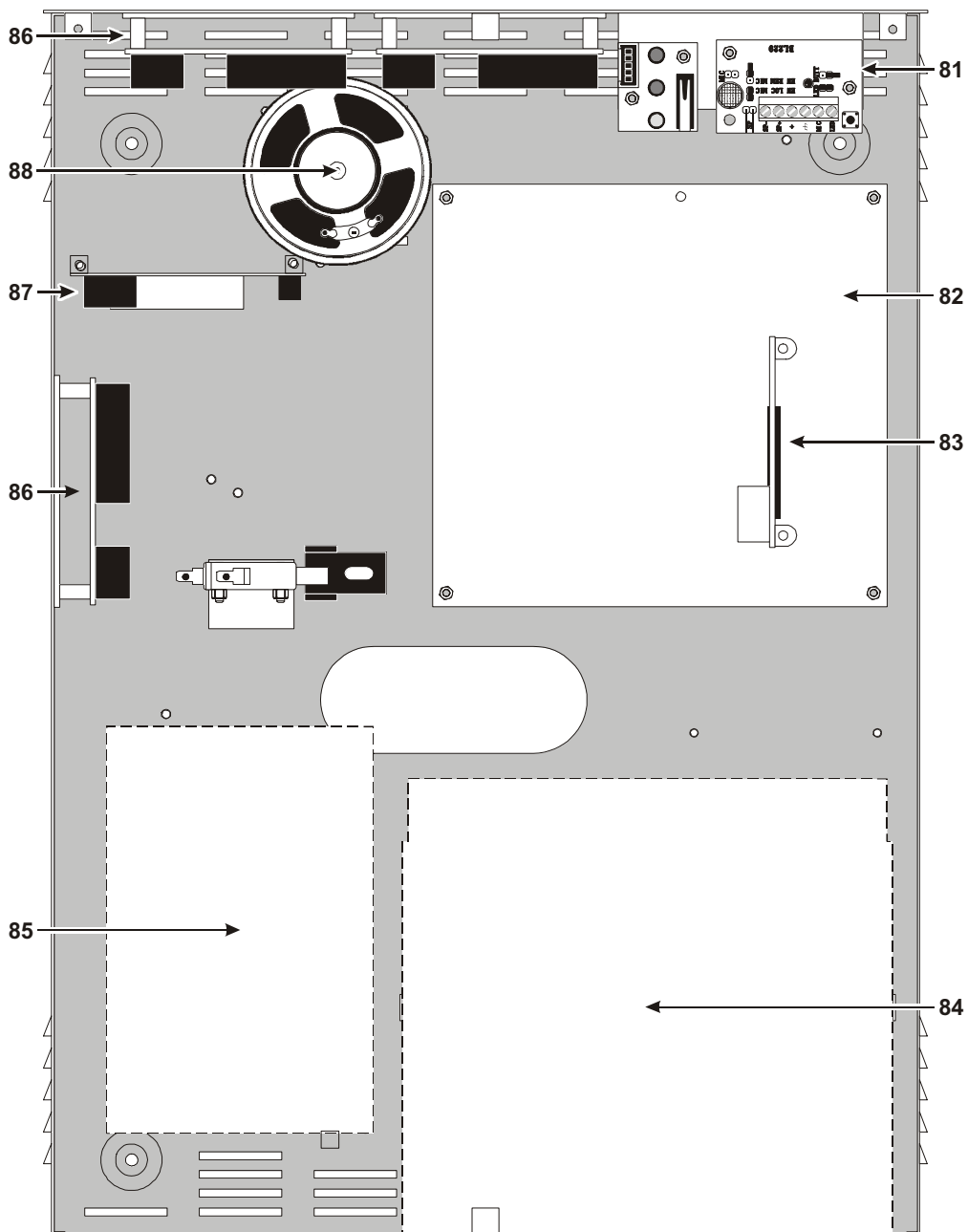
Figure 12   *Maximum configuration*

Following is the description of the Panel and BPI peripheral terminals.

➢ The **TERMINAL** column shows the terminal identifier (in square brackets):
–– **not present** means the terminal is not available on the Panel in question.

➢ The **DESCRIPTION** column provides a brief description of each terminal.

➢ The **v(V)** column shows the voltage of the terminals (the "**—**" symbol means the voltage cannot be specified).

➢ The **i(A)** column shows the maximum current (in amperes) that can circulate on each terminal (the "**—**" symbol means that the voltage cannot be specified).

☞ The numbers in round brackets refer to the following notes.

(1) The total current draw of Panel terminals [+F], [+B], [+], [+A] and [+N] should not exceed:
— **2 A** for **Omnia/S**
— **1 A** for **Omnia**

(2) **13.8 V** is present on the [+] terminals of the Panel––protected by fuse **18** for the BPI1––and fuse **19** for BPI2. This voltage will be supplied by the battery in the event of Mains failure.

(3) The total current draw of the [+] terminals of BPI peripherals is as follows:
— **Keypad = 50 mA**
— **Reader = 30 mA**
— **Input expander = 15 mA**
— **Output expander = 20 mA**
— **Power station = 20 mA**
These values refer to the current draw with no load (no peripherals).

(4) The total current draw of the [+F] terminals of Input expanders should not exceed 0.4 A.

■ **The Panel**

TERMINAL	DESCRIPTION	v(V)	i(A)
[AC]	Connected terminals (not present in the model with switching power-supply)	—	—
[+B]	Voltage to peripherals––protected by fuse **20** This voltage is supplied by the battery during Mains failure	13.8	(1)
[⏚]	Ground	0	—
[NA1-NC1-C1]	RL1 output (voltage free relay switch): standby ➔ C1 connected to NC1—NA1 open alarm ➔ C1 connected to NA1—NC1 open	—	3
[+A1]	RL1 programmable output (positive): standby ➔ terminal open alarm ➔ voltage on terminal	13.8	(1)
[+N1]	RL1 programmable output (intrinsic security): standby ➔ voltage on terminal alarm ➔ terminal open	13.8	(1)
[NA2-NC2-C2]	RL2 programmable output (voltage free relay switch): standby ➔ C2 connected to NC2—NA2 open alarm ➔ C2 connected to NA2—NC2 open	—	3
[+A2]	RL2 programmable output (positive): standby ➔ terminal open alarm ➔ voltage on terminal	13.8	(1)
[+N2]	RL2 programmable output (intrinsic security): standby ➔ voltage on terminal alarm ➔ terminal open	13.8	(1)
[OC1]	Programmable open-collector output	0	1
[OC2]	Programmable open-collector output	0	1
[+] [C] [R] [⏚]	No.2 BPI Bus (BPI1 and BPI2) for BPI peripherals (LCD Keypads, Input Exp., Output Exp., Readers)	(2)	(1)
[ASB]	Balanced tamper line (terminal [ASB]) normally connected to ground (terminal **[⏚]** by a 10K resistor	—	—
[L1…L8]	Programmable input lines	—	—
[+F]	Voltage for sensors—protected by fuse **21** supplied by the battery during mains failure	13.8	(1)
[⏚]	Earth terminal	0	—
[LE]	Terminal for PSTN line connection	—	—
[LI]	Terminal for the connection of line-sharing devices (answerphone, telephone, fax machines, modems, etc.)	—	—

■ **BPI Peripherals**

The following table describes the device terminals. The terminals are the same for all **BPI peripherals—LCD Keypads**, **Readers**, **Input expanders**, **Output expanders** and **Power stations**.

TERMINAL	DESCRIPTION	v(V)	i(A)
[+]	Voltage: positive	13.8	(5)
[R]	"Answer" terminal to be connected to the corresponding terminal on the Panel	—	—
[C]	"Command" terminal to be connected to the corresponding terminal on the Panel	—	—
[⏚]	Voltage: negative	0	—

Reader Flush mounting readers have Bus connection terminals only.
Wall mounting readers have also the following terminals:

TERMINAL	DESCRIPTION	v(V)	i(A)
[AS]	Tamper switch: closed when switches **58** and **59** are closed open when switch **58 or 59** is open	—	—

Keypad The keypad has Bus connection terminals, and also the following:

TERMINAL	DESCRIPTION	v(V)	i(A)
[L1]	Programmable input line	—	—
[⏚]	Input-line ground	0	—

Input expander Input expanders have Bus connection terminals, and also the following:

TERMINAL	DESCRIPTION	v(V)	i(A)
[L1] [L2] [L3] [L4]	Programmable input lines	—	—
[⏚]	Input-line ground	0	—
[+F]	Sensor supply protected by resettable fuse	13.8	(6)

Output expander Output expanders have Bus connection terminals, and also the following:

TERMINAL	DESCRIPTION	V	I
[+12V]	Voltage for peripherals connected to open-collector outputs, protected by resettable fuse	13.8	0.4
[OC1] [OC2] [OC3] [OC4]	Programmable open-collector outputs	0	0.15
[⏚]	Ground terminals	0	—

Power station Refer to the instructions provided with the Power station.

Schematic diagrams

The schematic diagrams and instructions refer to the connections of the various BPI devices (Keypads, Readers, etc.).

The different device connections (BPI devices, Sensors, Signalling devices, etc.) are illustrated separately.

☞ Use shielded cable only for the connections, with one end connected to negative, and the other floating.

Following are just a few of the many solutions this Panel provides.

Diagram symbols The schematic diagrams may differ slightly from the board.

➢ The input zone and open-collector-output terminals—shown in the diagrams—can be found on the Panel and on the expanders.

➢ Each schematic diagram shows the relevant terminals **only**.

☞ The negative terminals may be represented by ⌁, ⏚ or **–**.

The BPI Bus supports the following peripherals:

➢ Up to 8 Keypads

➢ Up to 16 Key/Card Readers

➢ Up to 16 Input Expanders

➢ Up to 8 Output Expanders

➢ 2 power stations

Electrical connections The BPI s must be connected to terminals [+], [C], [R] and [⏚], as per Figure 13.

Split Section BPI Bus The **Omnia** and **Omnia/S** BPI Bus has two independent sections—one consisting of terminals 22, 23, 24 and 25 and the other of terminals 18, 19, 20 and 21. Each section has its own protection fuse, and trouble circuit therefore, trouble on one section will not impair the other.

The **outdoor** BPI peripherals should be connected to one section of the BPI Bus, and the **indoor** BPI peripherals to the other; in this way, tamper on the **outdoor** BPI peripherals will be signalled on the Panel but will not interfere with the operating capacity of the **indoor** BPI peripherals.

Figure 13 illustrates the connection of 3 BPI peripherals (Keypads, Readers, Input expanders, Output expanders or Power stations).

Assigning Addresses The BPI peripheral addresses can be assigned via the DIP switches **45**, as shown in the following Table, the numbers in brackets in the DIP switch column refer to the DIP switches that must be used when assigning Addresses to BPI peripherals with 5 switches (**ECLIPSE** with 5 DIP Switch strip, **PROXI**, **M-IN/6**, **M-OUT/6**)

Power station Refer to the instructions provided with the Power station.

DIP Switch No.	Address															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1 (2)	off	off	off	off	off	off	off	off	**ON**	**ON**	**ON**	**ON**	**ON**	**ON**	**ON**	**ON**
2 (3)	off	off	off	off	**ON**	**ON**	**ON**	**ON**	off	off	off	off	**ON**	**ON**	**ON**	**ON**
3 (4)	off	off	**ON**	**ON**	off	off	**ON**	**ON**	off	off	**ON**	**ON**	off	off	**ON**	**ON**
4 (5)	off	**ON**	off	**ON**	off	**ON**	off	**ON**	off	**ON**	off	**ON**	off	**ON**	off	**ON**

☞ Addresses can be assigned in any order, however, peripherals of the **same type** must have **different addresses**—refer to **Assigning Addresses**.

Peripherals of **different types** (e.g. a keypad and expander) can have the **same address**, as these devices are intrinsically different for the Panel. The BPI Bus supports up to 8 keypads and 8 output expanders, switch no. 1 (and switch no. 2 for devices with 5 Switch DIP strips) is ineffective for these devices.

BPI Level The BPI Level is the maximum voltage that the BPI Bus can carry.

☞ The BPI Level of the peripherals must match the BPI Level of the Bus.

All BPI peripherals are compatible with a 5V BPI Level, however, some are also compatible with a 12V BPI Level, as shown in the following table.

BPI Level	BPI3	ECLIPSE	ECLIPSE5m	PROXI	OmniaTAST-R	MIA-S	Omnia4IN	M-IN/6	Omnia4OUT	M-OUT/6	Vector	BXM12
5 V	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
12 V	no	no	YES	YES	YES	YES	YES	YES	no	YES	YES	no
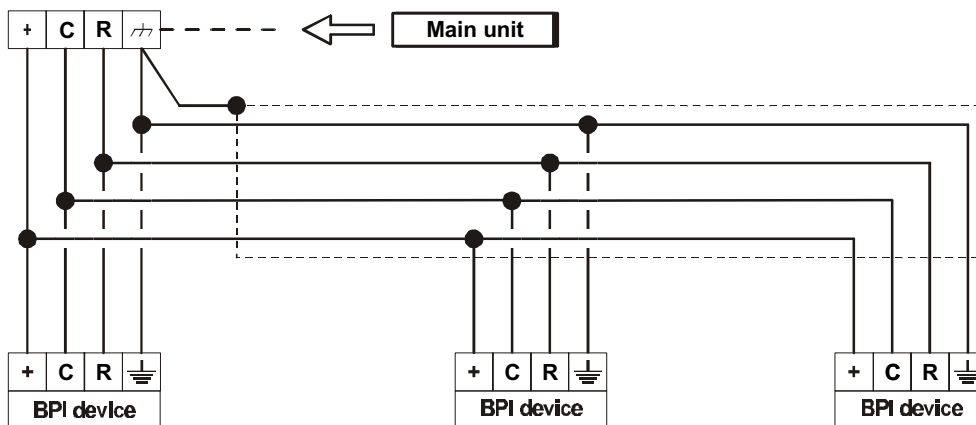
Figure 13   *Connectiing BPI peripherals to the BPI Bus*

☞ The BPI Bus cannot function properly at 12V unless all the BPI peripherals support this standard.

The BPI Level can be set by means of jumpers 47 and 49, as shown in the following table.

BPI Level	Jumper 47	Jumper 49 12V 5V
5	●●	◦●●
12	◦●	●●◦

Refer to the **VectorBRIDGE** and **VectorBPI** Installation Manuals for the BPI Level of wireless devices.

The Omnia/S supports 5V and 12V BPI Level standards. The BPI Level of Omnia/S can be set by means of jumper **11**, as shown in the following table.

BPI Level	BPI Level 12V 5V
5	◦●●
12	●●◦

■ **BPI Bus wiring limitations**

The BPI Bus peripherals must be within 500 meters (in wire length) of the Panel.

☞ The overall wire length for each section of the BPI Bus can be no more than 1,000 meters.

If the voltage across terminals [+] and [⏚] is less than 11.5 V (the voltage required by the BPI peripherals) you can:

➢ increase the supply wire section to the device (the wires that connect terminals [+] and [⊐] of the Panel to terminals [+] and [⏚] of the device);

➢ connect a power station to boost the voltage;

➢ connect a power station to supply the BPI peripherals loads.

Connecting Alarm sensors

The Panel provides 8 zones on the Main board; 4 Zones per Input Expander; and 1 Zone per Keypad (for alarm sensors).

The Panel can manage up to 80 zones.

The input zone terminals are marked [L1], [L2], etc.
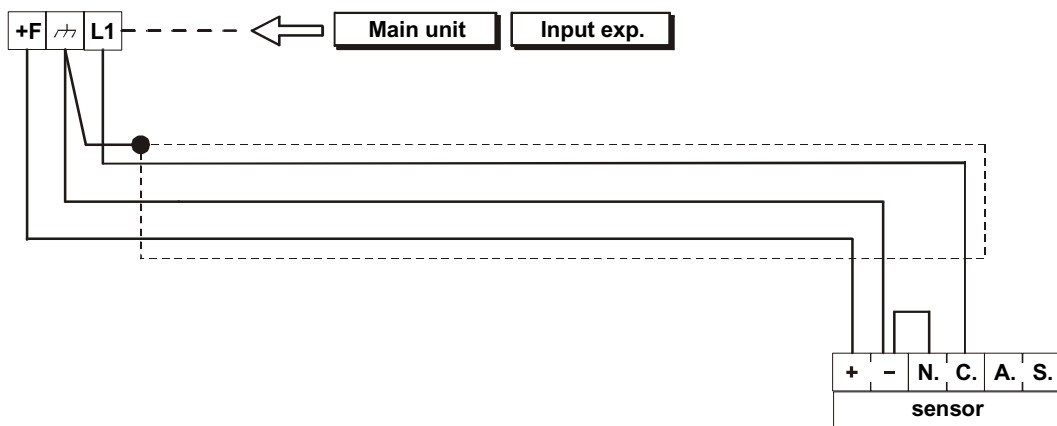
| Figure 14 | *Connecting a Sensor to Normally Closed line* |

| Figure 15 | *Connecting a Sensor to a Balanced line* |
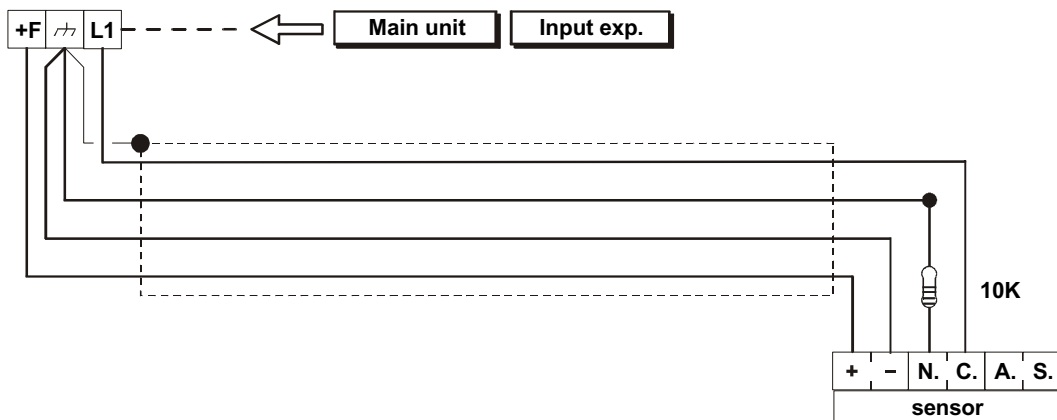
The following terminals supply the sensors:

— **[+F]** (positive) and **[↱]** (negative) on **Omnia** and **Omnia/S**

— **[+F]** (positive) and **[⏚]** (negative) on **Input Expanders**

— **[+]** (positive) and **[⏚]** (negative) on **Keypads**

Each zone supports several sensors, however, if only one is connected per zone, it will be possible to identify the zones in the event of alarms.

It is possible to connect sensors with normally closed contacts and normally open contacts. All input zones are programmable as Normally Closed, Normally Open, Balanced or Double balanced.

Use the 10 K resistors (provided) for Balanced or Double Balanced Zones.

The Balance resistors are not required for Normally Closed or Normally Open zones.
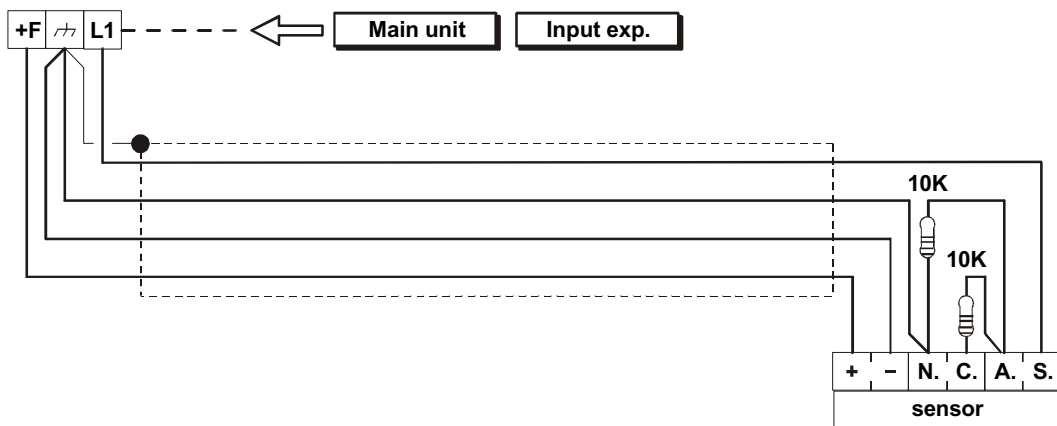
Figure 16   *Connecting a Sensor to a Double Balanced line*
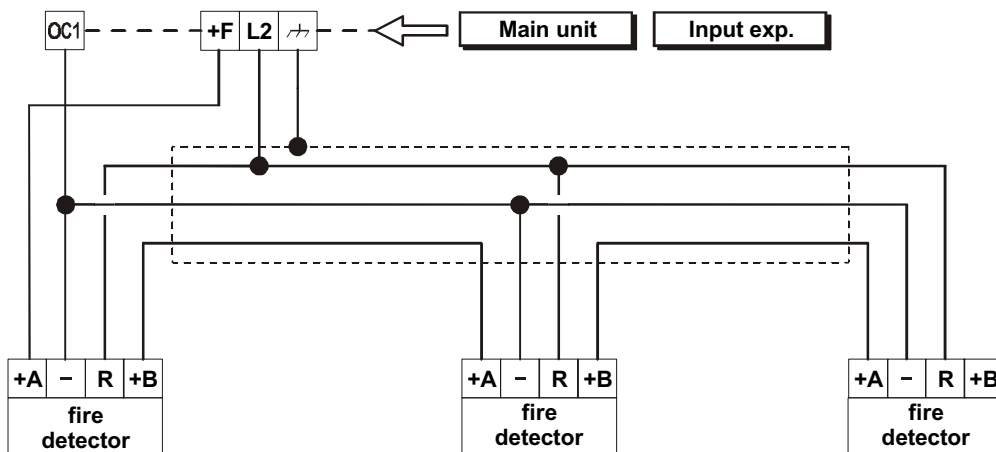
Figure 17   *Connecting Fire detectors (the example shows 3 Fire detectors)*

INSTALLATION   25

Double balanced The double balanced mode provides information on sensor alarm and tamper, and also identifies the sensor signalling alarm.

The schematic diagrams show the connection of sensors to Normally Closed, Balanced and Double Balanced zones.

☞ Refer to **Tamper Terminal** for the connection of the **A.S.** terminals.

■ **Connecting Fire sensors**

The **Academy40** can manage fire sensors with alarm-repeat outputs that operate at 12 V (e.g. BENTEL SECURITY sensors RT101-RT102 and RF501).

☞ Refer to Figure 20 for the connection schematic.

Connect the alarm-repeat outputs of the fire sensors in parallel to an input zone programmed as **FIRE** (Normally Open—-24h).

Connect the positive supply terminal of the fire sensors to terminals:
— **[+F]** on **Input Expanders**
— **[+B]** on **Academy40** and **Academy40/S**
— **[+]** on **Keypads**

Connect the negative supply terminal of the fire sensors in parallel to a Panel output or Output Expander programmed as:
— **Monostable**
— **Normally Closed**
— **20 seconds**

Assign the output to an event that will reset the fire sensors (e.g. Reset Panel or Reset Partition). When the programmed event occurs, the negative power supply of the fire sensors will be interrupted for 20 seconds, and reset the fire sensors.
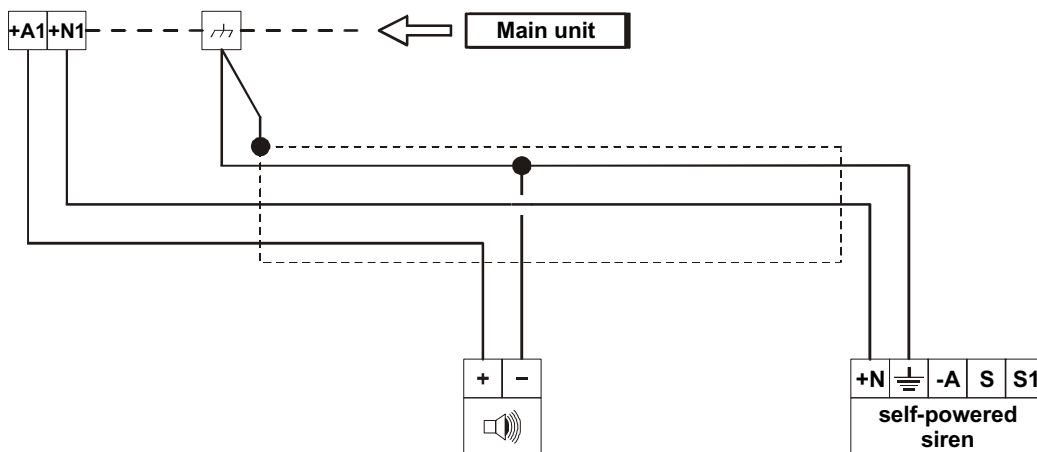
| **Figure 18** | *Connecting Self-powered and Indoor sirens* |

Connecting Signalling devices

Alarm signalling devices such as: Self-powered sirens, Indoor sirens and Telephone diallers are classified as follows.

➢ **Intrinsic security** devices (e.g. Self-powered sirens—see Figure 18) will be activated by voltage failure on the alarm terminal.

➢ **Positive alarm line** devices (e.g. Indoor sirens—see Figure 18) will be activated by positive (12 V) on the alarm terminal.

➢ **Negative alarm line** devices are activated by negative on the alarm terminal.

➢ **Balanced alarm-line** devices are activated by unbalanced impedance on the alarm terminal.

Panel terminals **[+N1]** and **[+N2]** can activate **Intrinsic security** devices, and Panel terminals **[+A1]** and **[+A2]** can activate **Positive** alarm line devices.

Panel terminals **[NA1--NC1--C1]** and **[NA2--NC2--C2]** can activate all types of signalling devices.

The Panel and Output Expanders have Open-Collector outputs (terminals **[OC1]** and **[OC2]**, etc.) that can activate **Negative alarm line** devices directly, and all types of signalling devices through **Omnia/4R** Relay board.

| **IMPORTANT** In order to comply with **IMQ Security System Regulations**—relays must be connected to the Open-Collector outputs. |

Refer to **Tamper Terminals** for the connection of terminals **[S]** and **[S1]**.

Connecting Tamper terminals

The alarm device tamper switches can be connected to the 24h balanced tamper line of the Panel, as per below (see Figure 19).

➢ Connect all the alarm device tamper switches in series.

➢ Connect one end of the series to terminal [ASB] and the other to terminal [⏚]; connect the balance resistor to the last device.

☞ If the tamper line is used, the **device** in tamper status will not be identified.

—For **sensor** identification—connect the sensor tamper terminal and alarm terminal to a **Double Balanced** zone, as per the instructions in the **Connecting Alarm Sensors** section.

—For **device** identification—connect the device tamper terminal to a **24h** zone.

Connecting the Telephone-line

Connect the telephone line to terminals **[LE]** to enable the telephone communicator functions.

If the telephone line is not connected to the Panel, the **Disable Telephone line check** option must be activated, otherwise, the **Telephone Line Trouble** event will be logged repeatedly in the Event Buffer (refer to **Options** in the **PROGRAMMING** section).

If the Panel shares the telephone line with another telephone device—connect the latter to terminals **[LI]**. In this way, the Panel will take priority only in the event of an alarm.
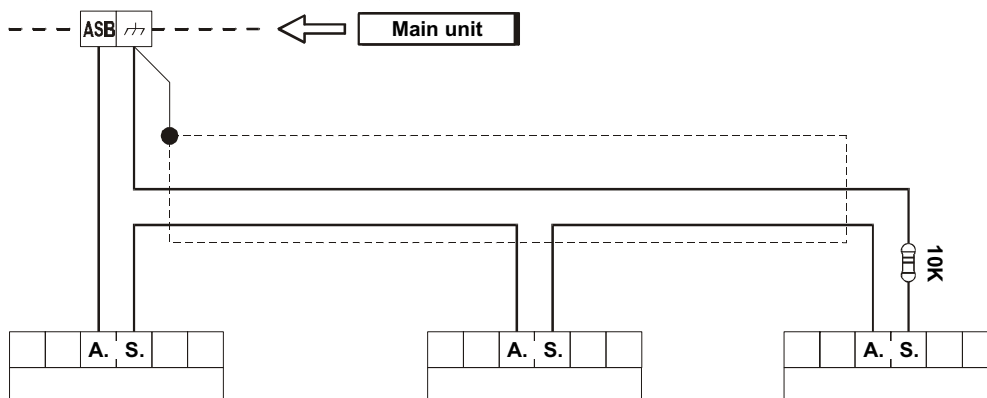
Figure 19 *Connecting Tamper terminals*
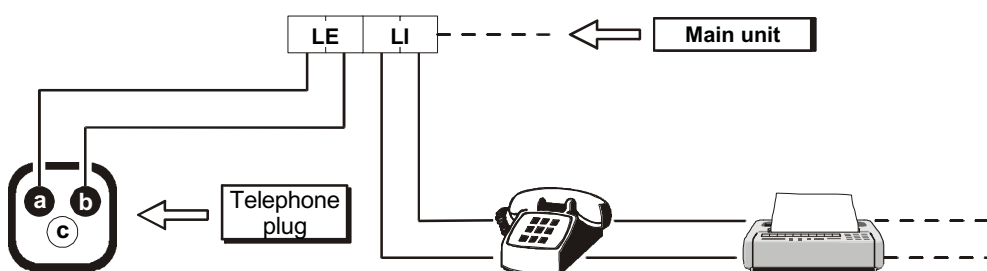
Figure 20 *Connecting the Telephone line*

☞ Connect the earth terminal [⏚] to the Mains earth line——in order to protect the PCB against surges from the telephone line.

> **IMPORTANT** Ensure that the Mains earth line is fully intact and operating properly before connecting the telephone line.

Connecting the Power supply

> **IMPORTANT** Safety regulations state that the Mains must be equipped with a bipolar isolating device for protection against over voltage and short-circuit to earth (e.g. automatic isolating switch).

Omnia is powered by a mains voltage of 230V/50 Hz through an on-board **linear power supply**.

Omnia/S is powered by a mains voltage of 230V/50 Hz through a **switching power supply** inside the cabinet.

☞ The backup battery will supply power in the event of Mains Failure.

Mains failure will be signalled by:

➢ LED ∿ on the Panel **OFF**

➢ LED ⚠ on the keypads **ON**

➢ **Warning mains failure** event (this event can be delayed).

Low battery will be signalled by the **Low battery** event——**Troubles** must be cleared before the battery empties. However, in the event of total blackout (Mains and battery) the non-volatile memory will store all the programmed parameters.

Connecting the Mains

Step 1 Using the plugs **27**, connect the battery——**Red** wire to **Positive** terminal——**Black** wire to **Negative** terminal (see Figure 3 **Parts Identification**).

Step 2 Connect the **Earth** wire to terminal [⏚], the **Neutral** wire to terminal [N], and the **Line** wire to terminal [L] on the terminal board **25**.

☞ The Fuse **29** (F 8A 250 V) will protect the backup battery against polarity inversion.

Once the Mains connection has been completed the Panel will perform an **Auto-configuration** phase (see below), when this phase ends the LEDs on the Panel will be as follows:

➢ Green LED ∿ **ON**

➢ Red LED ⚎ OFF

➢ Red LED ⎎ OFF

Auto configuration The Auto-configuration phase takes approximately 15 seconds and will signalled by blinking on the red LED. During this phase the Panel will learn the configuration of the BPI Bus peripherals——the memorized configuration can be changed during the programming phase.

When this phase ends, the keypad displays will show
```
ØØ:Ø1  Ø5/Ø3/1996
DDDDDDDD
```
.

Connect the jumper **7** (MEM) to enable the non-volatile memory——all programmed data will be saved in the event of blackout.

> **IMPORTANT** The memory battery will be empty on Startup. Therefore, it must be charged for approximately 1 hour, in order to ensure one month's storage of the programmed data during total blackout (Mains and backup battery). The jumper **7** (MEM) must be connected.

This Panel can be programmed via computer or keypad. The Omnia application—from the optional Security Suite software—provides a trouble-free way of programming the Panel. This section holds in-detail information on the system parameters, and should be referred to when programming via keypad.

☞ Refer to the **Security Suite** manual for further information on the **Omnia** application.

Programming via computer

Step 1 Install **Security Suite** as per the instructions in the **Security Suite** manual.

Step 2 Start the Omnia application.

Step 3 Select the Panel Type (refer to **Customer data** section) and Firmware release (refer to **Options** section in the **Security Suite** manual).

Step 4 Program the parameters (refer to the relevant section).

Step 5 Program as per **On-site Programming via computer** or **Remote Programming via computer** (refer to the relevant section).

The programmed parameters can be saved on the computer hard disk, or on a floppy disk, and downloaded on-site or via telephone line to the Panel (refer to the **Save** and **Open Customer** sections in the **Security Suite** manual).

The parameters of each feature are grouped together in pages. The pages in this section follow the page order in the application.

The program opens on the **Customer data** window.

➢ The top row shows the **File**; **Programming**; **Check**; **Buffer; Modem**; **Options**; **Page** and **Help** menus.

➢ The tags on the bottom row open the **Customer**; **Zones**; **Outputs**; **Partitions; Telephone**; **Dialler**; **Digital comm.**; **Teleserv.**; **Events-Actions**; **DTMF comm.** and **Test event** pages—-click the tag to open the corresponding page.

The Customer's **Address**, **City**, **Customer tel.num** and **Installation description** are for Customer identification purposes only.

The **Essential** data: **Name**; **Installation tel. num.** and **Customer code** must be programmed as per below.

Name Enter the Customer name.

Installation tel. num. Enter the number of the telephone the Panel is connected to. The B-MOD modem will call this number when the **Connecting** option is enabled (from the **Modem** menu). This number need not necessarily be the same as the **Customer tel.num** (e.g. If the Customer has several telephone lines).

Accepted digits: 0 through 9 and commas **(,)**. The comma represents pauses of 2 seconds (e.g. between the prefix and the telephone number).

Customer code Enter the Customer code in this space. This code will identify the Panel during communications with the B-MOD modem (for Teleservice or Test calls). Therefore, each Panel must have a different Customer code. Duplicate codes will be signalled when **Save** is selected (the code and the Panel it is assigned to will be shown).

☞ The Customer code—entered on the **Customer data** page—will be copied automatically onto the **Teleservice** page, and vice versa.

Panel type Select **Omnia** for Omnia and Omnia/S.

Firmware Release This is a non-modifiable field that will show the selected firmware release (selected from the **Options** menu or downloaded from the Panel). The program will supply the relevant parameters.

● Select **File** then click **Save** to save the Customer data.

Last update This parameter will be updated automatically when **Save** is selected.

Notes Data entered on the notepad will not be shown in the **Installation description**. If the notepad is empty the icon will show an empty page.

Figure 21 *Customer data page*

On initial Startup the Panel will perform an auto-configuration cycle.

☞ The configuration learned during this cycle will become the recognized BPI Bus configuration (refer to the **Connecting the Power supply** section). Any changes must be made by the Installer.

Proper functioning of the Panel depends on the BPI Bus configuration. The Panel will **match** each configuration reading with the programmed configuration. **Mismatch**—due to the loss of a peripheral—will generate a BPI Fault Alarm.

● Select the **Upload > Page** option from the **Programming** menu to view the configuration.

● Click the **Config.** tag to open the configuration page.

The **Config.** (Configuration) page is divided into sections—one for each device type (Keypad, Reader, Input expander, Output expander, Power station).
Each section has a column of numbered check boxes—the number corresponds to the peripheral address (refer to **Connecting BPI Peripherals** section for details).

Configuration setup:
box **checked** = peripheral in configuration
box **clear** = peripheral not in configuration
Only the peripherals in the configuration can be controlled by the Panel.

Configuration Done:

● Click **Details** to open the **Details** window.

Details windows

no. The non-modifiable **no.** column will show the peripheral address. The address depends on the configuration of the device DIP switches.

Description The modifiable **Description** column will show Keypad 001, Keypad 002, and so forth (at default).

● Enter the device placement **e.g.** Garage, Cloakroom, etc. (maximum 16 characters). This will be the placement identifier.

Program the parameters of the device type. Keypad and Reader parameters must also be programmed, as per the instructions in the relevant sections.

● Select **OK** to save data and exit the window.

● Select **Cancel** to exit the window without saving.

● Select **Help** for further information.

● Select **Print** (if available) to print the open page.

■ **Keypads**

1 ... 8 Numbers 1 through 8 (top left of window) correspond to the partitions. Assign the keypad to the partitions it will control (arm, disarm, etc.).
Yes = keypad enabled on the corresponding partition
No = keypad disabled on the corresponding partition
Double click to toggle the status.

☞ Keypads need not necessarily be assigned to partitions, and can be used for programming, display and other operating purposes.
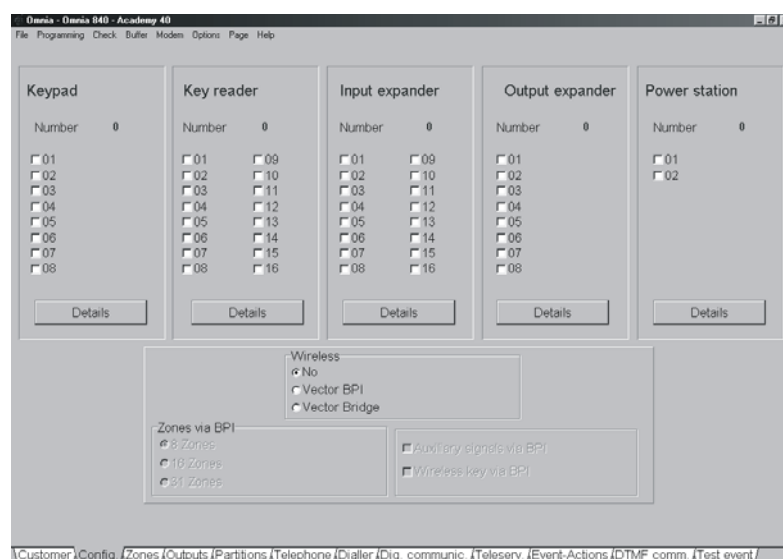
Figure 22   *Configuration page*

- **Readers**

  The Panel supports up to 16 Readers and up to 250 Keys/Cards. The following **parameters apply to Readers only**. Keys/Cards must be programmed via keypad, as per the instructions in the **Keys/Cards** section.

  ☞ Enabled Keys/Cards can perform the following operations:

  ➢ Partition arming

  ➢ Partition disarming

  ➢ Type **A** or **B** arming mode

  ➢ Stop Alarm on partitions

RED spot (corresponds to the Red LED on the Reader) Numbers 1 through 8 on the top row correspond to the partitions.
Assign the Reader to the partitions it will control (arm, disarm, stop alarm signalling, etc.).
Double click (or press **ENTER**) on the selected box to toggle the status.
Yes = Reader **enabled** on the corresponding partition.
All the enabled partitions will arm––if the Key/Card is removed from the Reader when the RED LED is ON.

AMBER spot (corresponds to the Amber LED on the Reader) Select the partitions for Type **A** arming.
Double click (or press **ENTER**) on the selected box to toggle the status.
Partitions with **A** will arm, and those with **D** will disarm––if the Key/Card is removed from the Reader when the AMBER LED is ON.

GREEN spot (corresponds to the Green LED on the Reader) Select the partitions for Type **B** arming.
Double click (or press **ENTER**) on the selected box to toggle the status.
Partitions with **A** will arm, and those with **D** will disarm––if the Key/Card is removed from the Reader when the GREEN LED is ON.

- **Wireless**

  The **Wireless** section of the **Configuration** page is for hybrid systems, that is, systems that manage hardwired and wireless devices via **VectorBRIDGE** or **VectorBPI**. Refer to the relevant Manual for the wireless device programming procedure.

Zones

The zones (terminals [L1], [L2], etc.) can be programmed as Alarm or Command zones.

Alarm zones Violation of an Alarm zone––during armed status of its partition (refer to **Partitions**) will generate an **Alarm on zone** event. One or more actions can be assigned to this event (activation of sirens, digital communicator, telephone dialler etc.).

The Panel will start monitoring zones––other than **Exit delay** or **Last exit zones** (refer to **Type**)––as soon as their partitions arm.
The Panel will start monitoring **Exit delay** and **Last exit zones** when the programmed **Exit time** of the partition elapses (refer to **Partitions**).

Alarm status will be generated when the zone is unbalanced (refer to **Balancing**) for the programmed cycle and time (refer to **Sensitivity**).
Each zone can generate the **Alarm on zone** event for the programmed cycle only (refer to **Cycles**).

Command zones Violation of a Command zone will activate one of the following:

➢ Switch status of partitions

➢ Arm partitions only

➢ Disarm partitions only

➢ Reset partition

➢ Reset Panel

➢ Clear call queue

Unbalancing will activate the Command zone (refer to **Balancing**) for its programmed cycle and time (refer to **Sensitivity**).

- **Zone Table**

  The non-modifiable Zone table, on the left side of the page, shows the available zones (refer to **Config.** page).

no. Shows the zone **identifier** number that sometimes substitutes the full description (refer to **Description**).

Position Shows the label (Description) of the hardware component the zone is assigned to. This description can be changed in the **Config.** page and can be used as the device placement identifier.

Device Shows the address of the device the zone is assigned to (addresses 1 through 8 for keypad zones; and addresses 1 through 16 for Input-Expander zones).

Ter. Shows the zone terminal acronym.

Description Shows the zone label (maximum 16 characters)—used as the zone identifier in all parts of the program, and also in the event buffer.

Partition Shows the partition the zone is assigned to—Command zones will be indicated by an asterisk.

■ **Zone programming**

To program zone parameters:

● Select the required zone from the Zone table—the zone number will appear in a box on the top right of the page.

● Enter the zone label (Description).
The label will be transferred automatically to the corresponding box in the zone table.

☞ Step from zone to zone without saving—the data will be saved automatically on the hard disk.

■ **Type**

This parameter determines the actions the zone will generate when violated during armed/disarmed status, and also whether zone violation will generate Fire, 24h or Burglar type alarm events, at partition and Panel level.

☞ All Zones—other than **Fire** or **24h**—will be classified as Burglar.

● Select the **Type**.

Instant Violation of an **Instant** zone will generate:

➤ **Alarm on zone no.**

➤ **Burglar alarm on partition no.**, **Generic alarm on partition no.** and **Generic+Tamper alarm on partition no.** on the partition of the zone

➤ **Burglar alarm on panel**, **Generic alarm on panel** and **Generic+Tamper alarm on panel**

Entry delay Violation of an **Entry delay** zone—during the programmed **Entry Time** of its partition—will not generate events. However, if the partition is not disarmed before the delay elapses, or if the zone is violated after the delay, the events assigned to **Instant** zones will be generated.

The first zone on the path to the partition disarm-point should be programmed as an **Entry delay** zone.

Entry path Violation of an **Entry path** zone—after violation of an **Entry delay** zone—will generate the events assigned to **Instant** zones, when the programmed delay elapses.

The events assigned to **Instant** zones will be generated, if the **Entry Time** is not running or has elapsed.

☞ Zones on the way to the partition disarm-point should be **Entry path** zones.

Exit delay Violation of an **Exit delay** zone—during the programmed **Exit Time** of its partition—will not generate any events. In all other cases, the events assigned to **Instant** zones will be generated.

☞ Zones on the way out of a partition should be **Exit delay** zones.

Last exit Violation of a **Last exit** zone—during the programmed **Exit time** of its partition—will not generate any events. However, the **Last exit** zone will temporarily assume the new value (the time actually taken to leave the protected partition), and therefore, monitoring will start immediately. In all other cases, the events assigned to **Instant** zones will be generated.

☞ The last zone on the way out of a partition should be programmed as the **Last exit** zone.
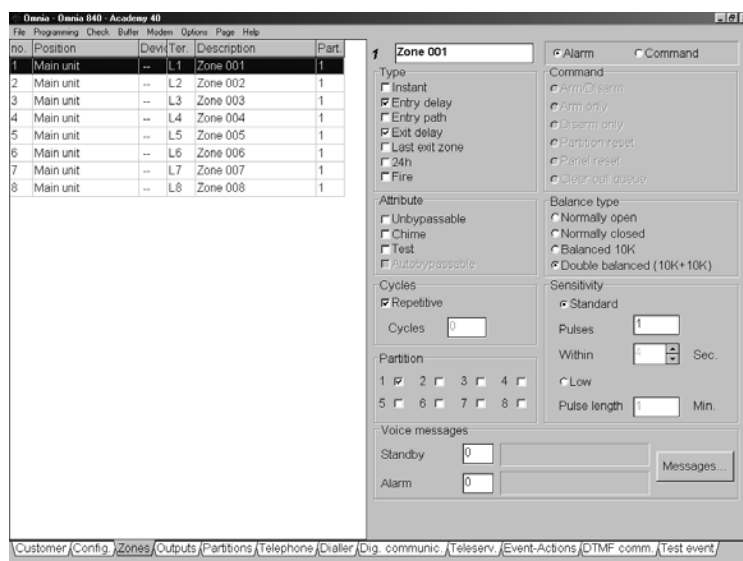
Figure 23   *Zones page*

24h Violation of a **24h** zone––regardless of the status of its partition (armed/disarmed) will generate:

- ➢ **Alarm on zone no.**
- ➢ **24h alarm on partition no.**, **Generic alarm on partition no.** and **Generic+Tamper alarm on partition no.**
- ➢ **24h alarm on panel**, **Generic alarm on panel** and **Generic+Tamper alarm on panel**

Fire Violation of a **Fire** zone––regardless of the status of its partition (armed/disarmed) will generate:

- ➢ **Alarm on zone no.**
- ➢ **Fire alarm on partition no.**, **Generic alarm on partition no.** and **Generic+Tamper alarm on partition no.** on the partition of the zone
- ➢ **Fire alarm on panel**, **Generic alarm on panel** and **Generic+Tamper alarm on panel**

■ **Attributes**

The following parameters are for **Alarm** zones only.

● Assign **Attributes.**

Unbypassable Zones with this attribute **cannot** be bypassed.

Chime Violation of a **Chime** zone––during disarmed status of its partition––will generate the **Chime on partition no.** event (signalled by slow beeping on the enabled keypads of the partition).
Violation of a **Chime** zone––during armed status of its partition––will generate the actions programmed for the **Type** parameter.

☞ The **Chime** attribute will not affect the **24h** or **Fire** zones.

Test Violation of a Test zone will not generate the **Alarm on zone no.** event. However, the <<**Alarm on zones being tested**>> message will be logged in the Panel event buffer.
By default **only** events that occur when the partition is armed will be logged. To log events that occur during armed and disarmed status, enable the **Maintain Zone Test Attribute** (**Options**––**Programming** menu).

☞ If any unbypassed zones have the Test attribute, the ⚠ indicator on the keypad will blink.

Auto-bypassable A zone with this attribute will be bypassed automatically––if violated during armed status of its partition. The zone will be unbypassed automatically when its partition is next disarmed

☞ The **Auto-bypassable** attribute will not affect **Exit delay** zones.
The **Exit delay** of the partition of an Auto-bypassable zone must be over 5 seconds.

■ **Balance Type**

A zone will signal violation when the electrical conditions of its **Balance Type** are present on the corresponding input terminal for at least 0.3 seconds.

Select the **Balance Type**.

Normally open The zone must be open (floating) during standby status. An alarm will be generated when the zone switches to ground (e.g. for fire detector connections).

> **IMPORTANT** If zones are programmed as *Normally open*, the IMQ/A Certification will no longer be applicable, as the zones will not be protected against wire cutting.

Normally closed The zone terminal must be connected to ground during standby status. An alarm will be generated when the zone opens (floating).

> **IMPORTANT** If zones are programmed as *Normally closed*, the Performance Class of the Omnia and Omnia/S Panels will be downgraded from Grade **II** to grade, as the zones will not be protected against short-circuits.

Balanced 10K The zone must be connected to ground by a 10K (10,000 ohm) resistor during standby status. If short-circuited to ground––the Panel will detect tamper and will generate:

- ➢ **Tamper on zone no.**
- ➢ **Tamper alarm on partition no.** and **Generic+Tamper alarm on partition no.** on the partition of the zone
- ➢ **Tamper alarm on panel** and **Generic+Tamper alarm on panel**

In all other cases (unbalanced, open zones etc.) the Panel will detect violation (refer to **Type**).

Double balanced The zone must be connected to ground by **two** 10 K (10,000 ohm) resistors. The Panel will generate the events specified for the zone type (refer to the **Type**), if one of the resistors disconnects.
In all other cases, the Panel will detect tamper and generate the events programmed for tamper on balanced 10K zones.

This Balance Type (only 2 wires) allows detection of the open alarm/tamper contacts of the connected sensors (refer to Connecting **Alarm sensors**).

☞ Command Lines should not be programmed as **Double Balanced**, as recognition of a **Tamper on zone no.** event cannot generate actions.

■ **Cycles**

This parameter determines the number of times the zone will signal an alarm status before being bypassed on the analysis, as per the following values.

➢ Enter the required number of cycles under **Cycles**.

0   Violation on the zone will be ignored.

1÷254   The zone will signal alarm status, as per programming, the zone will then be bypassed on the analysis until one of the following conditions occurs:

➢ Status change on its partition

➢ Reset on its partition

➢ Exit Stop-Alarm status on its partition (via keypad by User code or via reader by key)

➢ Exit programming session (via keypad or by local or remote connection)

☞ All the previously mentioned conditions clear the alarm-cycle counter.

Repetitive   If a zone is programmed as **Repetitive** the cycles will be unlimited.

☞ A zone in persistent alarm status (e.g. due to faults) will activate one alarm cycle only. This function mode is explicitly required by CEI 79/2 regulations. The zone will be unable to generate another cycle until the alarm counter is cleared, or the zone is unbypassed.

■ **Partition**

Alarm Zone	Command Zone
This shows the partition the zone is assigned to, and therefore, the enabled User codes, Keys and also programmed times. Each Alarm zone should be assigned to one partition only. It is not necessary to assign a zone to several partitions, as the Panel manages partition dependency (refer to **Partitions**).	This shows the partitions the Command zone is assigned to. Each Command zone can operate more than one partition. It is not possible to specify the partitions for the **Panel Reset** and **Clear Calls** options, as in this case the partitions are irrelevant.

■ **Sensitivity**

Standard   If this option is selected the zone will generate an alarm when the programmed number of **Pulses** are detected **Within** the programmed number of seconds, as follows.

➢ **Pulses:** enter the number of pulses (1 through 3).

➢ **Within:** enter the seconds (4 through 32).

Low   If this option is selected the zone will generate an alarm when it is unbalanced (violated) for more than the programmed **Pulse length** time, as follows.

➢ **Pulse length:** enter the number of minutes (1 through 16).

■ **Voice messages**

It is possible to assign 2 of the 14 Voice messages to the zone----for **Status Enquiry** via telephone (to check on connected appliances, such as: heating system, garden sprinkler, courtesy lights, etc.

➢ Enter the assigned message number:

Standby   The assigned message will play when the zone is in Standby status.

☞ If no Voice message is specified—**Standby status** will be signalled by a beep.

Alarm   The message assigned in this field will play when the zone is in Alarm status.

☞ If no Voice message is specified—**Alarm status** will be signalled by two beeps.

Messages...   Click **Messages** (bottom left of page) to open the message description window then enter the message labels (maximum 16 characters per message). Select **Download** to download the **Messages** to the Panel.

☞ The voice messages must be recorded, played and deleted via keypad. These options are provided by the optional OmniaVox kit (Voice board + Microphone board + Speaker).

The Main units of **Omnia** and **Omnia/S** have:

——two 1A open-collector outputs (Terminals [OC1] and [OC2])

——two 3 A relays (Terminals [NA1], [NC1], [C1], [+A1], [+N1]) and [NA2], [NC2], [C2], [+A2], [+N2])

The **Omnia/OUT** expanders have four 0.15 A open-collector outputs (Terminals [OC1], [OC2], [OC3] and [OC4]). The buzzer on board the **Omnia/OUT** expander can be connected to terminal [OC4] with positive or negative logic——depending on the jumper **68**.

All outputs are programmable, and can be associated with the events that activate signalling devices (sirens and flashers, etc.). Outputs can also be used for fault status signalling and device control, and can be programmed for remote control of connected appliances (heating, garden sprinklers, etc.).

■ Outputs page

All the outputs can be programmed in this page.

● Select the required output from the Outputs table (left side of the page) and program in the programming section (right side of the page).

Page description:

no. This is the output identifier number used in the **Event-Actions** page (when assigning the corresponding output to the required events).

Position This is the **Description** of the output hardware device. The **Description** can be changed in the **Config.** page.

Device This is the Output expander address.

This parameter does not apply to Main unit Outputs.

Ter. This is the output terminal identifier:
——**RL1** corresponds to terminals [NA1] - [NC1] - [C1] - [+A1] - [+N1]
——**RL2** corresponds to terminals [NA2] - [NC2] - [C2] - [+A2] - [+N2]

Description This is output **Description**.

Type This is the type —— **Bistable** (B) or **Monostable** (M).

Attrib. This is the attribute —— **Normally closed** (NC) or **Normally open** (NO).

Reserv. This indicates whether or not the output is **Reserved** for manual control. Manual arming must be done via keypad (USER MENU, Outs control) or via telephone.

Time **Monostable** outputs——this is the output activation time.
Bistable outputs——this field will be empty.

All the programmable output parameters, selected from the Output table, can be changed on the right side of the **Output** page, as follows.

■ Description

This is the output label (maximum 16 characters) that will be used in all parts of the program as the output identifier——the label will be copied onto the left side of the **Outputs** page. The output identifier number (1 through 36) of will be shown to the left of the Description.
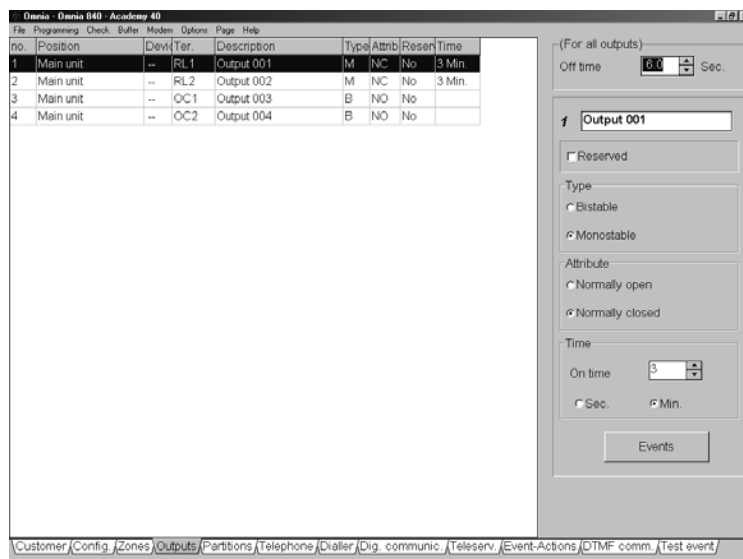
Figure 24   *Outputs page*

■ **Reserved Outputs (manual)**

The outputs can be used to switch ON/OFF electrical appliances, from a remote keypad or via telephone.

Reserved outputs cannot be assigned to events, and therefore, their status will be determined by the commands given via keypad or telephone.

Reserved outputs should not be programmed as **Monostable**—as they must be activated/stopped manually.

(Refer to the **Output activation** section and the **TELEPHONE OPERATIONS** section in the **USER MANUAL**).

■ **Type**

Bistable Bistable outputs will be activated when at least one of their assigned events occurs, and will reset when all the assigned events end.

Monostable Monostable outputs will be activated when one of their assigned event occurs. Activated status will be held for the programmed **On time**, after which, Standby status will be restored for the programmed **Off Time**.

■ **Attribute**

The **Normally open** or **Normally closed** attribute will determine the electrical conditions of the output during standby status, as follows.

Normally open The Open-collector outputs (terminals [OCx]) will be open; the Intrinsic security outputs (terminals [+Nx]) will be open; positive (13.8 V) will be present on the positive outputs (terminals [+Ax]; the Common terminals of the free-voltage changeover contacts of the output relays (terminals [Cx]) will be connected to the corresponding Normally open contacts (terminals [NAx]).

Normally closed Ground will be present on the Open-collector outputs (terminals [OCx]); positive (13.8 V) will be present on the intrinsic security outputs (terminals [+Nx]); the positive outputs (terminals [+Ax]) will be open; the Common terminals of the free-voltage changeover contacts of the output relays (terminals [Cx]) will be connected to the corresponding Normally Closed contacts (terminals [NCx]).

■ **Times**

On time This is the maximum activation time of the output.

☞ The **On time** applies to the **Monostable** outputs only, as the **Bistable** output will reset when all the assigned events end.

Each **Monostable** output may have a different **On time**:

➢ from 0.0 through 25.4 seconds—in steps of 0.2 seconds (**Sec.** option);

➢ from 1 through 128 minutes in steps of 1 minute (**Min.** option).

By default the Monostable output **On time** is 3 minutes.

■ **Off Time**

An output cannot be re-activated until the **Off Time** elapses.

☞ The selected **Off Time** will apply to all **Monostable** outputs. The **Off Time** does not apply to **Bistable** outputs.

Off Time: 0.0 through 127.5 seconds in steps of 0.5 second (default = 6.0 seconds).

A partition is a group of zones. The Panel can manage up to 8 partitions (to be defined in the **Zones** page). Each partition can be programmed with its own Codes, Times, Output actions etc., and can interact with the other partitions.

☞ A partition can comprise several input zones, however, a zone can be assigned to one partition only.

The partition parameters must be defined on the Partition programming page, as follows.

no. The non-modifiable partition identifier number will be used instead of the partition label (e.g. status enquiry via telephone).

Description Assign a label to the partition (maximum 16 characters). This label will be used as the partition identifier in all parts of the program, and in the event buffer.

Entry time Program the **Entry time**. Violation of an armed **Entry delay** zone will activate the programmed delay. The **Entry time** will be signalled by:

➢ activation of the **Entry time on partition no.** event;

➢ an audible signal on all the enabled keypads of the violated partition.

An alarm will not be generated if the partition is disarmed before the delay elapses.

Exit time Program the **Exit time**. Violation of an armed **Exit delay** zone will generate the programmed delay. Violation of the zone during the programmed delay will not generate an alarm.

The **Exit time** will be signalled by:

➢ activation of the **Exit time on partition no.** event;

➢ an audible signal on all the enabled keypads of the armed partition.

Last exit time Violation of a **Last exit** zone––during the programmed **Exit time** of its partition––will not generate any events. However, the **Last exit** zone will temporarily assume the new value (i.e. the time actually taken to exit the protected partition).

Depends on The partition will be subordinate to the selected partitions.
Double click (**Yes /No**) or press **ENTER** on the selected box to toggle the status.

➢ Dependent partitions will arm automatically when all the partitions they depend on arm;

➢ Dependent partitions will disarm automatically when one of the partitions they depend on disarms.

☞ The Dependent partition can be armed/disarmed manually by enabled User Codes/Keys/Cards.

☞ A partition should not be programmed as depending on itself.

Figure 25 *Partitions page*

This page holds up to 32 telephone numbers (Phonebook), and the telephone line data.

The parameters must be programmed as follows.

no. The non-modifiable identifier number (1 through 32) will be used instead of the entire telephone number.

Number Enter the entire telephone number—-maximum 16 digits including pauses. Accepted digits: 0 through 9 and the comma (,). Use the comma for pauses (between the prefix and telephone number). The telephone number will be used by the:

—Telephone Dialler

—Digital Communicator

—DTMF communicator, and for Teleservice requests.

Description Enter the name of the telephone number user (maximum 16 characters).

Used by The **Used by** table has 4 columns: **Dial.**; **Pulse**; **DTMF**; **Tel**. The table will show whether a telephone number was used by the Telephone Dialler (**Dial.**), by the Digital Communicator (**Pulse**), by the DTMF communicator (**DTMF**) or Teleservice (**Tel.**).

■ **Answer**

The Panel will answer incoming calls in accordance with the following parameters.

To enable the Panel to answer calls:

—select the **En./Dis. Answer**. or **En./Dis. Teleser.** option from the USER MENU. The answer message must be recorded beforehand (refer to **Answering machine**).

The Panel will answer after the programmed number of **Rings**, unless the Double call option is enabled.

Enable answer Omnia 2.0 and successive releases do not have this option, as the enable/disable answer option is for the User **only**.

Double Call The Double Call option allows the Panel to share the telephone line with another answering device (answerphone, fax, etc.). In normal circumstances the device with the least number of rings will answer, however, if this option is enabled (**ON**), the Panel will override the other answering device when it recognizes the double call sequence.

Double call sequence: the User must call the Panel and allow 2 rings then hang up and callback within 60 seconds. The Panel will answer on the first ring of the second call.

☞ The other answering device must be programmed to answer after 3 or more rings.

☞ The **Double call** is managed by the B-MOD modem.

Rings Specify the number of rings required.

If the **Double call** option is enabled, this parameter will be ignored.
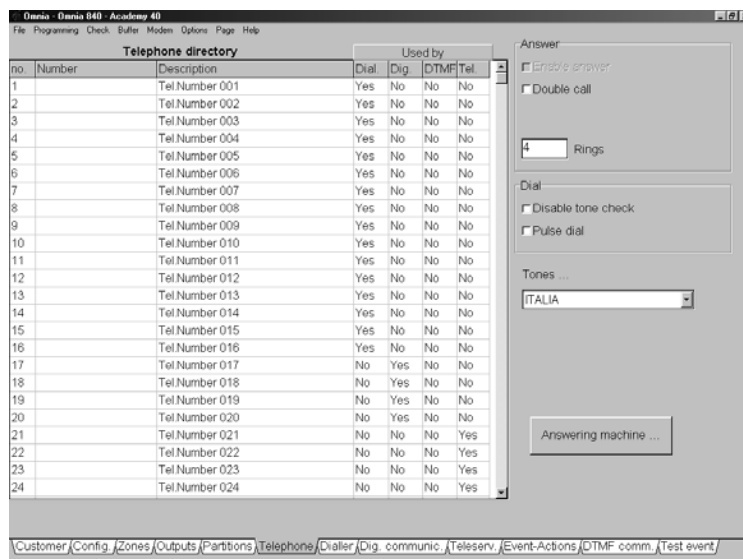
Figure 26   *Telephone page*

■ Dialling mode

Disable tone check The Panel will check for the dialling tone before dialling a telephone number. If it is not detected, the Panel will hang-up and retry.

If the **Disable tone check** option is selected, the Panel will dial the telephone numbers without checking for the dialling tone. This option is useful when the Panel is connected downstream to a switchboard with non-standard tones.

Pulse dialling The Panel operates in **DTMF** as is faster than **Pulse** dialling.

☞ The **Pulse** dial option must be enabled, If **DTMF** is not available.

■ PSTN line parameters

Select the country—to allow the Panel to operate properly with local PSTN line parameters.

If the country is not listed—select **EUROPEAN GENERIC**.

If the country is not listed and local telephone line parameters are different from EUROPEAN GENERIC—Select **Disable tone Check**.

■ Answering machine

The Answering machine option allows the Panel to answer incoming calls with a Voice message (to be recorded by the installer).

The Answering machine option from the USER MENU must be enabled by the User (refer to **Answering machine Enable/Disable** section in the **USER MANUAL**).

☞ If the Answering machine and Teleservice options are enabled, the Panel will verify the origin of incoming calls (this operation takes approximately 4 seconds) before playing the answer-message.The Panel will not play the answer-message for calls from the B-Mod modem.

An audible signal will indicate that the Panel has engaged the line. A high-pitched tone (2400 Hz) will be emitted when the Teleservice option is enabled, and a low-pitched tone (1250 Hz) when **only** the Answering machine option is enabled.

The answer-message allows authorized Users (refer to **User codes**) to call the Panel for remote enquiry on the status of the Panel and peripherals (refer to the **TELEPHONE OPERATIONS** section in the **USER MANUAL**).

Click **Answering machine**, then program the following parameters.

Answer message Select the required Answer Message from the list. These messages can be programmed on the **Message** page (from the **Zones** or **Dialler** page).

☞ If no Answer Message is selected—the **Answering machine** option cannot be enabled.

Message repetition time Enter how long (in seconds) the Answer-message must play.

Replay Pause Enter the interval (in seconds) between each replay.

PIN entry timeout Enter how long (in seconds) the Panel must wait for a valid code entry on the telephone keypad. If a valid code is not entered within the specified time Panel will end the call.

☞ User codes: 25 through 31 (refer to the **Codes** page) can be used via telephone.

DTMF tone timeout Enter how long (in seconds) the Panel must wait, after code acceptance, for the communication to start. If no telephone button is pressed within the specified time Panel will end the call.

Up to 32 Dialler actions can be programmed. The programmed actions can be assigned to the events in the **Event-Actions** page. Each Dialler action will send a Voice message to signal the start/end of the corresponding event. Refer to **Dialler** in the **FACILITIES** section for further details on Dialler programming.

Each telephone dialler action can send one of the 14 Voice Messages to up to 16 telephone numbers (selected from the 32 programmable numbers).

■ **Dialler Telephone Numbers**

The assigned voice messages will be sent to the Dialler Telephone numbers when the programmed events occur. The telephone number parameters can be programmed on the left side of the **Dialler** page, as follows.

no. This is the non-modifiable identifier number (1 through 16).

Tel. Num. Enter the identifier number (1 through 32) of the telephone number (refer to the **Telephone** page) that will receive the voice message call. The telephone number label will appear automatically in the **Description** column.

☞ It is not necessary to follow the order defined in the **Telephone** page, however, dialling priority will be defined by the order established in this table.

☞ The **Description** column can be changed in the **Telephone** page.

Repetition time Enter how long (in seconds) the Voice message must play. A different **Repetition time** can be specified for each telephone number.

Replay pause Enter the interval (in seconds) between each voice message replay.

Voice timeout Enter how long (in seconds) the Panel must wait for a voice answer before hanging up. This parameter depends on the **Send message after** option, as follows.

➢ **Voice on line:** the Panel will hang up after dialling—if a voice answer is not detected within the programmed **Voice on line** time.

➢ **First ring:** the Panel will hang up after dialling—if a back-ring is not detected within the programmed **Voice on line** time.

➢ **Dial:** the Panel will send the message immediately after dialling the number.

Attempts Enter the number of tries the Panel must make in the event of a failed call.

Call successful numbers If this option is enabled the telephone numbers of successful calls will be redialled in the following cycles. If not, the successful numbers will be bypassed in the successive cycles.

The programmed parameters of the **Replay pause**, **Voice timeout, Attempts** and the **Call successful numbers** options will be the same for all Telephone numbers.
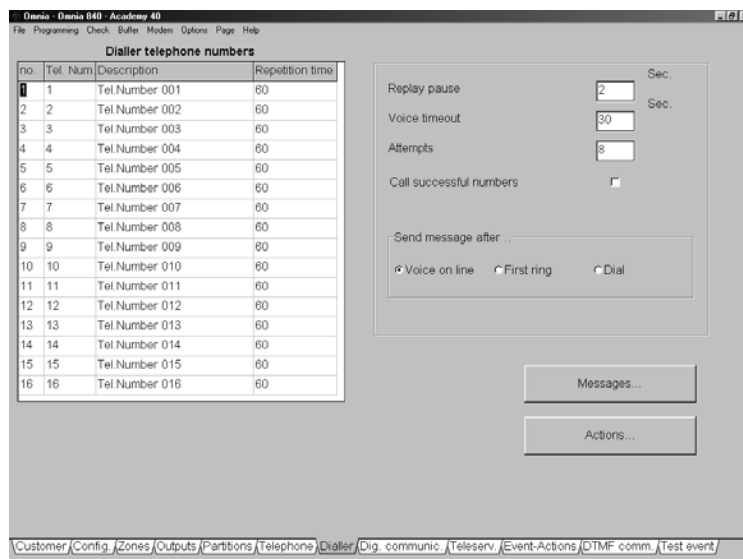
Figure 27   *Dialler page*

Send message after Specify when the voice message will be sent.

Voice on line: the message will be sent on voice answer (e.g. on "Hello").

First ring: the message will be sent after the first back-ring.

Dial: the message will be sent immediately after dialling the telephone number.

☞ A Call will be considered **successful** when it satisfies all the conditions programmed in the **Send message after** section. Only the **Voice on line** option ensures that calls have been answered.

■ **Messages**

Assign a label (maximum 16 characters) to the 14 Voice messages in the **Messages** window (see Figure 28). Select the **Send** button to download.

☞ Voice message recording requires the OmniaVox kit (Voice board + Microphone board + Speaker). Recording, play and deletion can be done via keypad. Refer to the **OmniaVOX** section for a full description of the Voice function.

■ **Actions**

Click **Actions** to open the **Dialler actions** window. Program the **Dialler actions** that will be assigned to specific events in the **Events/Actions** Page.

Each Dialler action will send one of the 14 Voice Messages to up to 16 telephone numbers (from the 32 telephone numbers in the Phonebook). Dialler actions will be repeated as per the programmed number of **Attempts** programmed in the **Dialler** page.

The parameters must be programmed as follows.

no. This is the identifier number of the Dialler action. Use the corresponding identifier number to assign the **Dialler action** to the **Event** in the **Events/Actions** Page.

1 ... 16 The numbers on the top row of the **Dialler actions** window correspond to the numbers in the **no.** column in the **Dialler Telephone Numbers** list.

● Assign the **Dialler Telephone Numbers** to the Dialler action:

Yes = the corresponding telephone number will be dialled.
Box clear = the corresponding telephone number will not be dialled.
Double click to toggle the status.

Message Enter the identifier number of the Voice message to be sent (refer to **no.** column in the **Messages** window). The assigned label will appear automatically in the **Descr. Mess.** column.

☞ The Voice message label can be changed in the **Messages** window only.

Descr. Action Assign a label to the action—this will simplify programming in the **Event-Actions** page.

Events Each Action can be assigned to the several events.

To view the events that activate a specific action:

—click **Events** on the **Dialler actions** window (from the **Dialler** page) to view the list of events that will activate the selected action.

—open the **Events-Actions** page to view the actions activated by each selected event.

Digital Communicator

Up to 256 actions can be programmed on the Digital Communicator page, Each action will communicate the start/end of an event to the Central Station.

no.	Description
1	Voice mess. 001
2	Voice mess. 002
3	Voice mess. 003
4	Voice mess. 004
5	Voice mess. 005
6	Voice mess. 006
7	Voice mess. 007
8	Voice mess. 008
9	Voice mess. 009
10	Voice mess. 010
11	Voice mess. 011
12	Voice mess. 012
13	Voice mess. 013
14	Voice mess. 014
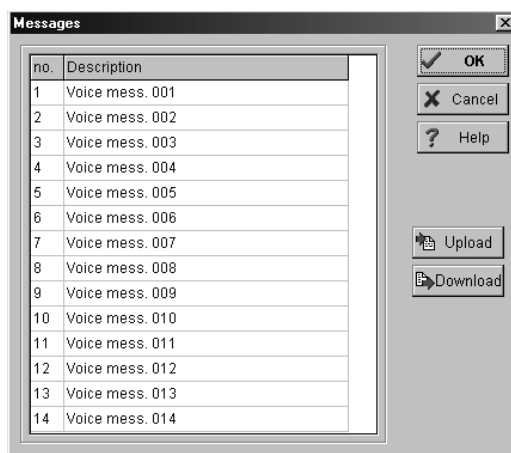
Figure 28 *Voice message page*

Each Digital Communicator action can send the corresponding event code (event identifier) to up to 4 telephone numbers. Therefore, it possible to signal burglary to the Central Station, fire to the Fire Station, Fault to the Installer and send emergency requests to the Service Centre.

Each event can be assigned to 2 Digital Communicator actions (2 different codes can be assigned to each event). This will allow the same event to be sent to two different Security Services, each with their own decoding (e.g. a Fault event to the Installer and to the Central Station).

Event queue The communication will not end until all the events destined for the service on line have been transmitted. The Event queue will reduce call costs and communication time.

☞ Protocols with **Voice management** do not queue Events but transmit one event per call.

■ **Digital Communicator telephone numbers**

The **Digital Communicator** can manage 4 telephone numbers.

no. This is the non-modifiable identifier number (1 through 4).

Tel. Num Enter the identifier number (1 through 32) of the required telephone number (refer to the **no.** column in the Phonebook—**Telephone** page).

Customer code Enter the 3-4 digit Customer code (accepted digits 0 through 9 and upper-case letters from B to F). This code is usually assigned by the Central Station and functions as the system identifier (user, placement, type of system, etc.).

Protocol Select the protocol (usually assigned by the Central station).
The Panel supports the following pulse protocols in 3/1, 3/2, 4/1 and 4/2 formats or, with 3 or 4-digit Customer codes and 1 or 2-digit Event codes:

➢ ADEMCO / SILENT KNIGHT - Slow 10 baud

➢ ADEMCO / SILENT KNIGHT - Fast 20 baud

➢ FRANKLIN / SECOA / DCI - VERTEX - Fast 20 baud

➢ RADIONICS - 40 baud

➢ SCANTRONIC - 10 baud

➢ Customized

and **DTMF** protocol:

➢ Contact ID

The listed protocols are available with or without **Voice Management**.

Protocols with **Voice Management** provide a 2-way audio channel that will open when data transfer ends. This channel will allow the Central Station operator to check on the protected premises after receiving an alarm call.

The channel will close when the programmed time (refer to **2-way audio**) elapses, or when the Central station receiver ends the connection.

The User can communicate with the Central Station operator via the microphone and speaker on the VOX-REM board.

☞ Protocols **with Voice Management** can be used when:
—the Panel is equipped with an **OmniaVOX** Voice board (optional);
—the Central Station receiver manages voice communications.
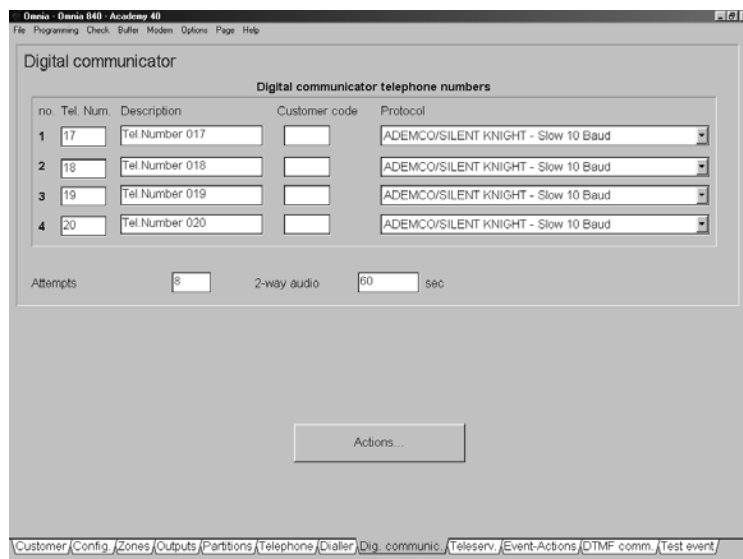
Figure 29   *Digital Communicator page*

☞ Protocols **with Voice management** transmit one event per call, therefore, they should be used for events that do not require a voice channel. The same protocol—**without Voice management**—can be programmed for these events, as follows:

➢ assign the Central Station telephone number to two of the four **Digital Communicator telephone numbers**;

➢ assign the protocol **without Voice Management** to one of the two **Digital Communicator telephone numbers**, and the same protocol **with Voice Management** to the other;

➢ click **Actions** to open the **Digital Communicator Actions** window;

➢ assign the **Digital Communicator telephone number with/without Voice Management** accordingly to the events.

Attempts   Enter the number of call attempts for failed calls.

2-way audio   Enter the 2-way audio communication time (in seconds).

■ **Actions**

Click **Actions** to open the **Digital Communicator Actions** window.

Define the **Digital Communicator Actions** then assign them to the events in the **Event-Actions** page.

Each Digital Communicator action has two sub-actions that will send the event code to the 4 programmed telephone numbers (using the relevant customer code and protocol).

The parameters must be programmed as follows.

no.   This is the identifier number of the **Action**.
Use this number when assigning the Action to the Events in the **Event-Actions** page.

Event code   Enter the 1 or 2 character code—usually assigned by the Central Station (accepted digits 0 through 9 and uppercase letters from B to F). This code will allow the Central Station to identify the event that activated the call.

☞ **Contact ID** Event codes must have two characters. If only one character is entered, the letter A will be inserted automatically (e.g. 1 will be rectified to A1).

1 2 3 4   Select the telephone numbers to be called.
Check box clear = the corresponding number will not be dialled.
Double click the corresponding box to toggle the status.

☞ If a Digital Communicator telephone number operating with **Contact ID** protocol is assigned to an Action—all other Digital Communicator telephone numbers, assigned to the same Action, must operate with **Contact ID** protocol.

All   If **Yes** is selected all the programmed telephone numbers will be dialled, if not, dialling will stop after one successful call.

Description   Enter the label of the Digital Communicator action (maximum 16 characters).

Contact ID   Click **Contact ID** (right side of the Digital Communicator actions window) to program standard events and codes in the Digital Communicator actions window, and in the **Events-Action** page.
Central Stations using Contact ID protocol will receive the event codes shown in the following table.

EVENT	CODE
Alarm on zone	3A
Tamper on zone	44
Tamper on Main Unit (Open Panel)	45
Balanced tamper	45
Tamper BPI device	45
False key	45
Warning fuse +F	AA
Warning fuse +B	AA
Warn. fuse BPI1	AA
Warn. fuse BPI2	AA
Main fault	A1
Low battery	A2
Warn. power troub.	A9
Main fault P.S.	AA
Low Batt. P.S.	AA
Warn. power troub. P.S.	AA
Trouble on BPI	3A
Partition Armed	A2
Bypass. zone	7A
Tel. Line fault	51
Test	A2
Recognized code	22

☞ If **Contact ID** is selected—the first 22 actions in Column **B** and the programming in the **Dig.Comm.** column in the **Events-Actions** page will be overwritten.

Clear A   Select **A** (Clear section) to delete the programming of the Actions in column **A**.

Clear B   Select **B** (Clear section) to delete the programming of the Actions in column **B**.

Clear Descr.   Click **Clear Descr.** to delete all the labels.

Events   Assign the programmed Digital Communicator action to one or more events in the **Event-Actions** page.

Click **Events** to view the events that activate the selected action.

To view the Events and Digital Communicator actions open either:

➢ the **Event-Actions** page—to view which Digital Communicator action is activated by an event;

➢ the **Digital Communicator actions window** from the **Dig. Communic.** page (click **Actions**)—to view the Events that activate the Digital Communicator action.

The **B-MOD** or **B-MOD/RX** modem, and the Omnia application from the Security Suite will allow the Installer to teleservice Omnia Panels (e.g. change parameters via telephone).

The Teleservice call can be made by: the Installer (with user authorization); the User and the **Test event** (if enabled).

When the Panel generates a Teleservice call (whether manual—on User request, or automatic—by means of **Callback** or **Enable Test call**) it will dial the enabled telephone numbers (refer to **Enable**) until a call is successful, or until the programmed call **Attempts** cycle ends.

Callback   When this option is selected the Panel will call the enabled telephone numbers (refer to **Enable**) in the **Teleservice** page (refer to **Tel.Num.** and **Description**). Thus authorized personnel **only** can teleservice the Panel.

Enable Test call   When this option is enabled the Panel will make the Teleservice call automatically, as per the programming in the **Test event** page.
☞ The Test event must be enabled (refer to **Test event** page).

Enable   Select the Teleservice telephone numbers.

Tel. Num.   Assign up to 4 telephone numbers to Teleservice (enter the identifier numbers—1 through 32). The corresponding label will be shown in the **Description** column.
Enable the telephone numbers for Teleservice.
☞ 4 telephone numbers are dedicated to Teleservice. The unused telephone numbers must be disabled and left at default.

Customer code   This code allows the Central Station to identify the Panel. Each Panel must have a different **Customer code**. Duplication of a Customer code will be signalled when **Save** is selected (full details of the current code User will be shown).
☞ Changes made to the **Customer code** in this page will be transferred to the **Customer** page and vice versa.

Attempts   Enter the maximum number of call attempts for failed calls.
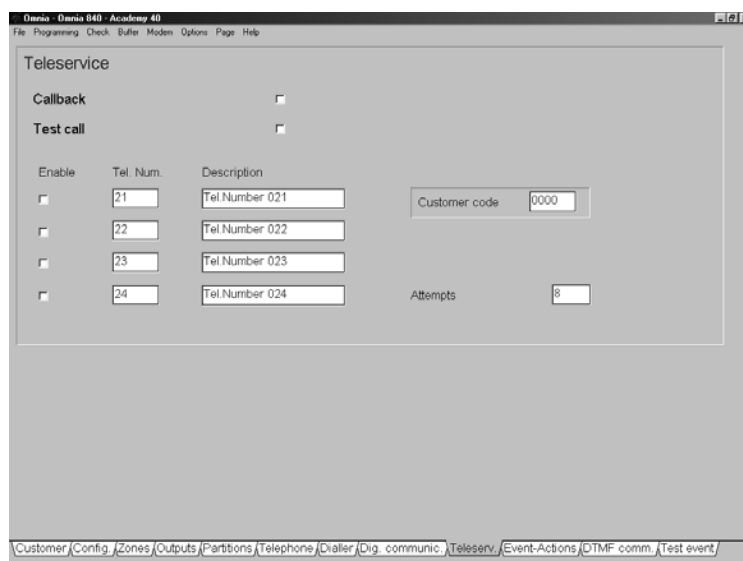
Figure 30   *Teleservice page*

The Events-Actions page is the core of the System. The Panel will operate in accordance with the programming done in this page.

■ **Events Table**

The Output, Digital Communicator and Dialler Actions can be assigned to the Events shown.

The Events Table is set out in the following way:

no. This is the event number——to be specified in the **DTMF Comm.** page when assigning the corresponding event to a DTMF Communicator channel (for Firmware versions lower than 3.0).

Description This is the event label:
——the round brackets will show the label of the peripheral of the object that generated the event;
——the square brackets will show the label of the object that generated the event.

☞ The Event number will vary in accordance with the detail level selected on the right side of the page (refer to the **Events description** section).

Outputs ON Enter the identifier number of the output that will be activated (refer to **Outputs** page) by the corresponding event.
0 = no Output will be activated

Dig. Communic. Use the **ON** column for the identifier numbers of the actions that will be activated by the Digital Communicator when the corresponding event starts (refer to **Dig. Communic.**).

Use the **OFF** column for the identifier numbers of the actions that will be activated by the Digital Communicator when the corresponding event ends (refer to **Dig. Communic.**).

Dialler Use the **ON** column for the identifier numbers of the actions that will be activated by the Dialler when the corresponding event starts (refer to **Dialler** page).

Use the **OFF** column for the identifier numbers of the actions that will be activated by the Dialler when the corresponding event ends (refer to **Dialler** page).

■ **Priority telephone actions**

Action no.1 on the telephone Dialler and action no.1A of the DTMF communicator have priority over all other telephone actions.
These two actions have the same priority level, therefore, if one occurs whilst the other is running, the ongoing action will not be interrupted.

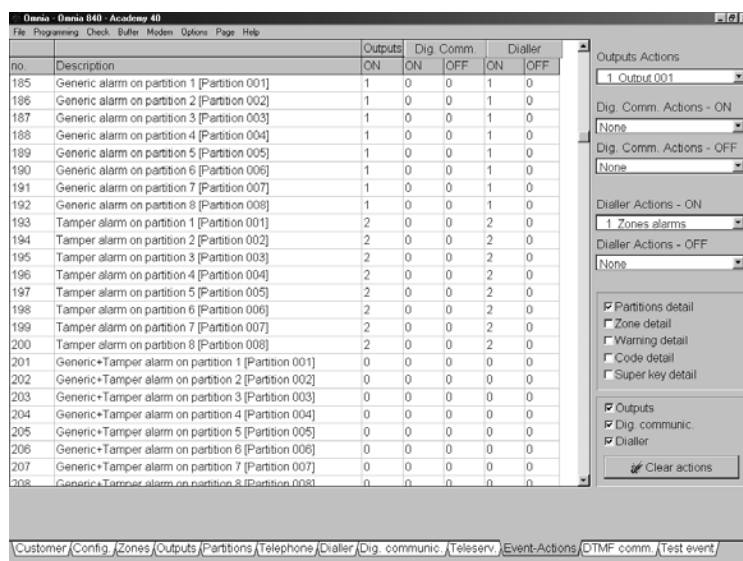☞ Priority telephone actions should be used for events such as Medical Emergency or Duress.

| **Figure 31** | *Event-Actions page* |

■ **Actions**
Using the **Output Actions**—**Dig. Comm Actions - ON**—**Dig. Comm Actions - OFF**—**Dailler actions - ON**
drop-down menus assign the Actions to the selected event,as follows:

Output action Select the Output that will be activated by the event in question.

Dig. Comm. Select the Digital Communicator action that will be generated when the event starts.
Action - ON

Dig. Comm. Select the Digital Communicator action that will be generated when the event ends.
Action - OFF

Dialler Actions - Select the Dialler action that will be generated when the event starts.
ON

Dialler Actions - Select the Dialler action that will be generated when the event ends.
OFF

■ **View event details**
The **Events-Actions** page shows the Panel events—but not the event details. Click the relevant detail check box
to view the **corresponding *Global* events.

Partition detail Select this option to view all Partition events (Alarms, Arming, etc.).

Zone detail Select this option to view all Zone events (Alarms, Tamper, Bypass etc.).

Warning detail Select this option to view all faults (trouble) events.
When deselected—only event no. 229 **Warning generic** will be shown (this warning represents all types faults).

Code Detail Select this option to view all events assigned to Codes on keypads.
When deselected—only the Global event no. 437 **Recognized code *Global*** will be shown.

Super key detail Select this option to view all Super key events.
When deselected—only the no. 397 **Super keys *Global*** event will be shown.
☞ No actions can be assigned to ***Global*** events—as this is the label of the *virtual* events that will not be shown for
the selected detail level.
➢ The word **None** in the **Outputs**, **Dig.Comm.** and **Dialler** columns means:
—none of the *Global* events has an action of the corresponding type.
➢ The **Act.Pres.** string in the **Outputs**, **Dig.Comm.** and **Dialler** columns means:
—one or more *Global* events has an action of the corresponding type.

■ **Clear actions**
Click **Clear actions**—in the **Outputs**, **Dig.Comm.** and **Dialler** sections—to delete the corresponding Actions, as
per below.

Outputs Select the **Outputs** check box then click **Clear actions** to clear all **Output** actions.

Dig.Comm. Select the **Dig.Comm.** check box then click **Clear action**s to clear all **Dig.Comm.** actions.

Dialler Select the **Dialler** check box then click **Clear actions** to clear all **Dialler** actions.
☞ The Panel will ask for confirmation before clearing the selected actions.

Events description

Following is a description of the conditions that generate (or stop) the various events. Please note that in some
cases the event will not end when the cause of the alarm ends.

■ **Alarm events**
Alarm events will be generated by alarm status at zone, partition, or Panel level.

The **Zone Events** are the lowest level of Alarm events. They are linked to alarm and tamper status on the corre-
sponding zones.

The **Partition** and **Panel Events** are the **"OR"** logic of the **Zone Events**.
☞ All alarm events will end when the cause of the alarm ends, **unless assigned to monostable outputs**.

Events—assigned to monostable outputs—will end when the programmed **On time** of the assigned output
elapses.
The programmed **On time** will run its full time, even if the cause of output activation has been cleared.
These events will not be generated during the programmed **Off Time** of the assigned output, or when the assigned
monostable output is active.

If an alarm event is assigned to a Monostable output (Siren) with a 3-minute **On time**, the 3-minute cycle will run
its full time, even if the cause of alarm has been cleared. However, the **Alarm Event** will end immediately if the
Panel is disarmed.

☞ The **ENDS WHEN...** column in the following table is valid for events that are not assigned to monostable outputs.

Zone events

EVENT		OCCURS WHEN ...	ENDS WHEN ...
1 **:** **80**	**Alarm on zone no.**	*... the zone is in alarm status*	*... the zone returns to standby status*
81 **:** **16**	**Tamper on zone no.**	*... the zone is in tamper status*	*... tamper status on the zone ends*

The conditions causing the zone alarm and tamper are described in the {Zones} page.

These events can be forced into standby status by:

➢ changing the status (Arm/Disarm) of the partition the zone is assigned to;

➢ resetting the partition the zone is assigned to;

➢ using a key/card at a reader (both objects must be enabled on the partition);

➢ entering a User code on a keypad, and selecting the Stop alarm option (both User code and keypad must be enabled on the partition).

Partition Events A Partition Event will be generated when an event occurs on one of the zones (Zone Event) assigned to the Partition, and will end when all the zone events cease, as follows.

EVENT		OCCURS WHEN ...	ENDS WHEN ...
161 **:** **168**	**Fire alarm on partition no.**	*... a **Fire** zone—assigned to the partition is in alarm status*	*... **all** events generated by the **Fire** zones—assigned to the partition return to standby status*
169 **:** **176**	**24h alarm on partition no.**	*... a **24h** zone—assigned to the partition is in alarm status*	*... **all** events generated by the **24h** zone—assigned to the partition return to standby status*
177 **:** **184**	**Burglar alarm on partition no.**	*... a burglar zone (**Instant**, **Entry delay**, **Entry path**, **Exit delay** or **Last exit zone**)—assigned to the partition is in alarm status*	*... **all** events generated by the burglar zones—assigned to the partition return to standby status*
185 **:** **192**	**Generic alarm on partition no.**	*... a zone (any Type)—assigned to the partition is in alarm status*	*... **all Alarm** events generated by the zones—assigned to the partition return to standby status*
193 **:** **200**	**Tamper alarm on partition no.**	*... a zone—assigned to the partition is in tamper status*	*... **all Tamper** events generated by the zones—assigned to the partition return to standby status*
201 **:** **208**	**Generic+ Tamper alarm on partition no.**	*... a zone—assigned to the partition is in alarm or tamper status*	*... **all** events (**Alarm and Tamper**) generated by the zones—assigned to the partition return to standby status*

To force these events into Standby status:

➢ change the partition status

➢ reset the partition

➢ use a key/card at a reader (the key/card and reader must be enabled on the partition)

➢ enter a User code at a keypad, and select the Stop alarm option (both User code and keypad must be enabled on the partition).

Panel Events A Panel Event will be generated when the corresponding event type occurs on any zone––whatever the partition, and will end when all the corresponding types of zone events cease, as follows.

	EVENT	OCCURS WHEN ...	ENDS WHEN ...
209	Fire alarm on panel	... a **Fire** zone––assigned to any partition is in alarm status	... **all** events generated by the **Fire** zones––of all partitions––return to standby status
210	24h alarm on panel	... a **24h** zone––assigned to any partition is in alarm status	... **all** events generated by the **24h** zones––of all partitions––return to standby status
211	Burglar alarm on panel	... a burglar zone (**Instant**, **Entry delay**, **Entry path**, **Exit delay** or **Last exit zone**)––assigned to any partition is in alarm status	... **all** events generated by burglar zones of all partitions return to standby status
212	Generic alarm on panel	... any zone––assigned to any partition is in alarm status	... **all Alarm** events generated by the zones of all partitions return to standby status
213	Tamper alarm on panel	... any zone––assigned to any partition is in tamper status	... **all Tamper** events generated by the zones of all partitions return to standby status
214	Generic+ Tamper alarm on panel	... any zone––assigned to any partition is in alarm or tamper status	... **all** events (**Alarm and Tamper**) generated by the zones of all partitions return to standby status
215	Tamper on Main unit	... the tamper switch (**2**) or snatch switch (**15**) in the Main unit opens	... the tamper **and** snatch switches close
216	Balanced tamper	... terminal [ASB] is unbalanced	... terminal [ASB] is balanced (connected to ground with a 10,000 ohm-resistor)
217	Tamper on BPI device	... a tamper or snatch switch of a BPI peripheral opens (Keypads, Input or Output Expanders, etc.)	... **all** tamper and snatch switches of BPI peripherals are closed
218	False key at reader	... A false key/card at a reader	... false key/card is no longer detected

These events can be forced into standby status by:

➢ entering (at any keypad) a User code enabled for **Panel Reset**, and selecting the Alarm reset option;

➢ entering (at any keypad) a User code enabled for **Panel Reset** and selecting the Stop alarm option;

➢ using a valid key/card at a reader. The **Enable Stop alarm on panel with valid key** option must be enabled (refer to **Options** from the **Programming** menu).

■ **Generic Events**
These events will be generated by the Panel, and do not have a start or end condition (e.g. No Mains).

Generic Events can be forced into standby status by using an enabled User Code (at any keypad) to activate the **Reset Alarm** command.

If these events are assigned to a monostable output they will behave as follows.

➢ If the generating condition is still present after the **On time** of the output—the latter will return to standby status but the event will not end until the condition ceases.

➢ If the generating condition ends before the **On time** of the **Monostable** output has elapsed, the output will return to standby status, and the event will end.

When these events are not assigned to a Monostable output, they will end when the conditions in the following table occur.

	EVENT	OCCURS WHEN ...	ENDS WHEN ...
219	Global alarm memory	... any type of alarm or tamper is detected (Zone alarm or tamper, Open panel, Balanced tamper, BPI peripheral tamper, False key/card at reader)	... the alarm memory is cleared by Partition Reset or Panel Reset
220	Warning fuse +F	... Fuse **21** blows	... fuse **21** is replaced
221	Warning fuse +B	... Fuse **20** blows	... fuse **20** is replaced
222	Warning fuse BPI1	... Fuse **18** blows	... fuse **18** is replaced
223	Warning fuse BPI2	... Fuse **19** blows	... Fuse **19** is replaced
224	Warning mains failure	... after mains power failure for the programmed time (refer to **Filter times** in the **Programming** menu)	... the mains power supply is restored
225	Warning low battery	... mains power failure and insufficient battery power for Panel functioning	... the battery charge is above the safety limit

EVENT		OCCURS WHEN ...	ENDS WHEN ...
226	Warning power trouble	... the battery is unable to supply the Panel properly (calculated with mains present only).	... the battery or the protection fuse **27** is replaced
227	Warning mains failure on Power station	... the power supply of **one of the Power stations on the BPI Bus** fails for the programmed time (refer to **Filter times** in the **Programming** menu)	... the mains power supply is restored on **all the Power stations on the BPI Bus**
228	Warning low battery on Power station	... mains power supply fails to **one of the Power stations on the BPI** and the battery cannot supply the peripherals properly	... the **Power station** battery charge reaches the required level
229	Warning power trouble on Power station	... the battery of **one of the Power stations on the BPI Bus** is unable to supply sufficient power to the peripherals	... the battery (or the protecting fuse) is replaced
230	Warning generic	... one of the previously described troubles starts	... **all** previously described troubles end
231	Trouble on BPI	... the Main unit cannot find one or more of the BPI peripherals, due to trouble or tamper	... the Main unit finds all the BPI peripherals in the BPI Bus configuration
232 : 239	partition no. armed	... the partition is armed	... the partition is disarmed
240 : 247	Exit time on partition no.	... the partition is armed	... the programmed **Exit time** of the partition elapses, unless, a **Last exit zone** is violated during the **Exit time**, in which case it will end after the programmed **Last exit time** of the partition
248 : 255	Entry time on partition no.	... an **Entry delay** zone—assigned to the armed partition is violated	... the programmed **Entry time** of the partition elapses or when the partition is disarmed
256 : 263	Valid key on partition no.	... the key/card and reader in use are enabled on the partition	... the key/card is removed from the reader
264	Valid key on panel	... a valid key/card is used at a reader	... there are no valid keys /cards at readers
265 : 272	Stop alarm on partition no.	... a Stop alarm request made by an enabled User code is done on a keypad—enabled on the partition	... alarms are no longer blocked
273	Stop alarm on panel	... a Stop alarm request made by a User code—enabled for this option	... alarms are no longer blocked
274 : 353	Bypass zone no.	... the zone is bypassed	... the zone is unbypassed
354 : 361	Not ready to arm partition no.	... there is alarm status on at least one zone, that is not a delayed, last exit, bypassed or command type zone. The calculation occurs every 2 seconds	... the alarm status ends on all the not delayed, last exit, bypassed or command type zones
362	Telephone line trouble	... the voltage on the telephone line drops below 3 V for at least 45 seconds. This event will not be generated when the **Disable telephone line check** option is enabled	... the proper voltage (over 3 V) is restored for at least 15 seconds
363 : 370	Autoarming warning partition no.	... the OmniaTIMER generates the Autoarming warning for the partition	... the OmniaTIMER arms the partition
371	Error serial printer	... the printer connected to the serial port on the OmniaTIMER is out of service	...the printer connected to the serial port on the OmniaTIMER is in service
372	Error parallel printer	... the printer connected to the parallel port on the OmniaTIMER is out of service	...the printer connected to the parallel port on the OmniaTIMER is in service
373 : 380	Timer no.	The Timer (controlled by the OmniaTIMER) reaches the programmed **On** time	The Timer (controlled by the OmniaTIMER) reaches the programmed **Off** time

■ **Spot events**

Spot events have no **END** status, therefore, cannot be:

➢ assigned to bistable outputs;

➢ assigned to reset actions of the Dialler and the Digital Communicator;

➢ assigned to channels of the DTMF communicator (for Firmware Versions lower than 3.0).

	EVENT	OCCURS WHEN ...	ENDS WHEN ...
381	Test	*... programmed in the **Test event** page*	
382 : 389	Reset on partition no.	*... Alarm reset is done on a keypad––enabled on the partition ––by a User code––enabled on the partition*	
390	Reset on panel	*... **Alarm reset** is done by a User code––enabled for this option*	
391 : 400	Super key no.	*... the button (key)is pressed for more than 3 seconds*	
401 : 408	Chime on partition no.	*... a **Chime** zone––assigned to the disarmed partition is violated*	
409 : 439	Recognized User code no.	*... the PIN of the enabled User code is entered*	
440	Recognized Installer code	*... the Installer PIN is entered. **This event will not generate actions** as access to the Installer menu stops all actions*	
441	Teleservice request from B-Mod	*.. a Teleservice call coming from B-MOD is answered*	
442	Teleservice ON	*... Teleservice is activated after acceptance of the Installer PIN*	
443	Teleservice action failed	*... test call or Teleservice action fails (requested by the User)*	
444	Failed DTMF Communicator action	*... an action fails on the DTMF communicator–– programmed to call the Central station with Contact ID protocol*	
445	Failed Dialler action	*... an action fails on the telephone dialler*	
446	Failed Digital Communicator action	*... a Digital Communicator action fails*	

DTMF communicator (for Firmware Versions lower than 3.0)

The DTMF communicator (for Firmware versions lower than 3.0) can transmit 8 events—plus 1 of the events managed by the Panel—to Central Stations that support this protocol.

If the status of a programmed event changes, the Panel will call the enabled telephone numbers (refer to **Enable**), and will send the assigned **Customer code**. This will allow the Central station to identify the Panel and check the status of the 9 channels of the DTMF communicator.

General enable Use this option to enable/disable the DTMF communicator.

Enable Enable the DTMF communicator telephone numbers.

Tel. Num. Enter the identifier number (1 through 32) of the Central station telephone number. The corresponding label will be shown automatically.

Customer code Enter a 4 digit code (accepted digits 0 through 9). This code is usually assigned by the Central Station.

Protocol Select the protocol used by the Central station.

This Panel supports:

➢ ADEMCO MF

➢ SCANTRONIC MF

Channel definition Enter the identifier number of the event that will be monitored by the corresponding service (e.g. Central station).

Channel reversal All channels—except the **Aux** channel—can be programmed with Logic reversal. In this way, the alarm code will be transmitted when the event ends, and the reset code will be transmitted when the event assigned to the channel starts.

Attempts Enter the maximum number of attempts for failed calls.

Call successful numbers At default the DTMF communicator will stop after the first successful call.

☞ If this option is selected, all the telephone numbers will be dialled until they are all successful, or for the programmed number of **Attempts**.
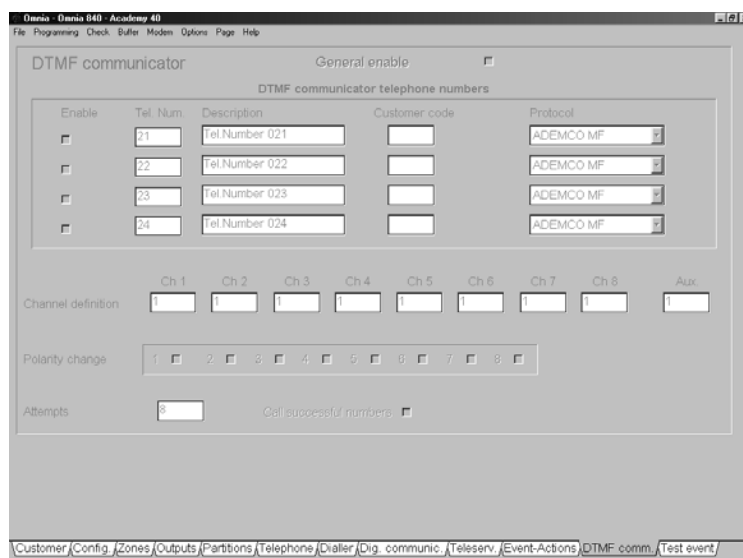

Figure 32   *DTMF Communicator page*

Test event

The **Test** event will occur as per the following parameters, and can be assigned to actions in the **Event-Actions** page.

Enable   Use this option to enable the Test event.

Hour and minute   Enter the scheduled time of the Test event (refer to **Clock** from the **Programming** menu).
test event   Accepted values for **hh**—0 through 23 (hour).
Accepted values for **mm**—0 through 59 (minutes)
00 in the **hh** field will be read as midnight.

First Test delay   Enter the number of times the Panel must ignore the scheduled hour before activating the Test event. This parameter determines the number of days that must elapse before the first Test event (the day count will start when **Initialize** is selected).

Repeat Test event   Specify how often the Test event must be activated.

Initialize   Download the Test event parameters to the Panel (select **Download Page** from the **Programming** menu) then click **Initialize**.

Click **Initialize** when new Test event parameters are downloaded to the Panel.

☞ The Panel must be connected to the computer (via RS232 or telephone), otherwise, the program cannot initialize the system.

Keypad Codes

The Codes (User and Installer Codes) and keys operate the system. The Panel has a total of 32 Access Codes.

Access Codes 1 through 32 correspond to default Code PINs **0001** through **0032**.

☞ By default Code 1 is already **Available**, and is also Master of all Codes—including itself (refer to **Code Attributes programmed by the Installer**).

■ **User Code Description**

Enable on   Keypads and User codes can be enabled on specific partitions (refer to **Config.** page for keypad partitions). User
partitions   codes operate enabled partitions only (User code partitions), and the matching partitions on the keypad in use (Keypad partitions). Therefore, the effect of a User code request also depends on the keypad. This dual level of control facilitates use, as the same operation can have different effects on different keypads.

Example

User code enabled on partitions **1**, **5** and **7** entered at a Keypad enabled on partitions *1*, *4*, *7* and *8*.

The User code request will effect partitions **1** and **7**—as partition **5** is not a keypad partition, and partitions *4* and *8* are not User code partitions.

Recognized User   Code acceptance will generate the **Recognized User code no.** event. This event can be assigned to an output or
code event   telephone action. Proper programming of events and outputs eliminates trouble linked with access control and/or limitations (refer to the **Recognition of multiple codes** section in the **FACILITIES** section).
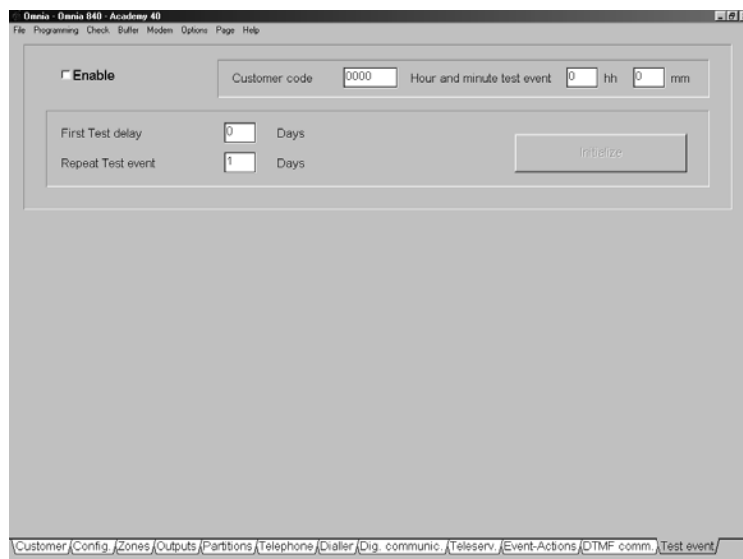
Figure 33   *Test Event page*

Expandable Multifunction Control Panel   **Omnia**

■ **Code attributes programmed by the Installer**

The attributes determine how the User code can operate the system (refer to **Enable on Partitions**––**Enable user menu** ––**Enable instant actions**).

Available   Only **Available** User codes can operate the system.

The system usually requires less than the 31 User codes provided. This time-saving option allows the Installer to make only the required number of User codes **Available** to operate the system. Without this option it would be necessary to change all the default PINs for security reasons.

☞ If a User code has been programmed but has not been made Available, it will be considered inexistent.

Master code   —All User codes must have a **Master** code.

—User codes with **Master** status will become Available and **Active automatically**.

—The **Available** and **Active** status of **Master** codes cannot be disabled.

—User codes **1** through **24** can be **Master** codes.

—User codes **25** through **31** cannot be **Master** codes.

—A code can be its own Master, and therefore, can change its own **PIN**.

—A code can be Master of several codes but Slave of only one.

—Only a **Master** code can disable the **Active** status and **PIN** of its **Slave** code.

—A Slave code must be disabled by its current **Master** code before it can be assigned a new **Master** code (refer to **User parameters**).

☞ The Installer cannot disable the **Available** status of an **Active** User code via computer.

■ **User Parameters**

These parameters are usually programmed by the User. However, if Installer intervention is preferred, the User must provide the Installer with the **Master code PIN**.

➢ **Active:** this option allows the Installer to disable a User code via computer (**Master code PIN** required).

➢ **PIN:** this option allows the Installer to change a User code PIN via computer (**Master code PIN** required).

Enable on partitions   Enabled User codes can control: Arming/Disarming, Stop Alarm and Bypass zone operations on their partitions.

Yes = User code **Enabled** on the corresponding partition
Box clear = User code disabled on the corresponding partition

Row **A** is for the partitions that will arm (**A**) or disarm (**D**) when the User code is entered at a keypad, and $\boxed{A*}$ is pressed (Type A arming mode).

Row **B** is for the partitions that will arm (**A**) or disarm (**D**) when the User code is entered at a keypad, and $\boxed{B\#}$ is pressed (Type B arming mode).

The enabled partitions will arm or disarm when the User code is entered at a keypad, and $\boxed{\frac{ON}{PRG}}$ or $\boxed{\frac{OFF}{RES}}$ is pressed.

Enable User menu   The User menu will provide the enabled options **only**. Enable/Disable the following options, as per requirements.

➢ **Arm/Disarm:** arms/disarms partitions separately

➢ **Panel reset:** resets/stops alarms on panel

➢ **Partitions reset:** resets/stops alarms on partitions

➢ **View/Bypass zones:** views/bypasses zones

➢ **View:** views the event buffer

➢ **Teleservice:** teleservice

➢ **Clear call queue:** clears telephone-call queue

➢ **Output management:** enables /disables outputs

The enabled options will be shown on the corresponding User menu. However, in particular instances the **Teleserv.**, **Panel reset** and **Partition reset** will perform as follows.

☞ If **Teleservice** is disabled the **Teleserv.**, **En./Dis.Teleser.** and **En./Dis.Answer** options will not appear on the User menu.

Enablement of the **Panel reset** and **Partitions reset** options determines the actions the Panel will perform when **Alarm reset** or **Stop alarm** is selected from the User menu.

Alarm reset from User Menu If the **Alarm reset** option is selected by a User code enabled for **Panel reset**—it will:

❒ **Delete alarm memory**—Main unit open, balanced tamper, Tamper on BPI device and false key/card at reader.

❒ **Force to Standby**—the Outputs activated by the following events.

Fire alarm on panel	Generic+Tamper alarm on panel
24h alarm on panel	Tamper on Main unit
Burglar alarm on panel	Balanced tamper
Generic alarm on panel	Tamper on BPI devices
Tamper alarm on panel	False key at reader

If the **Alarm reset** option is selected from by a User code enabled for **Panel reset** and **Partition reset**—it will perform as per above (**Alarm reset**) and will also:

❒ **Delete alarm memory**—for partition alarm and tamper.

❒ **Force to Standby**—the Outputs activated by the following events.

Fire alarm on partition	Generic alarm on partition
24h alarm on partition	Tamper alarm on partition
Burglar alarm on partition	Generic+Tamper alarm on partition

Stop alarm from User Menu When the **Stop Alarm** option is selected by a User code enabled for **Panel reset**—it will:

❒ **Force to Standby**—the Outputs activated by the following events.

| Fire alarm on panel	Generic+Tamper alarm on panel
24h alarm on panel	Tamper on Main unit
Burglar alarm on panel	Balanced tamper
Generic alarm on panel	Tamper on BPI devices
Tamper alarm on panel	False key at reader

If the **Stop alarm** option is selected by a User code enabled for **Panel reset** and **Partition reset**—it will perform as per above (**Stop alarm**) and will also:

❒ **Force to Standby**—the Outputs activated by the following events.

Fire alarm on partition	Generic alarm on partition
24h alarm on partition	Tamper alarm on partition
Burglar alarm on partition	Generic+Tamper alarm on partition

☞ **Alarm reset** and **Stop Alarm** requests will effect the User code partitions only. Therefore, if an output is assigned to two partitions—and one of the two is not an enabled partition of the User code entered at the keypad—the output will remain active until a **Stop alarm** request is made for both partitions.

☞ An Output will return to Standby status automatically when all the activating events end. **Alarm reset** and **Stop Alarm** requests will effect the User code partitions only.

Enable Instant actions The USER MENU also provides extra User code options, as follows.

➢ **Arming type A:** enter the User code then press [A *]

➢ **Arming type B:** enter the User code then press [B #]

➢ **Arm enabled partitions:** enter the User code then press [ON PRG]

➢ **Disarm enabled partitions:** enter the User code then press [OFF RES]

➢ **Enable scheduler:** enable the Scheduler

➢ ***1 - Enable/Disable via DTMF:** code enable/disable via DTMF

➢ ***2 - Inputs status via DTMF:** Input reading via DTMF

➢ ***3 - Remote listen-in—Telephone func:** remote listen-in and 2-way communication (via telephone)

* The last 3 actions (***1**, ***2** and ***3**) are provided by DTMF commands via telephone.
Refer to the **TELEPHONE OPERATIONS** section in the **USER MANUAL** under:
—**Enable/Disable via DTMF** and **Inputs status via DTMF** for ***1** and ***2**; —**Remote Listen-in—Telephone func.** for ***3**.

User codes **25** through **31** are enabled for these options (OmniaVOX module required).

If a User code is enabled for Scheduler management—the User Menu will provide the Overtime request option, thus allowing the User to delay the programmed arming time.
If the code is also enabled for **Panel reset**—the User Menu will provide the Auto-arm En/Dis. option, therefore, the code can enable/disable the auto-arming/disarming operations controlled by the Timer.

■ **Programming Access Codes**

Please note that improper programming of Codes may impair security, therefore, the instructions must be followed carefully. The following notes may be helpful.

Step 1 Select **Keypad codes** from the **Programming** menu then select a Code from the **Keypad codes** table.

Step 2 Enter the User label (up to 16 characters) under Description—then click the Code Identifier number. The window will be dedicated to the selected Code.

Step 3 Make the code **Available** (top centre of window).
☞ Codes that are not **Available** cannot operate the system.

Step 4 Click **Master** (top centre of window) then enter the identifier number (1 through 31) of the new **Master** code. Click **OK** to confirm. The **Master code** identifier number will be shown in the Master column of the **Keypad codes** table, and also next to the **Master Code** button.

Step 5 Enable/Disable the Code on Partitions 1 through 8 (top row). Double click to toggle the status.

Yes = Code **Enabled** on the corresponding partition
Box Clear = Code **Disabled** on the corresponding partition

Step 6 Select the partitions that will **A**rm/**D**isarm when the Code makes a **Type A arming** request (row **A**). Double click to toggle the status.

Select the partitions that will **A**rm/**D**isarm when the Code makes a **Type B arming** request (row **B**). Double click to toggle the status.

Step 7 Enable the User menu options.

Step 8 Enable the Instant Actions.
☞ The **Enable/Disable via DTMF—Inputs Status via DTMF—Remote listen-in - Telephone func.** options apply to User codes no. **25** through no. **31** only.

Step 9 Click **OK** to confirm the programmed parameters.
☞ The Installer Code label can be assigned in the Keypad codes page. Select the **Installer code** option from the **Programming** menu to program the Installer Code PIN (Code 32).
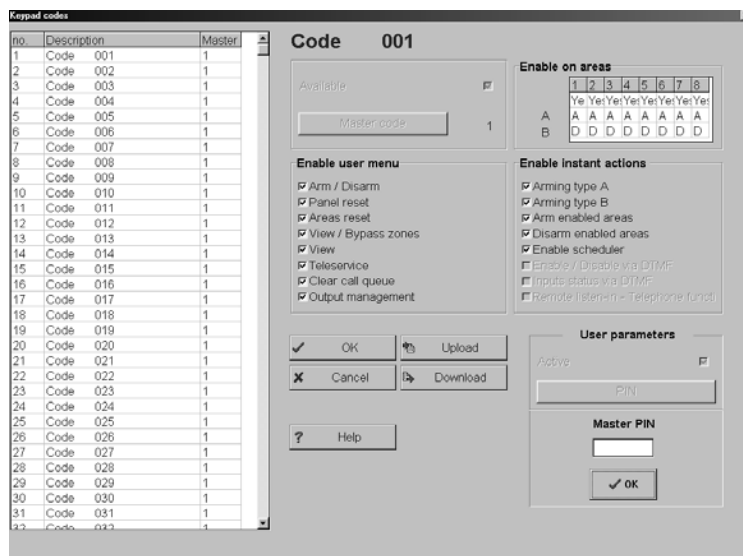

| **Figure 34** | *Codes page* |

■ **Attributes programmed by the user**

Only **Master codes** can program and change the following attributes of their Slave codes.

PIN   The User code **PIN** (**P**ersonal **I**dentification **N**umber) can have 4, 5 or 6 digits.

Active   An **Active** User code can operate the system. A **Master code** can disable its Slave codes.
Disabled

Disabled User codes will not be recognized by the Panel, and therefore, will be unable to operate the system. **Master codes** cannot be disabled.

Download   Select to download the programmed data to the Panel.

Upload   Select to upload programmed data from the Panel to the computer.

The data that will be downloaded depends on whether or not the User **PINs** in the computer memory **match** those in the Panel memory—as follows.

PINs Match   The User code PINs are either at default, or have been uploaded from the Panel. Therefore, all the parameters programmed in the **Keypad codes** page will be downloaded.

Pins Mismatch   The User code PINs are not at default, or have not been loaded. Therefore, the following data will be downloaded:

➢ **Description**

➢ **Available:** if the User code in the Panel memory is disabled (not Active).

➢ **Enable User menu**

➢ **Enable on partitions**

➢ **Enable instant actions**

Figure 35   *Keypad codes page*

Expandable Multifunction Control Panel   **Omnia**

Keys

Select **Digital keys** from the **Programming** menu to open the **Digital keys** window then program as follows.

no. This is the identifier number used during key programming via keypad.

Description Assign the identifier label to the key in this field (maximum 16 characters). The label will be used as the key identifier.

En. Use this attribute to enable the key. The Panel will consider Disabled keys as false.

1..8 Assign the keys to the partitions.

Select **Download** to transfer data to the Panel.
Select **Upload** to transfer data from the Panel to the computer.

Super keys

Select **Super keys** from the **Programming menu** to open the Super keys window. Keys **0** through **9** will take on Super key status when pressed for approximately 3 seconds. Program the Super keys as follows.

Assign a label (maximum 16 characters) to each Super key.

no. This is the Super key identifier number from 1 to 10 (⌊0↓⌋ corresponds to 10).

Description Enter the Super key label (maximum 16 characters).

Select **Download** to transfer data to the Panel.
Select **Upload** to transfer data from the Panel to the computer.

Filter times

Select **Filter times** from the **Programming** menu to open the **Filter times** window then program the Mains parameter—all other parameters are non-modifiable.

Mains Enter the number of seconds that must elapse before Mains failure is signalled. Accepted values: 0.3 sec. through 3,600 seconds (= 1 hour) in steps of 0.1 second. Event no. 223 **Warning Mains failure** will be generated when the programmed delay elapses.

Select **Options** from the **Programming** menu to open the **Options** window then program as follows.

Maintain Zone Test Attribute Option enabled—the **Zone Test** attribute will be active even when the partition is disarmed, therefore, zone alarms on **Test** zones will be logged in the event buffer.

Disable welcome message Option enabled—the welcome message will not be displayed—even in response to a valid User code.

LEDs OFF on readers Option enabled—the three reader LEDs will be OFF if no valid key/card is present.

Bypass tamper on zone Option enabled—tamper will not generate an alarm when the zones are bypassed.

Disable arming on battery trouble Option enabled—arming requests will be denied when there is battery trouble on the Main unit or on the connected Power stations, especially for the following events:
—**Low battery warning**
—**Power trouble warning**
—**Low battery on power station warning**
—**Power station trouble warning**

Disable tamper memory reset with User code Option enabled—User codes cannot reset the zone, partition and Panel tamper alarm memory, this can be done by the Installer code only.

Disable alarm memory reset with Installer code Option enabled—the alarm memory cannot be reset by the Installer, this can be done by enabled User codes only.

Enable Stop panel alarm with valid key Option enabled—Panel alarms can be stopped by using a valid key/card at a reader.

Disable telephone line check Option enabled—the Panel will not signal telephone line trouble (e.g. Line down). The **Telephone line trouble** event will not be signalled at any time. This option must be enabled, when the Panel is not connected to the telephone line, otherwise, the **Telephone Line Trouble** event will be logged repeatedly in the Event Buffer (refer to **Options** in the **PROGRAMMING** section).

Lock Installer code Option enabled—reset of Factory default programming will not default the Installer PIN (refer to **Installer Code** section).

Lock Keypad on invalid code Option enabled—keypad lock-out will occur after the programmed number of wrong code entries.

Attempts This is the number of wrong codes allowed before lock out: accepted values 1 through 10.

Lock time sec. This is the keypad lock-out time (in seconds): set 9 through 1,800 seconds.
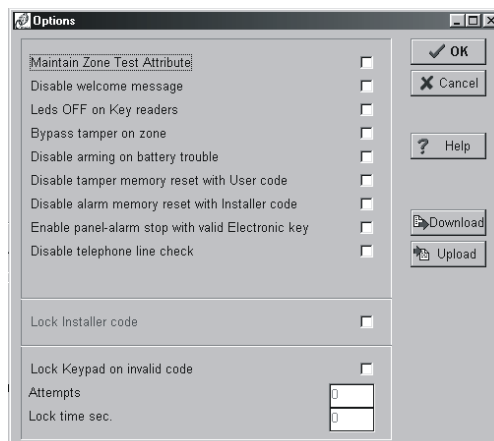
Figure 36 *Options page*

Scheduler

The **OmniaTIMER** parameters can be programmed via the **Scheduler** option from the **Programming** menu (refer to the **OmniaTIMER** section).

LCD strings

Select the **LCD strings** option from the **Programming** menu to change the **Welcome message** and language (LCD strings) on the keypads. The Welcome message will be shown in response to valid User code PINs.

Change Welcome message — Enter the new message in the Welcome message **space** (max. 16 characters) then Select **Download** to the Panel.

☞ The message will not be changed if **Download** is selected when the Welcome message space is empty, therefore, the message will be as per default.

Click **Global download** to download all the LCD messages to the keypads in the language used in the application (refer to **Language**—**Options** menu).

☞ Download and Global Download cannot be used until the Panel is connected to the computer—via serial cable.

Clock

Proper functioning of the Scheduler depends on the clock setting, therefore, the Clock must be set with precision.

Setting — Select **Clock** from the **Programming** menu then select the exact time: **Hour**, **Minute**, **Day**, **Month** and **Year**.

Date format — **dd/mm/yyyy** = Day / Month / Year

yyyy/mm/gg = Year / Day / Month

Separators

Select the date separator (colon (**:**) or slash (*/*)). The date format and selected separator will be used on the key-pads.

Installer code

The Installer code PIN allows the Installer to program the Panel parameters via local/remote connection, and access the **INSTALLER MENU** from the keypad. The Installer code PIN is also required for downloading.

By default the Installer code PIN is 0032. Select the **Installer code** option from the **INSTALLER MENU** (at key-pad) to change the Installer code PIN.

Current PIN — Enter the current Installer Code PIN under **Current PIN** (Installer code window) to download. If a wrong PIN is entered the data will not be downloaded to the Panel.

Change PIN — Enter the current Installer Code PIN under **Current PIN** then enter the new PIN under **New PIN** and **Check new PIN**. Click **Download** to the memorize the New PIN on the Panel.

Lost Installer code PIN — If lost, the Installer code PIN can be reset to default (refer to the **Reset default** section). However, if the Installer code PIN is locked it will be necessary to call your dealer (refer to **Lock Installer code** in the **Options** section).

Download the programmed parameters as follows (Installer Code PIN required).

Step 1 Connect a computer serial port to the Panel serial port (**6**) by a **CVSER/9F9F** serial cable (optional) or make the cable as per Figure 37a.

If the computer has 25 pin serial-port connector—use an **ADSER/9M25F** adapter (optional) or make the cable as per Figure 37b.

Step 2 Select **Serial ports** from the **Options** menu—then select the serial port (**Panel** section) used for the connection to the Panel. Click **OK** to confirm.

Step 3 Select **Installer code** from the Programming window—then enter the Installer Code PIN in the PIN section. Click **OK** to confirm.

Step 4 Open the **Customer** page—then select the corresponding **Panel type**. Click **OK** to confirm.

Step 5 Select **Firmware release** from the **Options** menu—then select the corresponding release. Click **OK** to confirm.

Step 6 Use the **Download** option from the **Programming** menu to download specific **Page** data or **All** programming data to the Panel.
Full On-site download will take approximately 3 minutes.

Use the **Upload** option from the **Programming** menu to upload and view specific **Page** data or **All** programming data from the Panel.

☞ The selected firmware release must match the Panel firmware release. The firmware release can be viewed on the display of any keypad by selecting **Revision** from the **Installer Menu**.
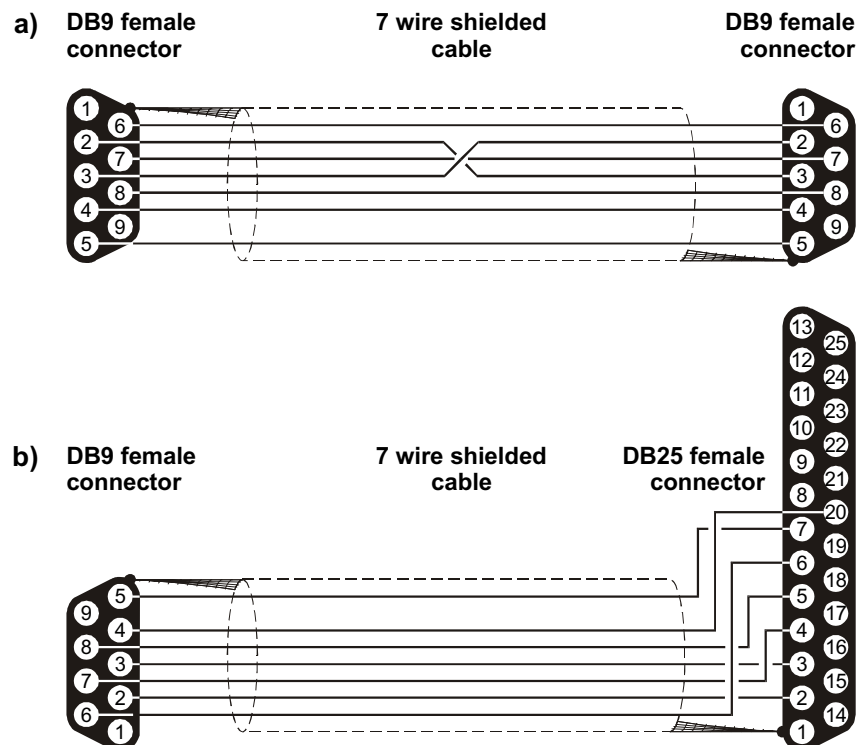
Figure 37   *Diagram of a Serial cable with two DB9 connectors (a) and with a DB9 and a DB25 connector (b)*

The Panel can be programmed through the B-MODor B-MOD/RX modem.

☞ The Teleservice option must be enabled by the User (refer to **Enable/Disable Teleservice** section in the **USER MANUAL**).

Step 1 Connect the modem to the computer serial port by means of the serial cable.

Step 2 Select **Serial ports** from the **Options** menu—then select the serial port—used for the modem connection to the Panel—from the Remote section. Click **OK** to confirm.

Step 3 Setup the Modem (refer to the **Modem** section in the **Security Suite** manual).

Step 4 Select **Connecting** from the **Modem** menu to open the **Connection management** window (see Figure 38).

Step 5 Program the **Connection management** window as follows.
—Enter the Panel telephone number in the **Telephone Number** section.
—Program **Disable Tone Check** option (refer to **Telephone** section)
—Program **Double Call** and **Callback** options (refer to **Teleservice** section) as per requirements.
—Enter the Installer Code PIN

☞ The parameters in the **Connection management** window can be temporarily changed without affecting the programmed parameters of the open customer.

Step 6 Select **Dial** to start the connection.

The connection status will be shown in the box at the bottom of the **Connection management** window.

Step 7 Select **OK** when the following message appears:

OMNIA ACK
Installer code recognized

The **Connection management** window will close.

Step 8 Use the **Download** option from the **Programming** menu to download specific **Page** data or **All** programming data to the Panel.
Full Remote download will take approximately 7 minutes.

Use the **Upload** option from the **Programming** menu to upload and view specific **Page** data or **All** programming data from the Panel.

Step 9 Select **On-hook** from the **Modem** menu to end the connection.

Software messages The connection status will be shown in the box at the bottom of the **Connection management** page. The following table shows the messages and meanings.

Omnia/Norma MODEM v. x.xx	This is the modem release connected to the computer serial port.
Modem not recognized	The modem is not recognized on the selected serial port. Check the cable and the selected serial port (see Serial ports—**Options** menu).
Receiving....	The Modem/Computer system is waiting for an incoming call. This will be the system status when the page opens.
RING	Rings detected on the telephone line.
BACK RING	This confirms that the dialled telephone is ringing.
NORMA ACK	NormaCom Panel acknowledged.
OMNIA ACK	Omnia Panel acknowledged.
Installer Code reading error	The Panel cannot read the PIN—probably due to the poor quality signal on the telephone line.
Failed Connection	It is impossible to communicate with the Panel—probably due to the poor quality signal on the telephone line.

Refer to the **Programming from on-site computer** section for the downloading instructions.
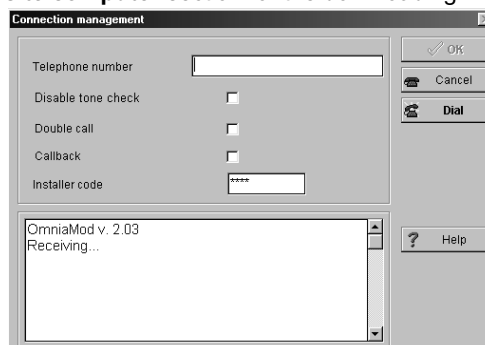
Figure 38   *Incoming Call to Panel*

Programming from Keypad

The parameters in this section can be programmed via keypad, by means of the following options from the **IN-STALLER** MENU.

❑ Tel.Numb.Progr. (Telephone Number Programming)

❑ Descript.Progr. (Description Programming)

❑ Installer code

❑ User codes

❑ Parameter progr. (Parameter Programming)

Digital-key coding and **Voice-message recording** can be done via keypad **only**. These functions can be accessed from the INSTALLER MENU through:

❑ Voice functions

❑ Keys

Reset default

To reset the factory default programming:

➢ disconnect the Main unit power supply (both mains power and battery)

➢ remove the jumper **7** (MEM)

➢ **wait for at least 20 seconds**

➢ replace the jumper **7** (MEM)

➢ connect the Main unit power supply (refer to **Connecting the Power supply**).

> **ATTENTION**   Jumper **7** MEM **must be disconnected for at least 20 seconds** in order to ensure full reset of the factory default programming, and to avoid problems that may occur when the power supply is reconnected to the Main unit.

Installer code locked If the **Lock Installer code** option is programmed, the Installer PIN will not be reset to factory default (refer to **Lock Installer code** in the **Options** section).

Defaults

The Install-and-go factory default programming allows trouble free installation.

Configuration On first startup the Panel will perform an auto-configuration cycle. The configuration of the BPI Bus peripherals, stored during this cycle, will become the recognized configuration.

Zones Zones are programmed as: **Alarm**, **Double balanced**, single **Pulse**, **Repetitive**.

Zones no. 1 and **no. 2** are programmed as **Entry delay** and **Exit delay**; all other zones are **Instant**.

All zones are assigned to **Partition no. 1**.

Outs All outputs are **Bistable**, with the exception of the first two, that are **Monostable** with a 3-minute **On time**. The two **Monostable** outputs can be used as bell alarm outputs. The default **Off Time** is 6 seconds.

Partitions Partitions have:
—30 seconds **Entry time**
—30 seconds **Exit time**
—6 seconds **Last exit time**.

Partition dependency is not defined.

Keypads and Readers All keypads are enabled on all the partitions.

All readers are enabled on all partitions. Type **A** and **B** arming are not defined (all partitions are disarmed).

Codes **Code no. 1** (Code   001) is the only **Available-Active** User code with factory default programming. **Code no. 1** is enabled on all partitions and for all functions. **Code no. 1** PIN is **0001**.

The **Installer code PIN** is **0032**.

Event-Actions The following events are addressed to **output no. 1**:

➢ **Generic alarm on partition no.**

The following events are addressed to **output no. 2**:

➢ **Tamper alarm on partition no.**

➢ **Tamper on Main unit**

➢ **Balanced tamper**

➢ **Tamper on BPI Peripherals**

> ➢ **False key at reader**

The following event is addressed to **output no. 3**:

> ➢ **Warning generic**

The following event is addressed to **output no. 4**:

> ➢ **Trouble on BPI**

Dialler **Action no. 1** sends **message no. 1** to the **first 16 numbers** of the telephone-number list, this action will be generated by the following events:

> ➢ **Generic alarm on partition no.**

Action no. 2 sends **message no. 2** to the **first 16 numbers** of the telephone-number list, this action will be generated by the following events:

> ➢ **Tamper alarm on partition no.**
> ➢ **Tamper on Main unit**
> ➢ **Balanced tamper**
> ➢ **Tamper on BPI Peripherals**
> ➢ **False key at reader**

A basic system

The Install-and-go factory defaults allow fast and simple installation. A basic system can control all the programmed zones, and will signal alarm status on the connected alarm signalling devices (sirens and telephone diallers etc.). Arming and disarming can be done via keypad or reader.

■ **Connections**

Follow the connection instructions carefully.

Zones A basic system has 8 zones. If input expanders are connected to the Bus—the address coding must be done as per the instructions in the **Connecting BPI Peripherals** section.
Zones on the Main unit and on the Input expanders must be connected to the sensors as per the double balancing circuit schematic in the **INSTALLATION** section.
Please remember that **Zones no. 1** and **no. 2** are already programmed as **Entry delay** and **Exit delay**, therefore, do not require programming.

Siren Connect the self-powered siren to **Output no. 1**—use terminal **[+N1]** and the ground terminal.

Keypads Connect the keypad to the Bus. If more than one keypad is connected—peripheral address coding must be done as per the instructions in the **Connecting BPI Peripherals** section.

Readers Connect the readers. to the Bus. If more than one reader is connected—peripheral address coding must be done as per the instructions in the **Connecting BPI Peripherals** section.

Telephone dialler Install **OmniaVOX** as per the instructions in the **OmniaVOX** section.

Telephone line Connect the telephone line as per the instructions in the **INSTALLATION** section.

■ **Programming**

Telephone Program the telephone numbers—to be called by the Dialler in the event of alarm or tamper—as per the instructions in
numbers the **Telephone numbers** section in the **KEYPAD OPERATIONS** section. The first 16 numbers are available.

Voice messages Voice mess. 001 should be used for the alarm status message.
Voice mess. 002 should be used for the tamper status message (maximum 15 seconds per message).
Record as per the relevant instructions in the **Voice functions** section in the **KEYPAD OPERATIONS** section.

Codes By default **User code no. 1** is **Active**—**PIN 0001**. To change the PIN of **User code no. 1**—refer to **Code Programming** in the **USER MANUAL**.

Program the necessary codes as per the instructions in the **User codes** section in the **PROGRAMMING FROM KEYPAD** manual.

Keys Program the keys as per the instructions in the **Keys** section in the **PROGRAMMING FROM KEYPAD** manual.

■ **Using the System**

Arming and **To arm the system:** enter the User code then press the ⊞ key.
disarming with **To disarm the system:** press the ⊞ key then enter the User code.
code

Arming and The system can also be armed/disarmed by valid keys.
disarming with key **To arm the system:** use a valid key/card at any reader and press the key button once. The **red** LED will go **ON**.

The system will arm when the key/card is removed. The **red** LED on the reader will remain **ON**.
To disarm the system: use a valid key/card at any reader. The **red** LED will go **OFF**. The system will disarm when the key/card is removed. The **red** LED will remain OFF.

Stop alarm on siren
To stop siren signalling generated by an alarm zone event:
––use a valid key/card at any reader or disarm the Panel as per above.
To stop siren signalling generated by zone tamper or Alarm on panel:

––select Stop alarm from the USER MENU.
––enter the User code, press ENTER, 0↓, ENTER.
Stop alarm status will be signalled by a flashing message on the keypad.

Press ESC/EXC to exit the Stop alarm status.

Telephone dialler stop
To stop the telephone dialler––enter the User code at any keypad then press ENTER, 9↑, ENTER. Press ESC/EXC to exit the USER MENU.

The telephone dialler can be stopped automatically as per the instructions in the **Stop alarm with key** section in the **FACILITIES** section.

Reset Alarm memory
To delete the alarm memory––enter the User code at any keypad, then press ENTER twice. Press ESC/EXC to exit the USER MENU.
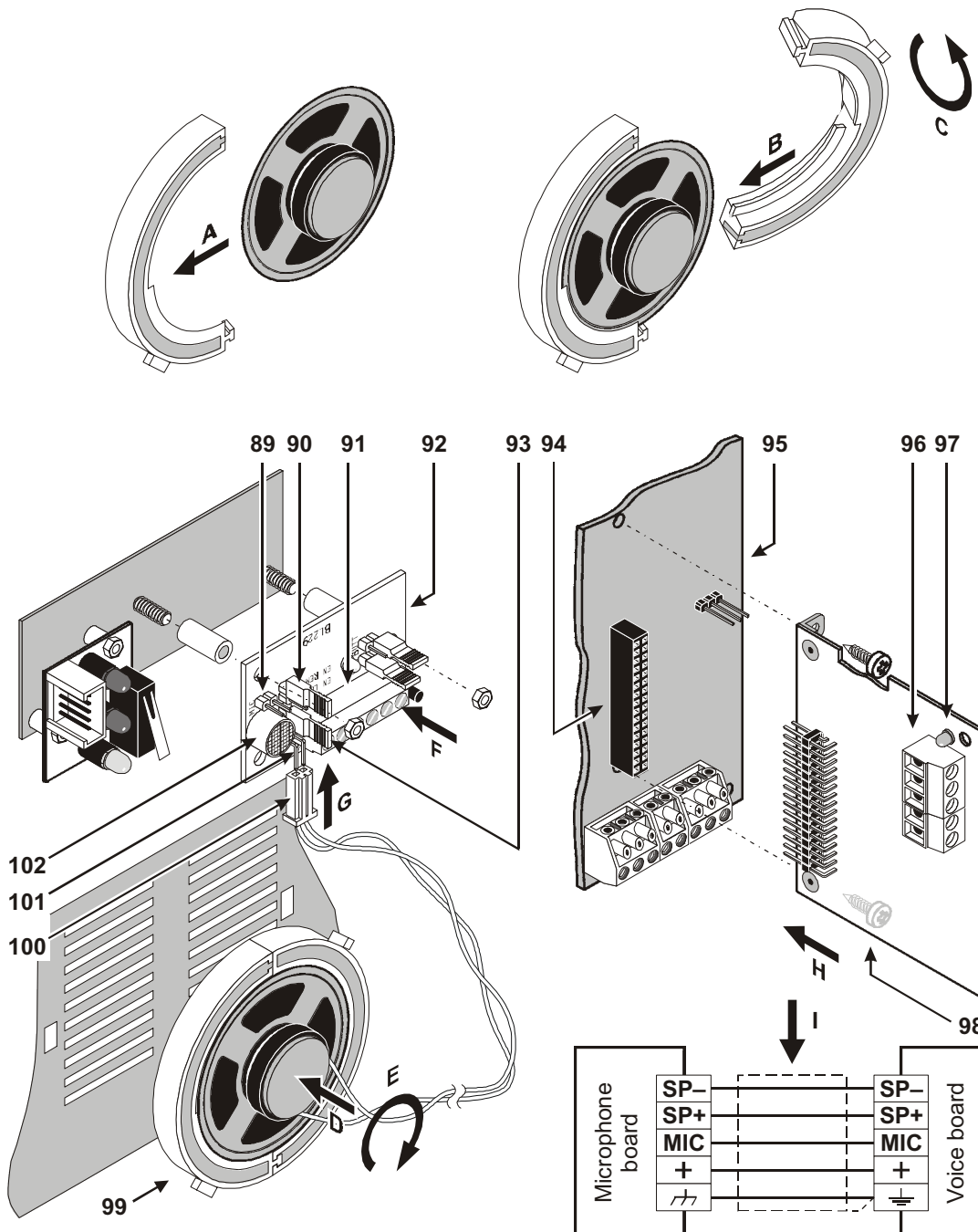
**Figure 39** *Parts identification and installation of the OmniaVOX kit*

> **WARNING** | Disconnect the Mains and battery power before installing the OmniaVOX board.

OmniaVOX greatly increases the resources of the Omnia system. The OmniaVOX kit comprises a **Voice board**, **Microphone board** and **Speaker**. The recorded voice messages can be assigned to the telephone dialler numbers, or to the Omnia inputs (for input status control via telephone). They can also be used as answer messages (answering-machine feature).

Features

- ❒ Messages recorded on electronic memory (ChipCorder technology™)
- ❒ Records 14 Voice messages: 2 of 15 seconds; 2 of 10 seconds and 10 of 4 seconds
- ❒ Speaker
- ❒ Telephone-dialler
- ❒ Answering-machine
- ❒ DTMF management for Omnia-status control via telephone
- ❒ Listen-in and remote 2way Speaker system (Teleassistance)

Parts identification

PARTS	DESCRIPTION
89	*Remote Microphone Connector*
90	*Jumper to enable the Remote Microphone (optional), to be connected to connector 89:* 〓 > *Remote Microphone enabled;* ⊙⊙ > *Remote Microphone disabled*
91	*Voice board terminals*
92	*Voice board*
93	*Jumper to enable the Local Microphone (102):* 〓 > *Local Microphone enabled;* ⊙⊙ > *Local Microphone disabled*
94	*Main unit Voice board connector*
95	*Main unit Main board*
96	*Terminal board (for Microphone board connection)*
97	*Voice board activity LED*
98	*Voice board*
99	*Speaker*
100	*Speaker plug*
101	*Connector for the Speaker plug*
102	*Microphone*

Installation

Install the OmniaVOX as follows (see Figure 39).

Step 1 Fit the Speaker into one part of the plastic holder (see **A** in Figure 39) then join the two parts (see **B** in Figure 39)—twist to lock in place (see **C** in Figure 39).

Step 2 Fit the Speaker onto the backplate (see **D** in Figure 39)—turn clockwise (see **E** in Figure 39).

Step 3 Fit the microphone board into place (see **F** in Figure 39).

Step 4 Plug the Speaker into the connector **86** (see **G** in Figure 39).

Step 5 Connect the Voice board **94** to the Main Unit board (see **H** in Figure 39).

Step 6 Use shielded cable to connect the Microphone to the Voice board (see **I** in Figure 39).
☞ Delete the Voice board memory—refer to the **Voice features** section for instructions.

Listen-in coverage can be expanded by connecting several Microphone-Speaker boards to the Voice board. This is especially useful for large premises, or in places where there is risk of sound muffling caused by walls or machinery, etc.

The Microphone and Speaker boards can be housed in custom made accessory boxes (**MINI-BOX**). The **MINI-BOX** can be either wall mounted, or flush mounted to **503** outlet boxes or similar.
The leaflet in the **MINI-BOX** package provides the Microphone and Speaker board installation instructions.

☞ The Microphone and Speaker board placements should be tested for squealing, before mounting.

☞ The Microphone board and Speaker board must be housed in separate boxes, otherwise squealing may occur.

The supplementary boards must be connected in parallel to the Voice board, as per Figure 40. The number of supplementary boards, and the connection lengths can affect sound quality, therefore:

—**do not** connect more than 4 Microphone-Speakers to the Voice board.

—**do not** use more than 50 metres of cable between each Microphone-Speaker board and the Voice board.

☞ When recording messages—use the Microphone board that is nearest to the Voice board, and temporarily disconnect the other boards.

All Microphone-Speaker boards will be interconnected during Teleassistance mode—allowing several users to communicate.

■ **Manual selection**

Installation of several Microphone-Speaker boards will allow the user to **listen-in** on the various parts of the premises simultaneously, however, sound tracing will not be possible.

For sound tracing—complete the connections, as per Figure 41. The schematic shows the Voice board and 4 Microphone-Speaker boards, and also:

➢ a 4-Output expander—Omnia/4OUT

➢ a 4-Input expander—Omnia/4IN

➢ two Relay modules—Omnia/4R

Omnia must be programmed as follows.

➢ All the outputs of the Output expander must be **Reserved**, **Bistable** and **Normally Open**.

➢ The Input expander zones must be:
—**Instant**; **Repetitive**; **Normally Open**.
The zones must be either assigned to a *reserved* partition, or programmed as Test, and must have an **Alarm** status **Voice message** that will act as placement identifier.

Enable Remote listen-in via telephone

Step **1**   Press **5** (on the telephone keypad)

Step **2**   Enter the number of the output that will activate the required Microphone-Speaker Board—two digits are required, therefore, enter **0** before output numbers **1** through **9**.

Step **3**   Press **1** to start **Remote listen-in**.

Example

If the Output-expander address is no. 01, as per Figure 41, its **hardware** outputs—OC1, OC2, OC3 and OC4 will correspond to **software** outputs no. 5, no. 6, no. 7 and no. 8.
Therefore, to enable software output no. 5 for remote listen-in on the first VOX-REM placement enter **505** then press **1**.

Step **4**   Press **#** then enter **405** to stop the output and end the Remote listen-in session.

☞ Enter **300** (Check input zones option) to trace sounds during a **Remote listen-in** session on the entire premises.

■ **Auto-select mode**

Auto-select mode is extremely useful, as the Panel will select the nearest VOX-REM board to the zone in alarm status. Figure 41 shows the necessary connections—the output must be programmed accordingly, and some parameters must be added to the **Event-Actions** page.

The 4 outputs must be: **Monostable**; **Normally open**; and **Not Reserved**. The **ON time** will be as per the programmed activation time of the Microphone-Speaker Board of the placement in question. Each of the outputs—connected as per Figure 41 will activate one of the VOX-REM boards.

The partition and/or Panel events in the **Event-Actions** page will activate the alarm devices and telephone dialler. Therefore, the zone events will be free to control the outputs.
The zone events—assigned to the placement in question must be programmed to activate the output that controls the relevant VOX-REM board—all 4 outputs must be programmed in the same way.

Auto-select mode will allow the user (called by the telephone dialler) to activate **Remote listen-in** on the specific placement.

■ **Manual and Auto-select mode**

Manual and Auto-select listen-in can be integrated. This will allow the user to select (manually) specific placements during standby status.

4 outputs are required for **Manual-select** listen-in mode, and 4 outputs for **Auto-select** listen-in mode.

The outputs must be connected in two's—one Manual and one Auto, as per Figure 41.

☞ To ensure proper functioning of **Auto-select** mode—the manually controlled outputs must be in standby status. Therefore, the outputs must be reset to standby status when manually controlled listen-in sessions end.
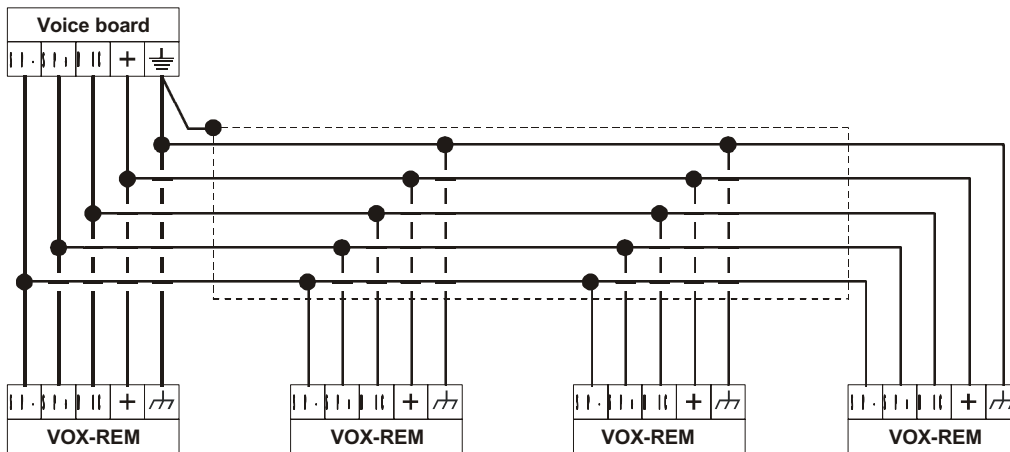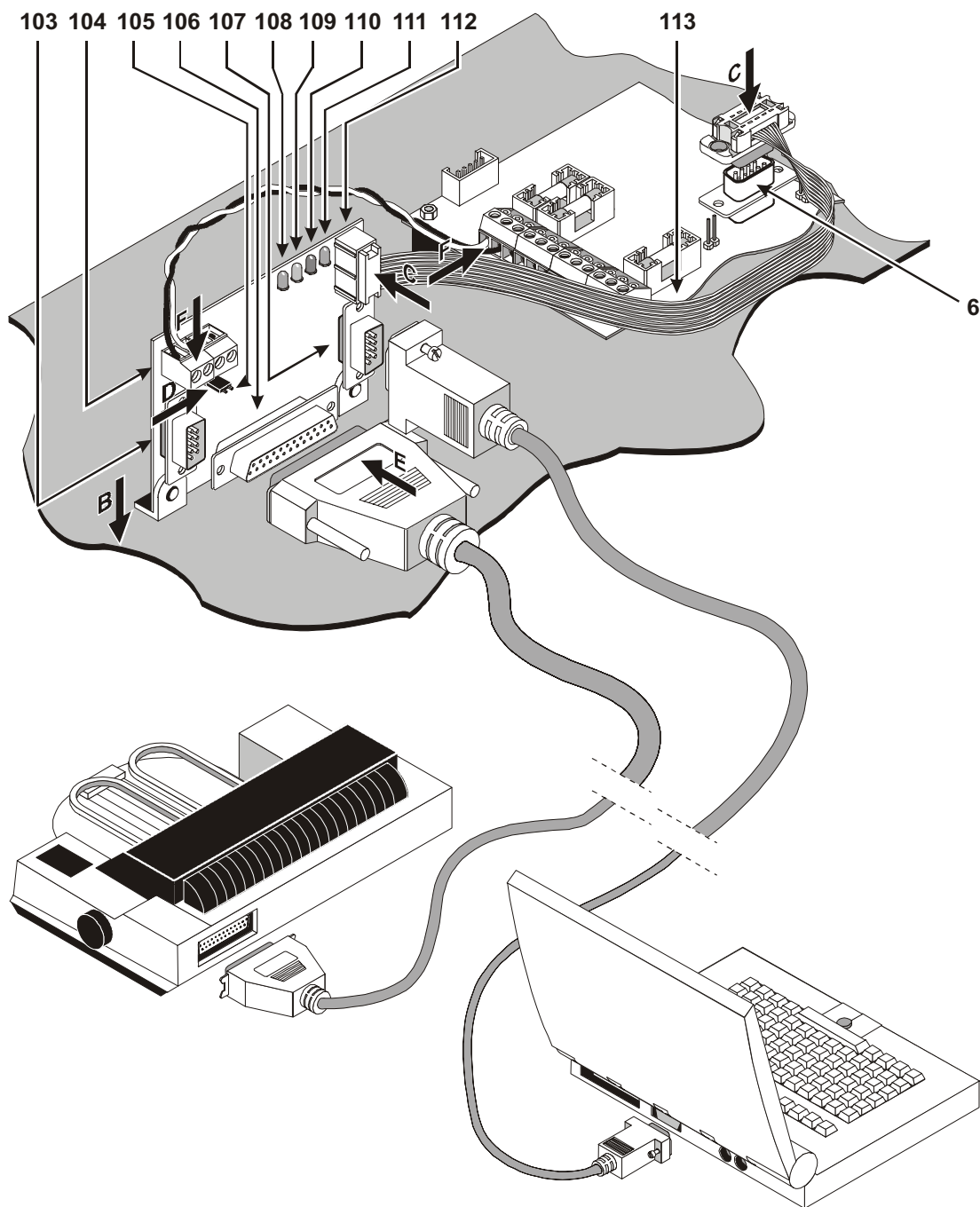

Figure 40   *Connecting OmniaVOX-MS boards to the Voice board (the example shows the connection of 4 OmniaVOX-MS)*
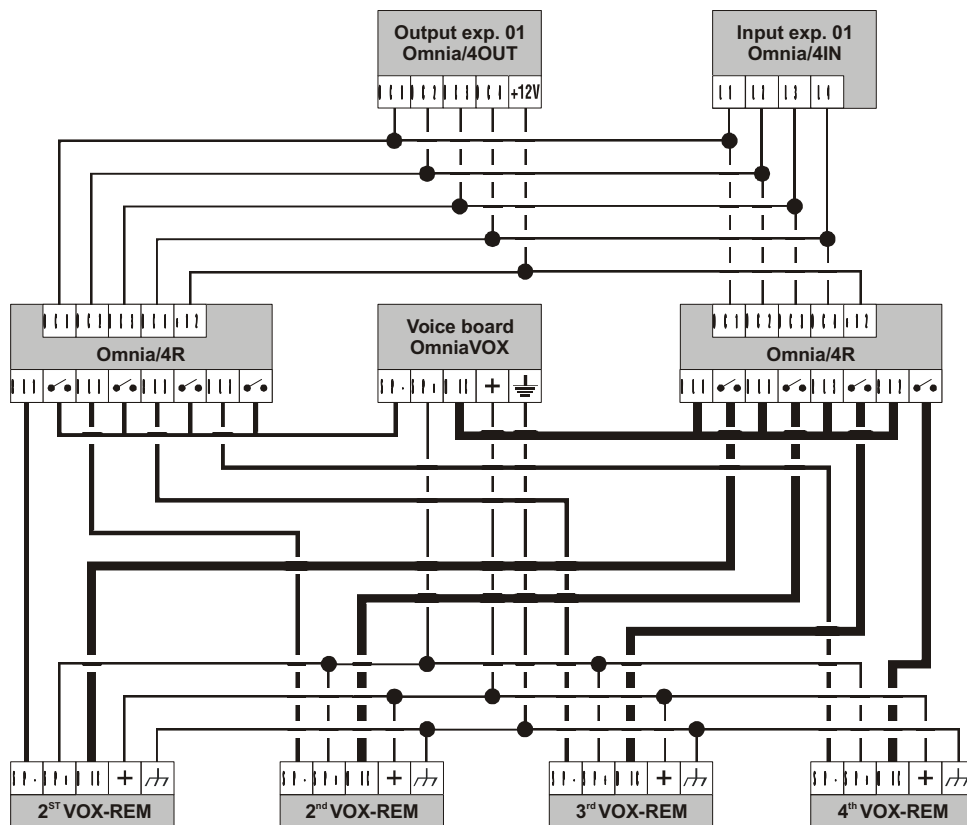
Figure 41   *Listen-in schematic*

OmniaVOX   69

Figure 42 *Parts identification and installation of the OmniaTIMER*

Expandable Multifunction Control Panel **Omnia**

The OmniaTIMER board must be connected to the Main unit serial port—-which is duplicated on the interface.

The OmniaTIMER interface allows direct connection to a serial or parallel printer—-for real-time printout of events, and entire Event buffer printout.

The on-board **Scheduler** can control automatic Arming/Disarming of the 8 partitions, and the ON/OFF times of the 8 **Timers** (for appliance control).

☞ The OmniaTIMER cannot be programmed via keypad.

> **ATTENTION** ➢ The OmniaTIMER has a maximum error margin of 30 seconds.
>
> ➢ When Omnia engages the telephone line (indicated by **T** above the 📞 icon on the keypad)—-the Omnia-TIMER will delay the scheduled operations until Omnia hangs up.
> ➢ Scheduled operations will be ignored during the Omnia programming session—or when Omnia is connected to a computer via serial port.

General features

❒ Serial printer or parallel printer connection

❒ Real-time printout of events, and entire Event buffer printout—-requested via keypad

❒ 2 arm and 2 disarm operations per day for each partition

❒ 8 Timers to control up to 8 appliances (ON/OFF)

❒ Flexible time and day programming (Weekday, Bank holiday, etc.)

❒ Overtime Requests

❒ Automatic switch over from Summer Time to Standard Time and vice versa

Parts identification

The numbers in boldface in the description table refer to the parts shown in Figure 42. The LED and connector identifier letters are silk screened on the board (see Abbreviations in square brackets).

PARTS	DESCRIPTION
[SPT] 103	*Serial printer port*
104	*Terminal Board*
[PRN] 105	*Jumper to select:* ▬▬ *> parallel printer port (default)* ⊙⊙ *> serial printer port*
[PPT] 106	*Parallel printer port*
[PC] 107	*"New" serial port for computer connection*
[ON] 108	*Green LED normally ON—-**LED OFF** signals that the OmniaTIMER is not powered. Check for voltage across terminals [+12V] and [⏚].*
[CTS] 109	*Yellow LED normally OFF—-**LED ON** signals that the Main unit is busy, therefore, the OmniaTIMER cannot perform the programmed operations.*
[ER.PRN] 110	*Red LED normally OFF—**LED ON** signals printer fault. Check that the printer is connected properly and on line.*
[SER] 111	*Yellow LED normally ON—**LED OFF** signals that the OmniaTIMER is using the Main unit serial port.*
[OMNIA] 112	*Main unit serial port connector*
113	*Flat cable for OmniaTIMER connection to Main unit*

Installation

Printer The following table shows the main differences between serial and parallel printers—-cost, connection length (between printer and interface), and printing speed.

PRINTER	MAX. CONNECTION LENGTH	SPEED	COST
Parallel	10 meters	High	High
Serial	40 meters	Low	Low

Parallel printers are preferable as they are faster, however, the maximum connection length of 10 meters greatly reduces layout flexibility.

Serial printers are slower, therefore, they block the Scheduler for longer. However, the maximum connection length of 40 meters allows greater layout flexibility.

☞ The Main unit must not be on view for security reasons.

Serial printers must be connected as follows.

Serial printer Setting	BAUD RATE	PARITY	DATA BITS	STOP BITS	PROTOCOL
	1.200	E (even)	8	1	DTR/DSR

Printer Connection Use the moulded plug lead (usually supplied with the printer).

☞ Leads with moulded plugs cannot be chased, however, plug free cables can be chased and connected, as per below.

Connection cable for serial printer to interface	Interface side: connector DB9—female			
	3	4	5	6
	4 wire cable + shield: the shield must be soldered to the metallic casing of both connectors			
	2	20	7	6
	Printer side: DB25 male connector			

Connection cable for parallel printer to interface	Interface side: DB25 male connector																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	19
	18 wire cable + shield: the shield must be soldered to the metallic casing of both connectors																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	32	31	36	1517/1930
	Printer side: Centronics 36 pin male connector																	

Installation Instructions

1. Lay the cable.

2. Fit the OmniaTIMER to the rear plate of the Main unit—as per Figure 42.

3. Using the flat cable (**113**), connect the OmniaTIMER to the Main unit (connector **112** to connector **6**).

4. Using the jumper (**105**), select the printer type:
Parallel printer > ▬
Serial printer > ⊙⊙

5. Plug the **parallel printer** into the parallel printer connector (**106**)—or the **serial printer** into the serial printer connector (**103**) of the OmniaTIMER.

6. Connect terminals [+12V] and [⏚] of the OmniaTIMER to terminals [+B] and [⏚] of the Main unit.
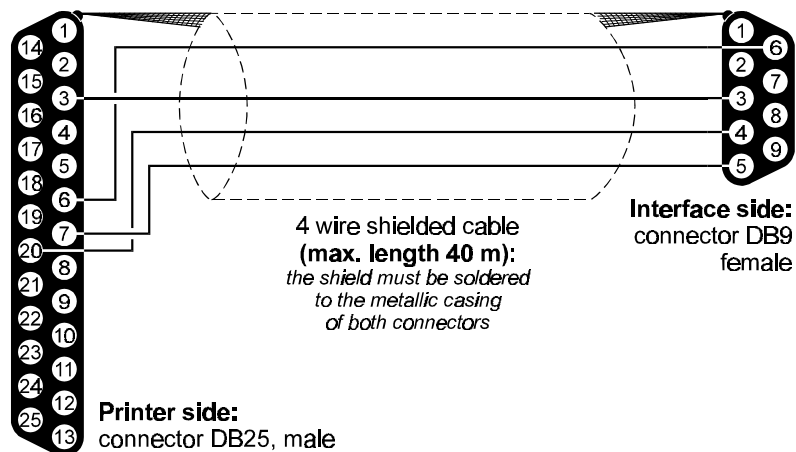
Figure 43   *Connecting the **serial** printer to the **interface***

The **Scheduler** (see Figure 45) can be programmed to control automatic Arming/Disarming of the 8 partitions (2 arm and 2 disarm operations per partition), and the ON/OFF times of the 8 **Timers** that can control up to 8 appliances (Courtesy lights, Sprinkler system, Heating, etc.). The programmed **Scheduler** parameters can be downloaded to the Panel via on-site serial connection or telephone line.

Scheduler programming

1. Select the **Scheduler** option from the **PROGRAMMING** menu.

2. Select **Type Descr.**

3. Define the day **Types** in the **Type Descr.** window (Weekday, Bank holiday, etc.) then click **OK** to confirm and exit. The customized day **Types** will be shown on the **Type** tags (at the bottom of the Partitions table).

4. Select the required day **Type** (the **Partitions** window will change accordingly). Use the **<** and **>** arrows to scroll the row.

5. Program the Disarm/Arm times for partitions 1 through 8.
   Time format: **hh** (hour)—**mm** (minutes:
   —required time 7:45 a.m. = 07.45
   —required time 5:45 p.m. = 17.45
   Errors will be signalled by an error message.

6. Select **Timers** to step from the **Partitions** window to the **Timers** window then program the ON /OFF times of the appliances controlled by the **Timers** (Courtesy lights, Sprinkler system, Heating, etc.).

7. Step back to the Partitions window.

Models The details of each day **Type** form its **Model**—and must be entered in the **Models** table (as follows).
☞ To enter the **Day**, **Month**, **Year**, **Weekday**, **Type or *** (irrelevant) in the corresponding field—click the field and select from the list that appears on the right of the **Models** table.

no. This reference number cannot be changed—use the up/down arrows to scroll the number list.

Day Enter Day number—1 through 31 or the asterisk (*****).
—Select the asterisk (*) if the **Day** number is irrelevant for the Model.
—If an invalid Day number is selected—it will be rectified to the highest **Day** number for the month in question.

Month Enter the Month.
—Select the asterisk (*) if the **Month** is irrelevant for the Model.

Year Enter the Year (up to 2014).
—Select the asterisk (*) if the Year is irrelevant for the Model.

Interval Intervals (Summer holidays or Bank holidays) require two rows.
Enter the Day numbers (e.g. **1**st January through **4**th January), or **Weekdays** (e.g. **Monday** through **Wednesday**).
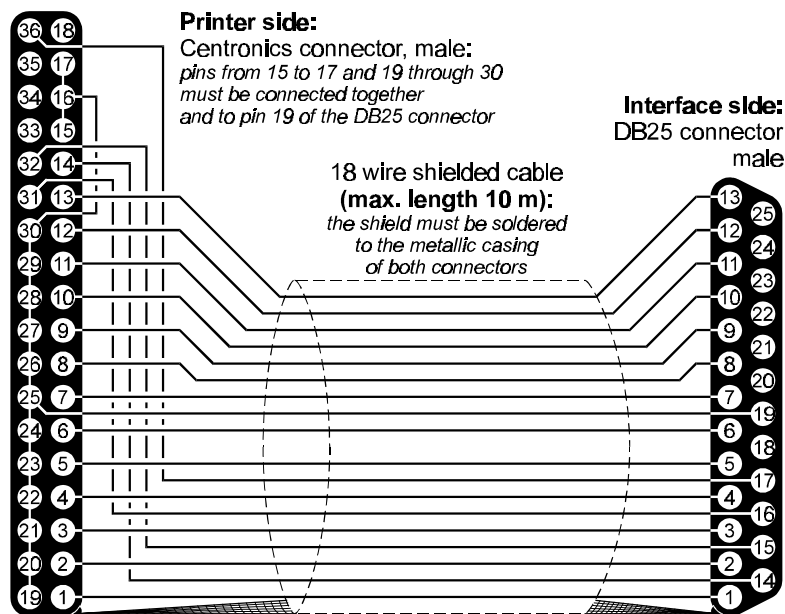

Figure 44   *Connecting a **parallel** printer to the **interface***

OmniaTIMER   73

Weekday   Enter the **Weekday** Model (Monday, Tuesday, etc.), or **Weekday** Interval.

Step 1   Enter an asterisk (*) in the **Day**––**Month**––**Year** fields.

Step 2   Enter the weekday (Monday, Tuesday, etc.) under **Weekday**.
  ––If a Weekday is selected the **Day**, **Month**, and **Year** cannot be selected.

Type   Enter the day **Type** (select from the customized list).

Sort Models   Click **Sort Models** to put the Models into order––as per priority (refer to **Model Priority**).

Autoarming warning   Enter a value (in minutes) to establish the time lapse between the **Autoarming warning** signal, and partition arming.

Example

If partition no. 1 is programmed to arm at 17:45 with a 15 minute delay––event no. 360 will be generated at 17.30––Arming delay partition 1 [Partition 001].
The event will end when the partition arms––after the programmed Arming delay, or after an overtime request.
Accepted values: **0** through **240** minutes––steps of 1 minute:
––values over 240 will be rectified to 240 when OK or SEND is selected;
––**0** corresponds to no **Autoarming warning**.

Overtime request   Enabled users can make **Overtime requests** through the USER MENU.
––If a Timer controlled partition is programmed to arm at 17:45, and a 60 minute overtime request is made at 17.30––the partition will arm at 18:45 (i.e. if no other overtime requests are made beforehand).
Accepted values: 0 through 60 minutes––steps of 1 minute:
––values over 60 will be rectified to **60** when **OK** or **SEND** is selected;
––**0** will be ignored.

Max. overtime requests   Specify the maximum number of overtime requests. Any requests made after the programmed number will be ignored.
Accepted values: **0** through **180** minutes––steps of 1 minute:
––requests for over 180 minutes will be rectified to **180**
––**0** will be rectified to **1**
☞ Overtime requests affect the imminent arming time only.

Standard time   Enter the Summer time to Standard time change-over **Date**––the Main unit clock will go forward 1 hour.
Accepted format: **dd** (day) 00 through 31––**mm** (month) 00 through 12:
––00 in the day or month field will disable this feature.
––it will be impossible to exit the page by means of OK––or **SEND** (Main unit programming session) if wrong values are entered.
Enter the change-over **Time**.
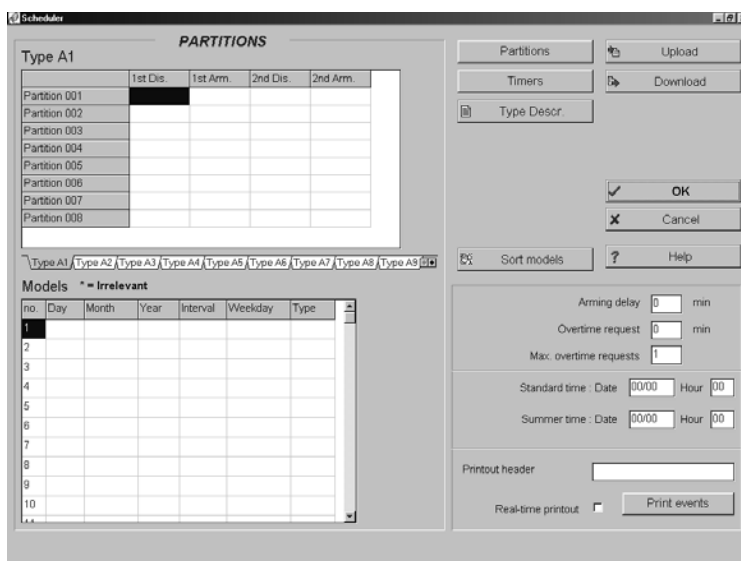Accepted format: **hh** (hour) **00** through **23**:
––values over 23 will be rectified to 23 when **OK** or **SEND** is selected;
––**00** in the hour field will disable this feature.

Summer time   This is the **Date** and the **Time** of change-over from Standard to Summer time.

Printout header   Enter the Event buffer printout header (maximum 16 characters).

Figure 45   *OmniaTIMER programming page*

Real-time printout Select this option for real-time events printout—on the printer connected to the printer interface. Select the **Print buffer** option from the **USER** menu for a entire Event buffer printout (the last 200 events).

> **WARNING** The OmniaTIMER will be disabled during the entire Event buffer printout—which can take several minutes. Therefore, the programmed arm/disarm times will be delayed accordingly.

Print events This option allows the user to select printout of specific events only, thus disabling the Scheduler for less time.

Operations

The **Scheduler** (see Figure 45) can be programmed to control automatic Arming/Disarming of the 8 partitions (2 arm and disarm operations per partition), and the ON/OFF times of the 8 **Timers** that can control up to 8 appliances (Courtesy lights, Sprinkler system, Heating, etc.). The programmed **Scheduler** parameters can be downloaded to the Panel via on-site serial connection or telephone line.

The days can be programmed individually. 16 Day Models can be programmed for the **Partitions**, and 16 for the **Timers**.

☞ To enter the **Day**, **Month**, **Year**, **Weekday**, **Type or *** (irrelevant)—click the corresponding box and select from the list that appears on the right of the **Models** table.

Weekdays The **Day number**—**Month**—**Year** are irrelevant for the **Weekdays** Model (Monday through Friday). This **Model** is an Interval, therefore, requires two rows.

Step 1 Enter an asterisk (*) in the **Day**—**Month**—**Year** fields (upper row.).

Step 2 Enter **Monday** in the **Weekday** field on the upper row and **Friday** in the field directly below.

Step 3 Click the upper—then the lower field in the **Interval** column—the words **Start** and **Stop** will be shown, as per the example.

no.	Day	Month	Year	Interval	Weekday	Type
9	*	*	*	Start	Monday	Weekdays
10	*	*	*	Stop	Friday	*

Saturdays This Model is for **Saturdays**.

Step 1 Enter an asterisk (*) in the **Day**—**Month**—**Year** , as per the example.

Step 2 Enter **Saturday** in the **Weekday** field.

no.	Day	Month	Year	Interval	Weekday	Type
8	*	*	*	*	Saturday	Saturdays

Summer Holidays Summer holidays must be programmed, otherwise, the **Scheduler** will apply the times programmed for the **Weekday**, **Saturday** and **Holiday** Models (unless disabled).

The **Summer holidays** Model is an Interval, therefore, requires two rows. The example shows Summer holidays from 1st August to 15th August.

Step 1 Enter **1** in the **Day** field of the upper row and **15** in the lower.

Step 2 Enter **August** in the **Month** field of upper and lower rows.

Step 3 Click the upper—then the lower field in the **Interval** column—the words **Start** and **Stop** will be shown, as per the example.

no.	Day	Month	Year	Interval	Weekday	Type
1	1	August	*	Start	*	Summer Holidays
2	15	August	*	Stop	*	*

Christmas Holidays Christmas holidays must be programmed as per Summer Holidays. However, if the holiday continues into the New year—it must be programmed as per the example below (Start **Day** 24th December 2001— Stop **Day** 6th January 2002). In this case the **Year** field must be updated annually.

no.	Day	Month	Year	Interval	Weekday	Type
no	24	December	2001	Start	*	Xmas Holidays
n_0+1	6	January	2002	Stop	*	*

If the Christmas holiday is divided into two Intervals, the **Year** need not be entered, and therefore, need not be updated.
Xmas Holidays 1 > the Days from 24th to 31st of December
Xmas Holidays 2 > the Days from 1st to 6th of January

no.	Day	Month	Year	Interval	Weekday	Type
3	24	December	*	Start	*	Xmas Holidays 1
4	31	December	*	Stop	*	*
5	1	January	*	Start	*	Xmas Holidays 2
6	6	January	*	Stop	*	*

Bank Holidays: e.g. 1st May, program as per the example.

no.	Day	Month	Year	Interval	Weekday	Type
7	1	May	*	*	*	1st May

Model Priority Days may belong to more than one Model, therefore, the programmed times of the less frequent Model will be applied. For example **Bank Holiday** Model—1st May is applied once a year, therefore, will have priority over the **Weekday** Model, which is applied 5 times per week.

Timers

The 8 **Timers** can be programmed to control the **ON/OFF** status of up to 8 appliances (Courtesy lights, Sprinkler system, Heating, etc.).

Connecting the Computer

Connect the OmniaTimer to the computer (via connector **107**). In this way, the computer and OmniaTIMER will share the Main Unit serial port—with the following implications.

➢ The computer connection will have priority over OmniaTIMER connection. When the computer connects to the serial port, the OmniaTIMER will be disabled automatically, and therefore, will be unable to perform the programmed operations. The OmniaTIMER will be reinitialised when the computer connection ends. Operations requested during disabled status of the OmniaTIMER will be ignored.

➢ When Omnia connects to the serial port (**CTS** LED **ON**), the OmniaTIMER will be disabled automatically. Therefore, all scheduled operations (arm/disarm partition—enable/disable Timer—printout or entire Event buffer printout) will be delayed until the serial port is free again.

This section describes some of the most frequently used Omnia/S system facilities.

Fast arming

The connections and programming described in this section will allow users to arm specific partitions (areas), by simply pressing a keypad button. The Fast arming facility can be associated with a **Super key event** (Events **no. 390** [Super key 001] through **no. 399** [Super key 000]).

The selected **Super key event** must be programmed—in the {Event-Actions} page—to activate an output that is connected to a zone that can arm the specific areas.

Following is a programming example, utilizing:

➤ **Event no. 391:** Super key 1 [Super key 001];

➤ **Output no. 3:** corresponds to terminal [OC1] on the Main unit;

➤ **Zone no. 8:** corresponds to terminal [L8] on the Main unit.

☞ The connections are as per Figure 46.

Event-Actions Programming for **Event no. 391**[Super key 001]:

➤ **Outputs ON: 3**.

Outputs Programming for **Output no. 3**:

➤ **Type:** Monostable

➤ **Attribute:** Normally open

➤ **Time:** On time—1 Sec.

Zones Programming for **Zone no. 8**:

➤ Command

☞ **Command:** Arm only

➤ **Balancing:** Normally open

➤ **Sensitivity:** Standard Pulses 1

➤ **Cycles:** Repetitive

➤ **Partition:** this value determines the partitions that will arm when key 1 (on any keypad) is pressed for more than 3 seconds.

As a result of the described connections and programming, the selected partitions (areas) will arm when the programmed button is pressed for 3 seconds.

☞ Super key status will be signalled by a beep.

As the zone is programmed for arming only, the fast arming request will be ignored when the partitions are already armed.

The output action, activated by the Super-Key event, can also be activated by a key connected to the command zone, as per Figure 47.
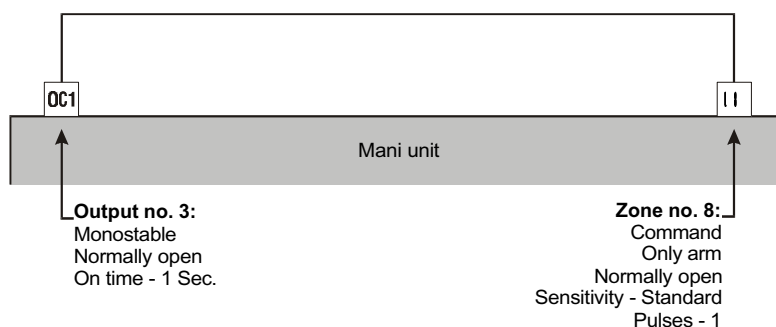
Figure 46   *Fast arming by Super key*
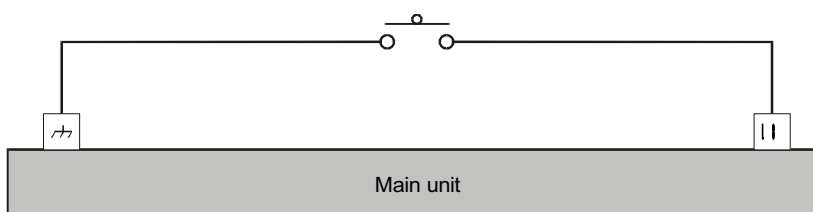
Figure 47   *Fast arming by button*

The connections and programming described in this section will allow users to disarm one or more partitions for a programmed interval. This facility is especially useful in commercial buildings, where security staff require temporary access to specific partitions (areas) for patrol purposes.

Following is a programming example, utilizing:

➢ **Event no. 418:** Recognized user code 10 [Code 010]

➢ **Output no. 4:** corresponds to terminal [OC2] of the Main unit

➢ **Zones no. 6 and 7:** correspond to terminals [L6] and [L7] of the Main unit.

☞ The connections are as per Figure 48.

Codes Programming for **Pr. 10 Code**:

➢ **Description:** Patrol

➢ **Available**

➢ **Active**

➢ **Enables user menu:** *none*

➢ **Enable instant action**: *none*

Codes programmed in this way will be enabled for the patrol use only.

Event-Actions Programming for **event no. 418** –– Recognized user code 10 [Code 010]:

➢ **Output ON**: 4

Outputs Programming for **Output no. 4**:

➢ **Type:** Monostable

➢ **Attribute:** Normally open

➢ **Time:** On time [patrol time + 1] **Min.**

Zones Programming for **Zones no. 6** and **7**:

	Zone no. 6	Zone no. 7
	Command	**Command**
➢ **Command:**	**Disarm only**	**Arm only**
➢ **Balancing:**	**Normally open**	**Normally open**
➢ **Sensitivity:**	**Standard - 1 pulse**	**Low - Pulse length**[Patrol time] **Min.**
➢ **Cycles:**	**Repetitive**	**Repetitive**
➢ **Partition:**	Select the partitions that will be disarmed for the patrol time––for both zones.	

As a result of the described programming and connections, when code no.10 is digited and **Enter** is pressed, the programmed partitions will disarm for the programmed time.
To refresh the patrol time:
—allow the programmed time to elapse;
—wait 60 seconds then enter the patrol code.

☞ If a patrol code is entered when the patrol time is running it will be ignored.
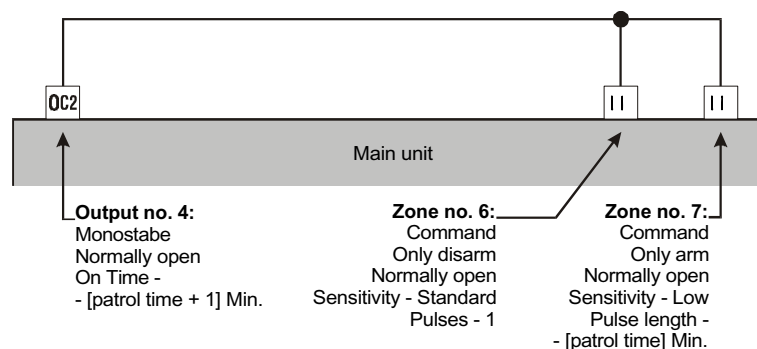
Figure 48 *Temporary disarming (patrol)*

The connections and programming described in this section will allow the system to manage Common partitions. This facility is especially useful in commercial buildings where several offices or rooms are adjacent to a common area, such as corridor.

Following is a programming example, that shows how the Panel will arm and disarm partition 5, in accordance with the status of partitions 1, 2, 3 and 4.

Figure 49a illustrates access to several partitions (1, 2, 3 and 4), controlled from a device (reader or keypad) at the entrance of partition 5 (the common partition).

Programming for common management of partition 5:

➢ the control device must be enabled on partitions 1, 2, 3 and 4;

➢ each user key/code/card must be enabled on a specific partition (1, 2, 3 or 4);

➢ partition 5 (the common partition) must be programmed as dependent (**Depends on** attribute) on partitions 1, 2, 3 and 4.

Thus the users will have access to a specific partition (1, 2, 3 or 4), and also to partition 5.
Partition 5 will **arm** when **all** the partitions it depends on arm, and will **disarm** when **one** of the partitions it depends on disarms.

The layout in **Figure 49b** is similar to **Figure 49a**, however, partition 1 has its own entrance, and control device.

Programming Common management of partition 5:

➢ the control device located in partition 5 must be enabled on partitions 1, 2, 3, 4 and 6 (partition 6 is a "virtual" partition and is ineffective);

➢ the control device, at the entrance of partition 1 must be enabled on partition 1 **only**;

➢ the partition 1 user key/code/card must be enabled on partition 1 and partition 6, all other users keys/codes/cards must be enabled on their specific partitions;

➢ partition 5 must be programmed as dependent on partitions 2, 3, 4 and 6.

☞ If all the partitions are armed, and the entrance to partition 1 is used—partition 5 will not disarm, as it depends on partition 6 and not on partition 1.

As a result of the described connections and programming, it will be possible to manage several independent partitions, each with their own entrance (up to 8 partitions, including the "virtual partition").

☞ The zones that protect control devices (Readers/Keypads) must be programmed as **Entry delay** and **Exit delay** type.
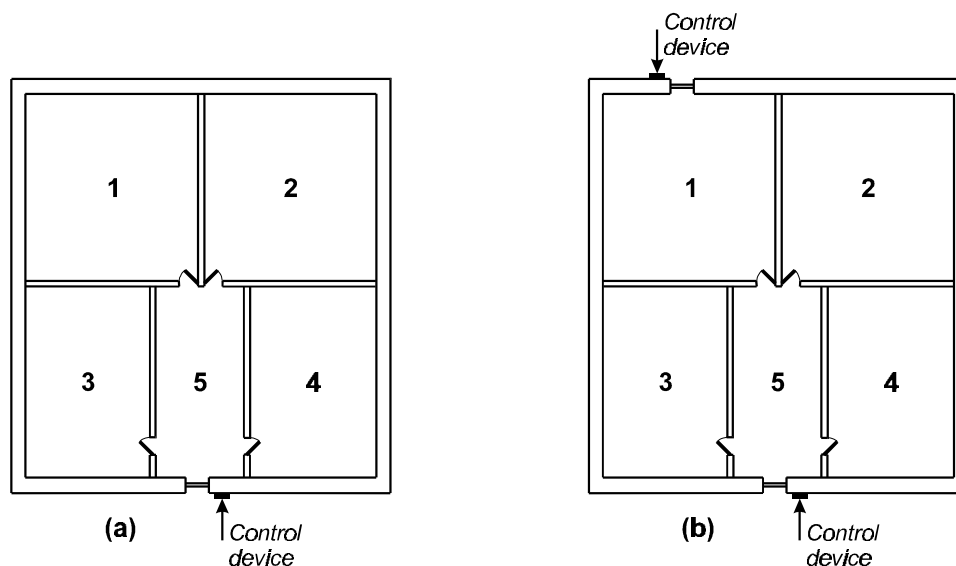
| **Figure 49** | *Managing Common Partitions* |

The connections and programming described in this section will allow a single event to activate several outputs. This facility is especially useful in installations where the same output signal is required in several different placements. This is often the case in noisy environments, where horns and strobes are required in order to provide adequate Alarm signalling.

Example   In the following example output OCx is assigned to an event that also activates signalling on outputs OC1, OC2, OC3, ..., OCn.

The connections are as per Figure 50.

☞   Output OCx and inputs L1, L2, L3, ..., Ln need to be relatively close for connection purposes.

Zones   Programming for the zones that correspond to terminals [L1], [L2], [L3], ..., [Ln]:

➢   **Alarm**

➢   **Type: 24h**

➢   **Balancing** compatible with the attribute of output OCx:
- **Normally open** if the output OCx is normally open
- **Normally closed** if the output OCx is normally closed

➢   **Partition:** *all zones assigned to a partition that is not used by keys, codes or to control operations—this partition can be considered a Technical partition.*

Outputs   Programming for the outputs that correspond to terminals [OC1], [OC2], [OC3], ..., [OCn]:

➢   **Type:** Bistable

☞   In all cases, the output that corresponds to terminal [OCx] can be programmed as per requirements.

Event-Actions   Programming for the **Zone alarm events** relative to terminals [L1], [L2], [L3], ..., [Ln:

	Outputs ON
➢ **Alarm on zone (L1):**	Output (OC1)
➢ **Alarm on zone (L2):**	Output (OC2)
➢ **Alarm on zone (L3):**	Output (OC3)
➢ **Alarm on zone (Ln):**	Output (OCn)

As a result of the described connections and programming, activation of output (OCx) will generate the following events: **24h alarm on panel**, **Generic alarm on panel** and **Generic+Tamper alarm on panel**. To avoid false alarms—these events **must not be assigned to actions.**

The signal on output OCx will also be present on outputs OC1, OC2, OC3, ..., OCn with a 2 second delay (approx.).

☞   The signal on output OCx must be present for more than 400 mS in order to activate outputs OC1, OC2, OC3, ..., OCn.
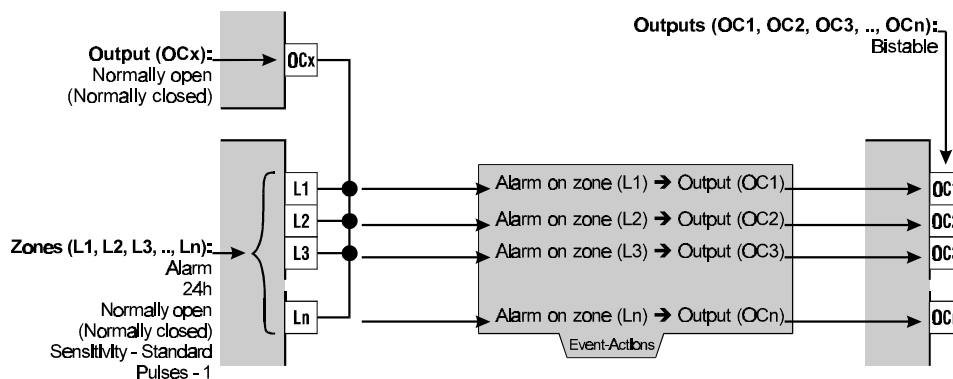
Figure 50   *Multiple output event via Hardware*

The programming described in this section will allow single events to activate several outputs. This procedure makes the fullest use of the hierarchy that is inherent in the events structure.

☞ The **Generic Alarm** event (partition or panel) and **Tamper alarm** event (partition or panel) both trigger the **Generic+Tamper alarm** event (partition or panel), as the latter is the sum of the previous two events (see Figure 54).

It is possible to assign the **Generic+Tamper alarm** event (partition or panel) to two outputs (refer to the example).

Event-Actions In the following example, the **Generic+Tamper alarm on partition no.** event will activate outputs the outputs identified as **x** and **y**.

	Outputs ON
➢ **Generic+Tamper alarm on partition no.:**	`Output x`
➢ **Generic alarm on partition no.:**	`Output y`
➢ **Tamper alarm on partition no.:**	`Output y`

The structure illustrated in Figure 52 can also be applied to the activation of several outputs via the same event, if the zones assigned to a partition are all of the same type (fire, 24h or burglar).

In the following example the **Generic alarm on partition x** event will activate the three outputs, identified as **a**, **b** and **c**.

Zones Programming for **all** the partition zones:

➢ **Burglar**

Event-Actions Programming for the outputs:

➢ Output **a** assigned to **Generic alarm on partition x.** event

➢ Output **b** assigned to **Burglar (or Fire or 24h) alarm on partition x** event

➢ Output **c** assigned to **all** zone alarm events—for the zones assigned to partition **x**

Alarm status on the **Instant zones of partition x** will activate outputs **a**, **b** and **c**

☞ The number of outputs that can be controlled in this way depends on the number of levels in the hierarchical structure. If it is necessary to activate more than 3 outputs, refer to the "**Multi-output events via Hardware**" on the previous page.
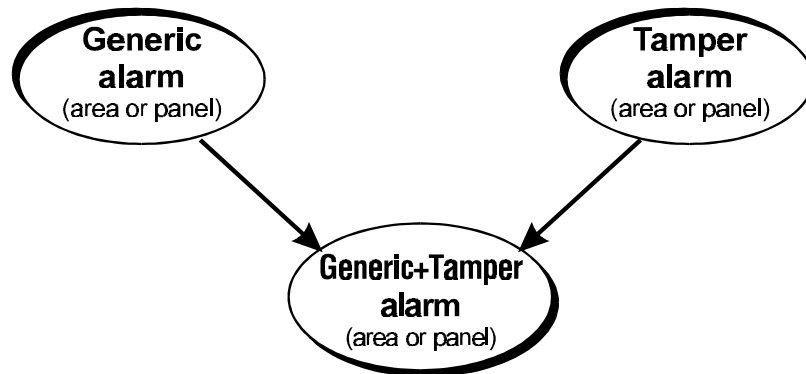
Figure 51
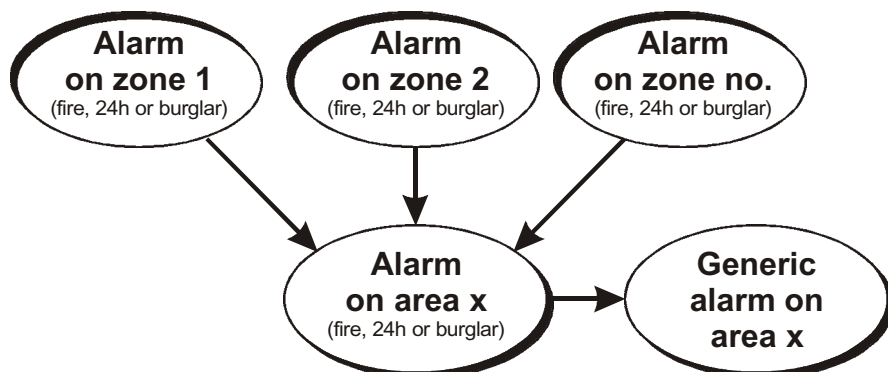
Figure 52

The connections and programming described in this section will allow the system to manage multiple codes. This facility is especially useful in commercial buildings, such as banks where, for security reasons, as many as 3 codes must be entered within 2 minutes (e.g. to open the bank safe, etc.).

☞ The connections are as per Figure 53.

Event-Actions The **Recognized user code** events that refer to the codes must be programmed as follows:

	Outputs ON
➢ **Recognized user code 1:**	Output (OC1)
➢ **Recognized user code 2:**	Output (OC2)
➢ **Recognized user code 3:**	Output (OC3)

Program the **Alarm on zone** event that refers to terminal [Ly] as follows:

	Outputs ON
➢ **Alarm on zone (Ly):**	Output (OCx).

Zones Program the zone that corresponds to terminal [Ly] as follows:

➢ **Alarm**

➢ **Type: 24h**

➢ **Balancing:** Normally closed

➢ **Sensitivity: Standard - Pulses 1**

Partition: must be assigned to a partition that is not used by keys, codes or to control operations——this partition can be considered a Technical partition.

Outputs Outputs corresponding to terminals [OC1], [OC2] and [OC3] should be programmed as follows:

➢ **Type:** Monostable

➢ **Attribute:** Normally closed

➢ **Time:** ON time - 2 Min.

Program the output that corresponds to terminal [OCx] as follows.

➢ **Type:** Monostable

➢ Program **Attribute** and **Time** as per requirements.

As a result of the described connections and programming, activation of output [OCx] will generate the following events: **24h alarm on panel**, **Generic alarm on panel** and **Generic+Tamper alarm on panel**.

☞ To avoid false alarms——these events **must not be assigned to actions**.

The bank safe will open when terminal [Ly] opens; that is, when outputs [OC1], [OC2] and [OC3] open simultaneously. These outputs will stay open for 2 minutes. The three codes must be entered within this interval, otherwise, one of the outputs will close to ground and block input zone [Ly], thus blocking output [OCx] that opens the door.
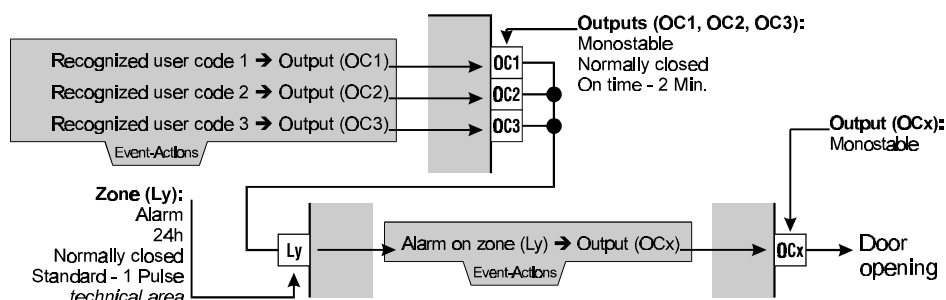
Figure 53 *Recognition of multiple codes*

The connections and programming described in this section will allow the user to disarm the system and, at the same time, send a **Disarming under duress event** to the central station.

■ **Solution no. 1**

Program two codes for partition disarming——the first for use in normal circumstances; and the second for use under duress (forced disarming).

Program code 1 for normal disarming and code 2 for **Disarming under duress**, as follows.

Codes Enable code 2 on the same partitions as code 1.

Event-Actions Assign the **Recognized user code 2** event to the required action (Disarm-under- duress) on the Pulse Comm. Dialler and/or DTMF communicator.

■ **Solution no. 2**

Program an action to signal **Disarming under duress**. The Duress alert will be sent if the Super key (keypad button) is not pressed within the programmed time.

Connect as per Figure 54 and program as follows.

Zones Program the zones that refer to terminals [L1] and [L2] as follows:

	Zone (L1)	Zone (L2)
	Alarm	Alarm
➢ Type:	24h	24h
➢ Balancing:	Normally open	Normally closed
➢ Sensitivity:	Standard - Pulses 1	Low - Pulse 1 Min.
➢ Partition:	*both must belong to a partition that cannot be operated by keys or codes——this partition may be considered as a Technical partition.*	

Outputs Program the outputs that refer to terminals [OC1], [OC2]and [OC3] as follows :

	Output (OC1)	Output (OC2)	Output (OC3)
➢ Type:	Bistable	Monostable	Monostable
➢ Attribute:	Normally closed	Normally closed	Normally open
➢ Time:	—	2 Min.	2 Min.

Event-Actions Program the events as follows:

	Outputs ON
➢ **Partition no. armed:**	Output (OC1)
➢ **Alarm on zone (L1):**	Output (OC2)
➢ **Super key no.:**	Output (OC3)

➢ Assign the **Alarm on zone (L2)** event to the action on the Digital Communicator, Dialler and/or DTMF communicator (for Firmware versions lower than 3.0) to signal disarming under duress.

As a result of the described connections and programming, if the Super key is not pressed——for at least 3 seconds——within 1 minute of disarming, the **Disarming under duress event** will be generated and the emergency status will be communicated to the central station.
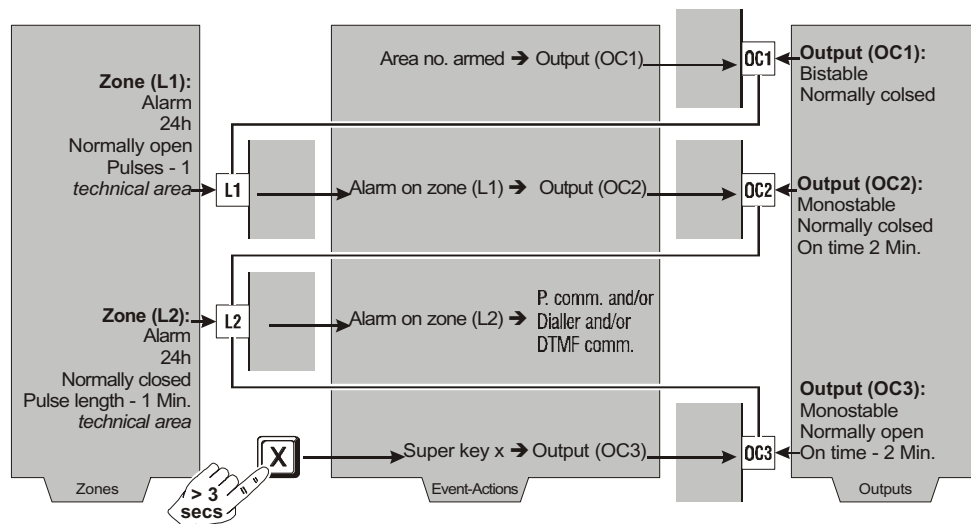
Figure 54   *Disarming under duress*

The 32 Omnia Dialler actions programmed in the **Dialler** page can be assigned to events in the **Event-Actions** page to signal the start and end of an event.

All dialler actions will send a Voice message (selected from the 14 recordable messages) to up to 16 Telephone Numbers (selected from the 32 programmable numbers in the **Telephone** page).

The Dialler feature is extremely useful when the specific Voice messages must be sent to: Police, Fire Brigade, Gas Company, Installer, Contact persons, etc.

Using the Dialler feature:

➢ Program the **Telephone** page (Phonebook). This page can store up to 32 telephone numbers––each with a user identifier label (**Description** column).
The programmed numbers can be used by the Digital Communicator, the DTMF Communicator (for Firmware versions lower than 3.0) and for Teleservice.

➢ Program the parameters in the **Dialler** page and relevant windows (**Messages** and **Actions**).

➢ Associate the Dialler actions to the Events in the **Event-Actions** page.

Telephone Program the **Telephone** page as follows.

Number: Enter the telephone numbers the Dialler must call.

☞ In the example (Figure 55), the Police Fire Emergency, the Gas Company, the Installer and contact persons will be called.

Description: Enter the identifier label––assigned to the telephone number (16 digits maximum).

Used by: indicates the telephone numbers used by the Dialler (**Dial.**), Digital Communicator (**Dig.**), DTMF Communicator (**DTMF**) and Teleservice (**Tel.**).

Other parameters on this page depend on the system.

Dialler Define the following parameters in the **Dialler** page:

➢ **no.**: the identifier number represents the corresponding telephone number in the **Actions** window.

➢ **Tel. Num.**: enter the identifier numbers of the telephone numbers––programmed in the **Telephone** page––that must be called by the dialler.

☞ The identifier numbers can be entered in any order. However, the sequence defined under **Dialler telephone numbers** determines call priority. Figure 55 shows the **Warehouse Alarm** Dialler action will send a **Warehouse burg** message to: **Police Fire Emer—Central Station 1—Central Station 2—Head Office––Branch Office–– Alexis Mobile—Summer House**.

➢ **Description**: this field will show the label that corresponds to the identifier number entered in the **Tel. Num.** column. The labels can be changed in the **Telephone** page only.

Other parameters on this page depend on the system. For a more detailed description of these parameters, refer to the **Dialler** section.

➢ Click **Messages...** to assign message labels, as per below.

➢ Click **Actions...** to program the Dialler actions, as per below.

Assigning message labels and programming Dialler actions:

❒ **Messages**: assign a label (16 characters maximum) to each of the 14 messages the Panel can record.

☞ The OmniaVOX (optional) must be installed for the record, play and delete Voice messages options.

❒ **Actions**: program the Dialler actions as follows.

➢ **no.**: this is the identifier number that must be specified in the **Event-Actions** page, in order to assign the corresponding Dialler action to the events.

➢ **1...16**: these identifier numbers correspond to the telephone numbers that will be dialled (see **no.** column under **Dialler telephone numbers—Dialler** page). In Figure 55 no. 1 corresponds to **Police Fire Emer**—no. 2 corresponds to **Central Station 1**—and so forth.

Each action can be assigned to 1 or more events in the **Event-Actions** page.
Specify which telephone numbers (1...16)––from the **Dialler telephone numbers**––will be called and which message will be sent.
An empty box means that the corresponding number will not be called.
Double click (or press ENTER) to select the numbers to be called.

➢ **Message**: select the Voice message that will be sent for the Dialler action. Enter a number from 1 to 14––the **Descr. Mess.** column will show the label assigned in the **Messages** window.

➢ **Descr. Action:** assign a label to the **Action** (16 characters maximum). The label will be shown in the **Event-Actions** page.

Figure 55 illustrates:
—**Action 6** (Fuse +B Blown) will send the **Fuse +B Blown** message to telephone numbers: **5** (Branch Office); **6** (Patricia Mobile); **10** (Installer Mobile) and **11** (Installer Office).

—**Action 5** (Flooding Alarm) will send the **Flooding** message to telephone numbers: **1** (Police Fire Emer); **4** (Head Office); **5** (Branch Office); **6** (Patricia Mobile) and **7** (Patricia Office). Telephone numbers will be dialled in accordance with call priority.

The examples show how dialler actions operate. However, they must be assigned to one or more events in order to activate actions.

Event-Actions Use this page to assign the events to the Dialler actions.

> **Dialler (ON/OFF)**: Figure 55 illustrates the ON and OFF status of the Dialler. Enter the identifier numbers of the actions the Dialler must perform——when the associated event occurs and ends. To simplify this operation——use the **Actions Dialler** menu (right side of the page), as follows.

> **Actions Dialler:** this menu is divided in two parts——the upper part is for the actions the Dialler must perform when the event starts, and the lower part is for the actions the Dialler must perform when the event ends.
> Both parts show the Descriptions of the Dialler Action, as illustrated in Figure 55.

Figure 55 *Telephone Dialler programming pages*

To assign the **Warehouse Alarm** action to the Start of the **Burglar alarm on partition 1 [Warehouse]** event, and the **Alarm End** action to the End of the event, it is necessary to:

Step **1** Select the event.

Step **2** Select **Warehouse Alarm** from the **Dialler Actions - ON** menu.

Step **3** Select **Alarm End** from the **Dialler Actions - OFF** menu.

This programming will:

➢ send the **Warehouse Burg.** message to the programmed telephone numbers (**Police Fire Emer—–Central Station 1—Central Station 2—Head Office—–Branch Office—–Alexis Mobile—–Summer House**) when the **Burglar alarm on partition 1 [Warehouse]** event starts.

➢ send the **Alarm Ens** message to the programmed telephone numbers (**Police Fire Emer—Central Station 1—Central Station 2—Head Office—–Branch Office—–Alexis Mobile—Summer House—Installer Mobile—–Installer Office**) when the alarm ends.

With reference to the examples—actions **5** and **6** are assigned to **24h alarm on partition 1 (Warehouse)** and **Warning fuse +B** events respectively.

☞ Select **Events** on the **Dialler actions** page to view the events that will generate the selected Dialler action.

The connections and programming described in this section will allow the user to stop Outputs (Horns, Strobes, etc.) and calls, by using a valid key/card at a enabled reader (enabled on the partition in Alarm status). This facility is especially useful in the event of false alarms.

The following example shows how to programa key/card to stop the outputs and clear the call queue.

☞ The connections are as per Figure 56.

The examples utilizes:

➢ **Event no. 256:** Valid key on partition 1

➢ **Output no. 4:** refers to terminal [OC2] of the Main unit

➢ **Zone no. 6:** refers to terminal [L6] of the Main unit

Event-Actions Programming for **event no. 256—**Valid key on partition 1:

➢ **Outputs ON:** 4

Outputs Programming for **output no. 4**:

➢ **Type:** Monostable

➢ **Attributes:** Normally closed

➢ **Time:** On Time 1 Sec.

Zones Programming for **Zone no. 6**:

➢ **Command:** Clear call queue

➢ **Balancing:** Normally closed
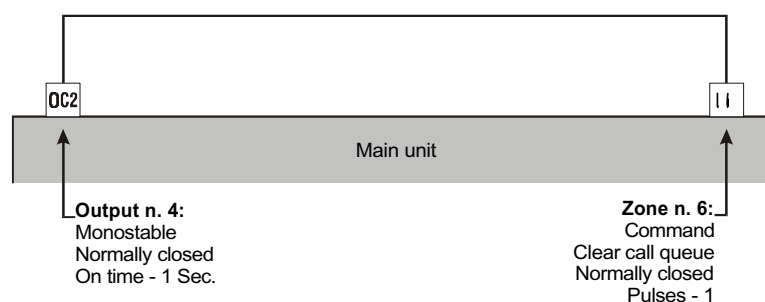
➢ **Sensitivity:** Standard

As a result of the described connections and programming, keys/cards (enabled on the partitions in alarm status) will stop all the Alarm events and clear the call queue, when used at an enabled reader.

If alarm status persists, after removal of the key/card—alarm status signalling will restart as per programming (output activation, telephone calls, etc.).

☞ Valid keys/cards **can stop** zone and partition alarms but **cannot stop** Panel alarms, unless the **Stop alarm by digital key** option is enabled.

If partition and Panel alarms activate the same output (**Generic alarm on partition no.** and **Generic alarm on panel**), and both alarms are active—-the key/card will stop the **Generic alarm on partition no.** event but not the **Generic alarm on panel** event, therefore, the output (e.g. Siren) will not be deactivated.

☞ These solutions can stop alarm events and outputs, but cannot delete the alarm memory. To Alarm memory can be deleted by means of the Alarm reset command from the keypads USER MENU. The Alarm memory will be deleted automatically, when the partitions are next armed.

OC2		
	Main unit	

Output n. 4:
Monostable
Normally closed
On time - 1 Sec.

Zone n. 6:
Command
Clear call queue
Normally closed
Pulses - 1

Figure 56   *Stop Alarm by key*