5.1.2.7. **Part A access** - sets the code's permission to give access to system's A part.

5.1.2.8. **Part B access** - sets the code's permission to give access to system's B part.

5.1.2.9. **Programming a code of it is own** - sets the code's permission to change the code of it is own.

5.1.2.10. **Programming another code** - sets the code's permission to change (programme) other codes.

5.1.2.11. **Set clock** - sets the code's permission to change system's date and hour.

5.1.5. **Change Master Code** - you have to change the Master Code after the end of all code's programming. Enter the new Master Code twice. The Master Code is 1234 by default (factory settings).

6. SETTINGS - The whole system setup is done at this submenu. Only installer's code gives access to "settings" submenu.

Guarantee

Serial No.: ....

Professional installer: ....

Signature: ....

Owner: ....

Date of instalation: ....

Guarantee clauses:

The guarantee consist of the repairs of all production defects, appeared in the guarantee term - 2 years. Only authorised installers may repair the system. The guarantee clauses don't include damages, caused by bad observing of the specifications. In this case the repair is under payment (not free of charge).

MICROPROCESSOR HOME SECURITY SYSTEM

HOME 6


```
System Ready
27.10   11:55:16
```

Ready
Arm A
Arm B
Trouble

PANIC
MEDIC
FIRE

FRC 1 2 3
STAY 4 5 6
BYP 7 8 9
MENU 0 CLEAR ENTER

User's Guide

The system is usefull for protection of small buildings - living places, shops, offices, store places etc. including up to 8 separate zones. It has built-in power supply, double-armoured siren, inputs for security devices, Bulgarian and English language interface, 8 programmable zones, 16 users codes, system clock, phone dialer and nonvolatile events memory. One station could be connected to up to four keyboards.

4. SERVICE

*4.1. **Language*** - choose the language at this submenu

*4.2. **Set clock*** - the date and hour are checked at this submenu. The digits are as follows - day, month, year ... hour, minutes. when you enter a new hour, seconds are annulled.

*4.7. **Dialer*** - the adjustments and phone numbers are programmed

*4.7.1. **Enabled*** - to use the phone dialer it have to be enabled

*4.7.2/3. **Tone / Pulse Dialing*** - choosing the type of the dialing

*4.7.4. **Tone Duration*** - a number is entered (from 1 to 255 sec) and this is the duration of the generated tone after the dialing a number

*4.7.5. **Phone numbers*** - the system support 8 phone numbers.

The programming of the phone numbers is realized by buttons 0-9 and after that pressing button ENTER. The clearing is realized by pressing button CLEAR.

*4.8. **SW version*** - presents software version.

5. USERS - At this submenu the codes are programmed and their access permissions are set too. There are 16 users codes in the system. They are generally set as four or six-digit codes. For each you can enter a unique digit combination.

*5.1.1. **Change Code*** - the code is entered and then the same code is confirmed. In order to erase a codedisable it.

5.1.2. ***Permissions*** - by means of the arrows you move in the code's permissions list.

Pressing of button "**1**" enables the corresponding code's permissions. This is marked by symbol "√" on the display.

Pressing of button "**0**" disables the corresponding code's permissions. This is marked by symbol "**X**" on the display.

*5.1.2.1. **Enable Code*** - in order to use an already programmed code,it must be enabled.In order to erase a code - disable it.
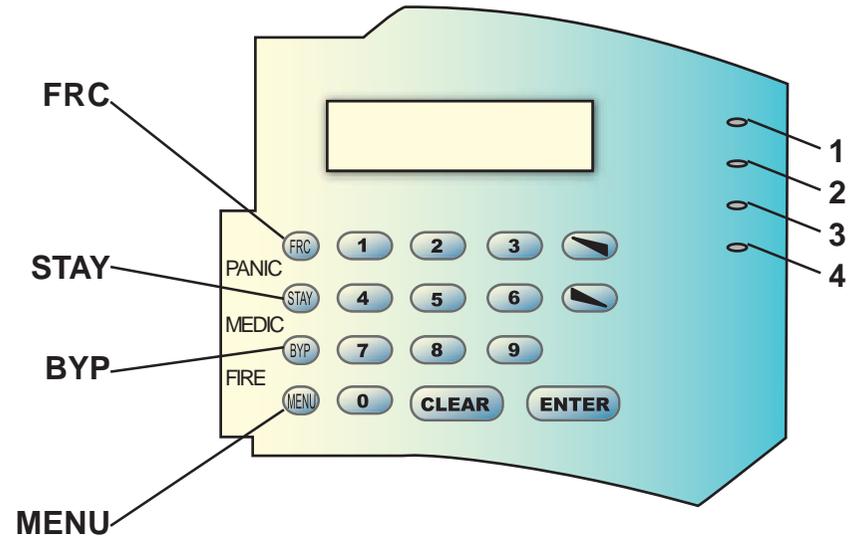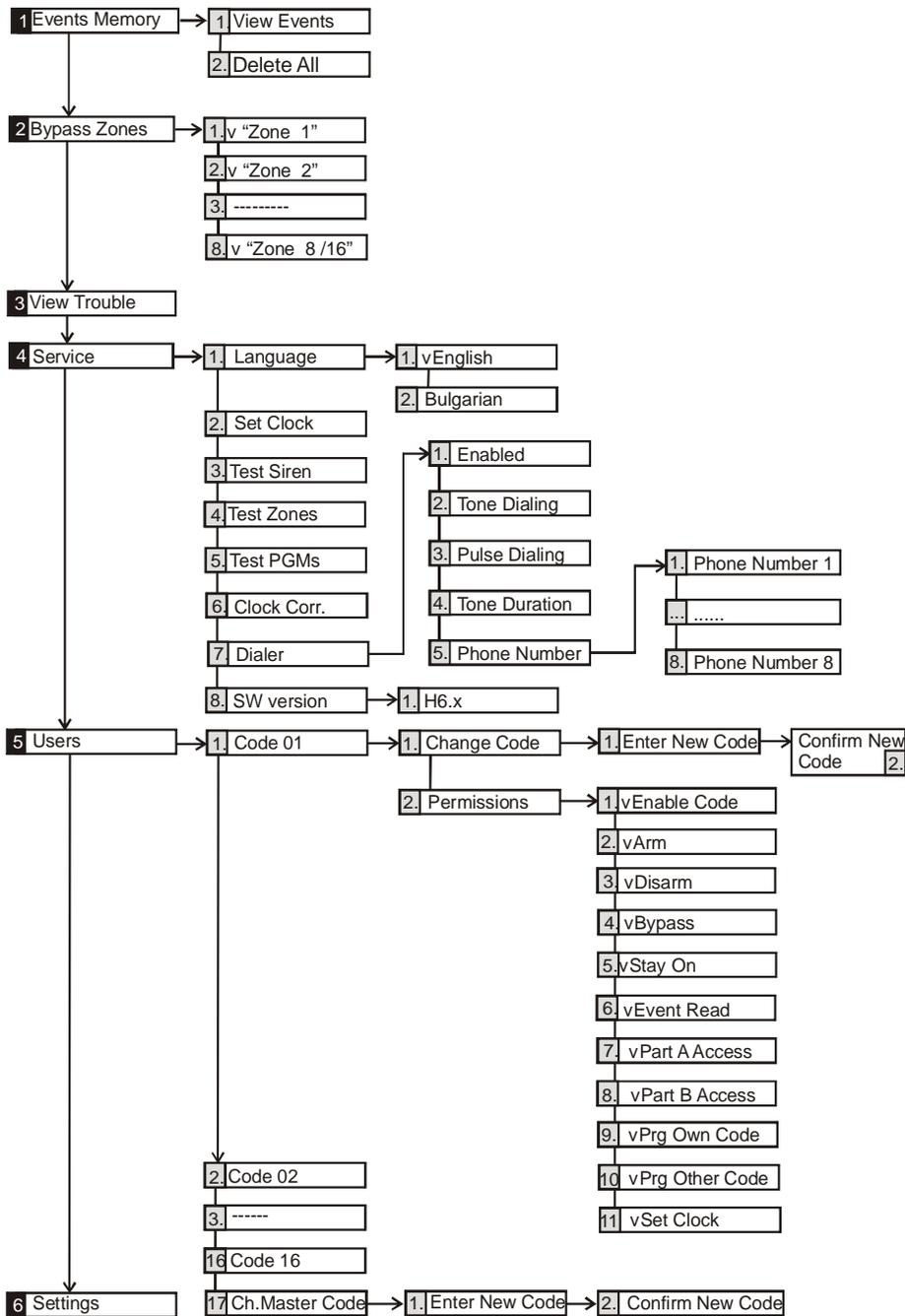
*5.1.2.2. **Arm*** - sets the code's permission to arm the system.

*5.1.2.3. **Disarm*** - sets the code's permission to disarm the system.

*5.1.2.4. **Bypass*** - sets the code's permission to by-pass zones.

*5.1.2.5. **Stay on*** - sets the code's permission to turn the system's "Stay mode" on.

*5.1.2.6. **Event read*** - sets the code's permission to review the system's events memory.

Menu structure (left column)

- 1 Events Memory
  - 1. View Events
  - 2. Delete All
- 2 Bypass Zones
  - 1. v "Zone 1"
  - 2. v "Zone 2"
  - 3. ---------
  - 8. v "Zone 8 /16"
- 3 View Trouble
- 4 Service
  - 1. Language
    - 1. v English
    - 2. Bulgarian
  - 2. Set Clock
  - 3. Test Siren
  - 4. Test Zones
  - 5. Test PGMs
  - 6. Clock Corr.
  - 7. Dialer
    - 1. Enabled
    - 2. Tone Dialing
    - 3. Pulse Dialing
    - 4. Tone Duration
    - 5. Phone Number
      - 1. Phone Number 1
      - ... .
      - 8. Phone Number 8
  - 8. SW version
    - 1. H6.x
- 5 Users
  - 1. Code 01
    - 1. Change Code
      - 1. Enter New Code → Confirm New Code 2.
    - 2. Permissions
      - 1. v Enable Code
      - 2. v Arm
      - 3. v Disarm
      - 4. v Bypass
      - 5. v Stay On
      - 6. v Event Read
      - 7. v Part A Access
      - 8. v Part B Access
      - 9. v Prg Own Code
      - 10. v Prg Other Code
      - 11. v Set Clock
  - 2. Code 02
  - 3. ------
  - 16. Code 16
  - 17. Ch.Master Code
    - 1. Enter New Code → 2. Confirm New Code
- 6 Settings

FRC - forced system arming

STAY - system's "Stay mode" is turned on

BYP - zones' by-passing

MENU - menu entry

1 - *Ready* - green. When it lights on, the system is ready (can be armed).

2 - *Arm A* - red. When system's part A light on, it's in armed mode. When system's part A blinks - the system is in "Stay" mode.

3 - *Arm B* - red. When system's part B light on, it's in armed mode, and if part B blinks - the system is in "Stay" mode.

4 - *Trouble* - yellow. There are system's problems if it blinks (220V power loss or low battery).

Arrows - for forward/back moving within the menu structure.

CLEAR - returns to the previous menu or cancels the choice you have made.

ENTER - goes to the next menu or confirms the choice you have made.

When you enter the menu, the active submenu is shown on the first row of the display (the symbol ⏎ comes out in the right corner of the display). The next submenu is placed on the second row of the display.

Modes of work

"Turned off" mode is when the system is disarmed. On the first row of the display opened zones are represented (if there are surch) or "System Ready" mode is placed there. The current date and hour are placed on the second row. When the system is in **"Ready" mode** (all zones are passive), the green LED lights on.

System's arming/disarming

System's arming is done by entering a code. If **"Quick Arm"** option is enabled the arming is done by pressing button **ENTER** - counting of exit time period follows and a single tone on every second is produced by the built-in the keyboard zoomer. The tone is doubled for the last 10 sec. The red LED lights on in this mode.

In the first place press button **STAY** when turning **"Stay mode"** on and then enter the code. If **"Quick Stay"** option is enabled it is turning on is done by pressing button **STAY**. The red LED blinks in this mode.

"Stay mode" turning on is used in situations when the consumer stayes inside the protected area and the system continues to protect the rest of building areas at the same time (other rooms, entry doors, windows etc).

Forced arming

If **"forced arming"** option is enabled the system allows to be armed even though there are opened zones. On this **"forced arming"** the system ignores those (opened) zones that have activated sensors. The opened zones are discarded till the moment of their restoration. For instance, you can arm the system although there's a door protected by magnetic switch that is opened, when you arm the system. After closing the door the system continues to protect it. On this arming after entering the code press button **FRC**. The system starts counting the exit time period.

By-passing

Press **BYP** button, enter user's code and if the zones by-passing option of the corresponding code is enabled - menu entry follows.

If a zone is by-passed, it is ignored till the moment of disarming the system.

The pressing of button "*1*" by-passes the corresponding zone. It's registered by symbol "√" on the system's display.

The pressing button "**0**" cancels by-pass of the corresponding zone - it's registered by symbol "**X**" on the display.

Button **ENTER** pressing confirms the settings.

Button **CLEAR** pressing cancels the settings you have done.

Sounds signals

Click - short sound. The sound is heard on pressing buttons.

Confirmation - two short sounds. The sound is heard as sign of acceptance for step you have made. It means that the action (code entring, arming or disarming etc.) is accepted by the system.

Rejection - long sound. The sound is heard when an action of yours is not accepted (wrong user's code entry, system settings access denied etc.).

Bell - bell resembled sound. If "bell sound" attribute iis set for the zone you break - bell sound is heared on breaking such zone.

Entry time period - teared sound. After breaking entry/ exit zone the sound is heard. The system's disarming time period is measured. The sound is double 10 sec. before entry time period expiry.

Exit time period - teared sound. After system's arming this sound is heard. The term for leaving the protected area is measured. The sound is with double frequency 10 sec. before exit time period expiry.

1. EVENT'S MEMORY - the system can remember 250 event log.

1.1. **View Events** - the last event that has happened is presented on the display when you enter the menu. Using the arrows you can move in the file that consists of all events. The last event has number 250 - the following event will be erased from the system's memory.

2. BYPASS/ ENABLE ZONES

When a zone is by-passed - it is ignored till the moment of system disarming.

Pressing of button "**1**" by-passes the corresponding zone. It is marked by "√" symbol on the display.

Pressing of button "**0**" cancels the corresponding zone by-pass. It is marked by "**X**" symbol on the display.

To confirm the settings press button **ENTER**.

3. VIEW TROUBLE - the submenu presents system problems - 220V power loss or low battery. If there are any problems the yellow LED blinks.