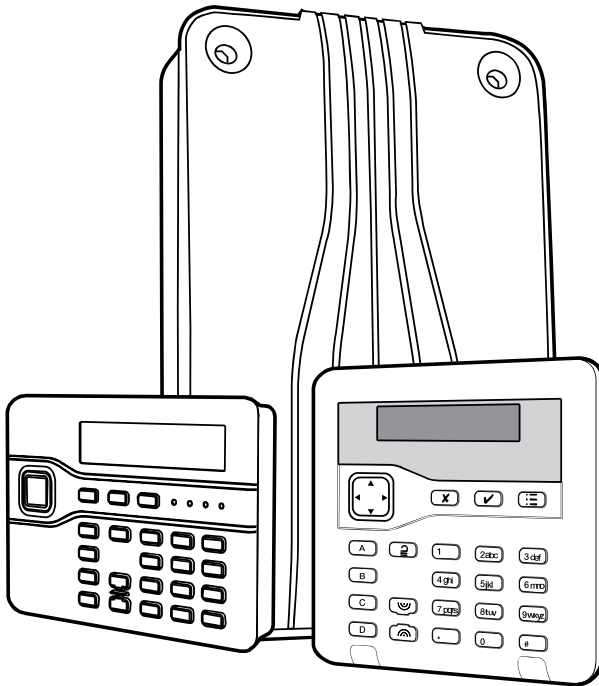


i-on16

Security System Administrator and User Guide



Issue 7

EATON

Powering Business Worldwide

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Part Number 12315137

6/1/2014



Warning: Mains voltages are present inside control unit. No user serviceable parts inside.

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Compliance Statement

The i-on16:

Is suitable for use in systems designed to comply with PD6662:2010 at Grade 2, and environmental class II.

Is suitable for use in systems designed to comply with the requirements of EN50131-3 at Grade 2 and environmental class II.

Complies with the requirements of EN50131-6:2008 at Grade 2 and environmental class II.

When fitted with the appropriate communicator (see the relevant Installation Guide) this product is compliant with EN 50136-1. It allows the alarm transmission system to meet the performance requirements of EN 50131-1:2006 ATS 2 provided that:

- a) It are installed in accordance with the installation instructions.
- b) The connected PSTN is functioning normally.

If the installer selects a non-compliant configuration then they must remove or adjust compliance labelling

Please Note:

This Guide applies to i-on16 control units with version 4.04 software.

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1. Introduction

The i-on16 is a wireless intruder alarm system intended mainly for use in domestic and small commercial properties.

The heart of the i-on16 system is the control unit and its keypad. The control unit contains the main wireless receiver, the power supply and stand-by battery. The stand-by battery can keep the alarm system going for up to 12 hours if the mains supply fails.

Connected to the control unit by cable are the keypads. The keypads each have a two line display to show you status information, and various keys for operating the system. The keypads also contain a speaker to give warning tones when the system is setting or unsetting. Beginning in 2013 there are two styles of keypad, both performing the same function.

Users identify themselves to the system by keying in access codes. If they do not wish to use access codes then the keypads also contain proximity tag readers, allowing users to identify themselves by means of small electronic tags that they carry with them.

In addition to an access code or proximity tag, each user can be assigned one portable four-button remote control and/or one two-button hold up alarm.

To protect an area the control unit can operate a range of detectors. Detectors can be connected to the control unit or expanders by wires, or communicate to a radio expander using a small radio transmitter. Figure 1 shows some examples. In addition to fixed detectors the control unit can also monitor small portable transmitters that users can employ to start alarms remotely, for example in the case of a Hold Up Alarm.

(Hold Up Alarms are also known as Panic Alarms.)

When the control unit detects an alarm, it can start an external sounder/strobe unit by sending the appropriate radio signal. In addition the control unit can also communicate using a variety of plug on modules. Some modules also provide speech recording and playback facilities so that the system can send recorded speech messages to pre-programmed telephone numbers.

The control unit and expanders also provide sets of connectors for outputs, which the installer can use to link the control unit to siren/strobe units or other equipment.

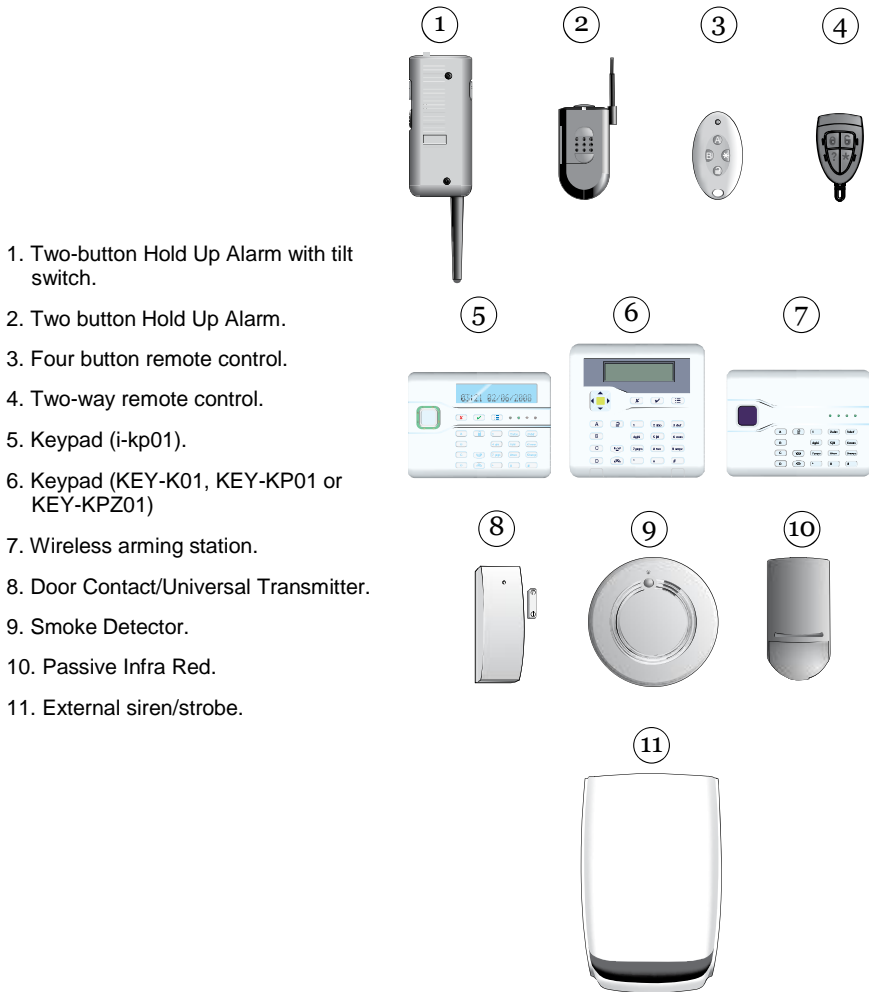


Figure 1. Peripherals

A complete i-on16 system comprises a control unit and up to:

- 16 fixed wireless alarm detectors
- One external siren/strobe unit
- 16 portable four button remote controls
- 16 portable hold up alarm buttons
- 16 users.

In addition, each user can be assigned one portable four-button remote control (or one two-way remote control) and/or one two-button hold up alarm.

Setting and Unsetting

The majority of alarm systems are intended to detect the movements of people, and to notify others when people move into protected areas. Readyng the system to start an alarm when someone moves into a protected area is called “setting” the system. Disarming the system so that people can move freely is called “unsetting” the system.

Alarms and Reset

When the system starts an alarm it usually includes activating sounders and strobes and sending messages to an Alarm Receiving Centre (ARC). The ARC may then call the police or other security service to come and investigate the alarm.

Before you can set the system again you must silence the sounders and then “reset” the system so that it is ready for setting again (see page 14 for instructions). Please note that your Installer may have programmed your system so that although you can silence the sounders, you cannot reset the system yourself, but have to call the Installer to come and do it for you.

Security Levels

The installer can program the control unit to provide four levels of security: Full Set and three different Part Sets. Any user can put the alarm system into any of the security levels. Each security level is a collection of one or more detectors that monitors a different area. The highest security level is called Full Set, and includes all the detectors. There are three other security levels called Part Set B, C and D. For example, in a small shop Full Set might monitor the whole premises, while Part Set B might monitor just the store room and rear doors.

24 Hour Alarms

The control unit can also monitor detectors that are nothing to do with the movements of people: fire and smoke detectors, flood sensors, Hold Up Alarm buttons, or monitors for machinery (for example freezers). These are collectively known as “24-hour alarms” because they can cause an alarm 24 hours a day: it does not matter whether a user has set or unset the system.

Communications

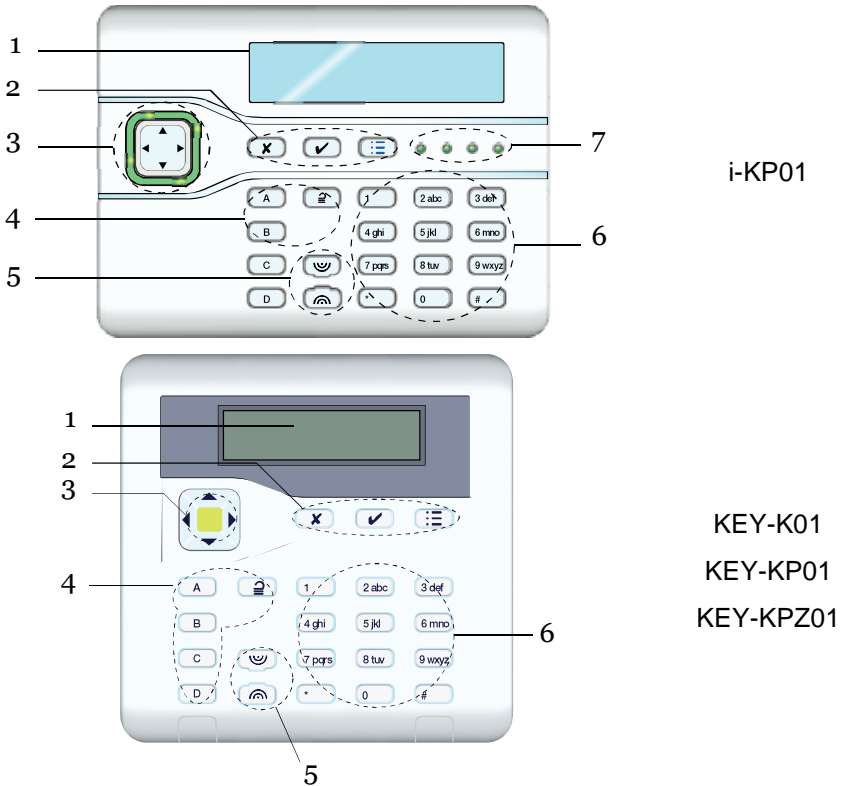
Your system may be fitted with a communication module that allows the control unit to send alarm information over the telephone network.

Security Grade

For insurance purposes there are several different “Grades” of security system. The i-on16 control unit can be used to provide a Grade 2 system. Check with your installer what Grade of system you have.

Controls and Displays





Figure 2 shows the controls and displays available on the two styles of keypad.









1. LCD display .
2. Programming keys. Also used to gain access to programming menus and acknowledge alerts.
3. Navigation key
4. Setting and unsetting keys. These can be programmed to either set/unset the system or operate output. On a KEY-K01, KEY-KP01 or KEY-KPZ01 they glow to show the set/unset status.
5. Hold Up Alarm (HUA) keys. (Also known as PA keys.)
6. Alpha/numeric keys.
7. Set/Unset status LEDs – i-KP01 only.

Figure 2. Controls and Displays

Controls:

- A Full Sets the system. (All detectors in use.)
- B, C and D Part Set the system. (Some of the detectors in use.)
-  Unsets the system.
-  In menus: scroll up. In text editing: move cursor left
-  In menus: scroll down. In text editing: move cursor right.
-  If the bottom line of the display shows a “>” at the right then pressing this key selects the submenu named on that line.

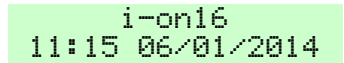
If the bottom line of the display shows “On” “Off” “Yes” “No” “I” (for include) “O” (for omit) then pressing this key changes the value to its opposite.

When editing names moves the cursor to the right.
-  Deletes characters when editing names.
-  Press this key to confirm a decision and save any changes.
-  a) Moves the display to a higher level of the menu.
b) Press this key to abandon your decision when the display shows “Are you sure Y/N?”
-  Press this key to gain access to the Menu.
- 1 to 0, *, # Used to key in access codes. Can also be used to key in text for names, and telephone numbers.
- # Used when keying in text: press to change between capitals or small letters.
-   Press both these keys at the same time to start a Hold Up Alarm. (The Installer must enable this feature.)

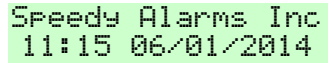
Displays

The LCD display shows messages and prompts to help guide you through setting, unsetting, resetting and programming the system.

When the system is idle (either while set or unset) the display shows the “standby screen”, comprising the time and date:



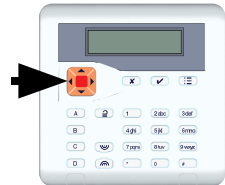
(The top line of the display may show the installer’s name instead of “i-on16”.)



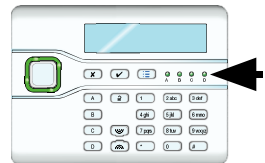
To draw your attention to special events the navigation key glows red.



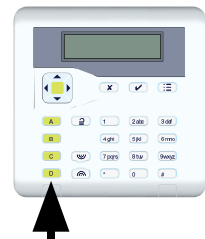
LEDs glow to show you whether the system is set or unset. On an i-kp01 the leds are to the right of the programming keys.



The left hand or ‘A’ LED glows when the system is full set, the other LEDs glow when the system is in one of the part set states.



In a KEY-K01, KEY-KP01 or KEY-KPZ01 the leds are within the ABCD keys.



Note that the installer can disable these LEDs in order to hide the state of the system (to comply with EN50131). Alternatively, the installer may have programmed the LEDs to glow for 30s immediately after setting, and then to go out.

Detectors or Zones?

When talking about alarm systems, people tend to use the words “detectors” and “zones” interchangeably. Most of the time this doesn’t matter, but occasionally it can cause some confusion. In this book a “detector” is a physical piece of equipment that signals some event. A “zone” is how the keypad reports the location of the detector.

The reason for this is that an installer may connect several detectors together to guard one “zone” (an area of a building for example). The control unit cannot tell that this has happened, so it is easier for the keypad to report an alarm from a “zone”. Most of the time there is only one detector per zone, especially with radio detectors.

Users

Types of User

The control unit provides for five different types of user:

Master User This user can add other users to the system, edit them, or remove them. There is always (at least) one master user: User 01. Master users can create all other user types, including other master users. No user can remove User 01 or change their type.

Normal User This user cannot add or delete other users. A normal user can change their own access code, switch the Chime function on and off, and operate any outputs that the installer has made available.

Guard A guard can only unset the system when in alarm, reset it, and then set the system (or part of it) again. A guard cannot change their access code.

Set Only This type of user can set the system, but cannot unset the system. A set only user cannot change their access code.

Duress Code A duress code can set or unset the system, but whenever a user employs a duress code the control unit notifies the alarm receiving centre. The Installer must program your system to provide this feature, and you must agree with your alarm installer and the ARC what action the ARC should take on receiving a duress message. A duress code cannot have a remote or prox tag, or any access to the user menu.

For details on how to add and remove users see page 34 .

Identifying Users

The control unit identifies each user internally by a unique number in the range 01 to 16. When a Master User adds or edits other users the keypad shows user numbers as “User nn”, for example “User 01” or “User 15”.

To help Master Users identify other users the control unit allows each user to have a 12 character name. The Master User keys in the name when adding the user to the system. If a user has a name on the system, then the control unit shows that name on the keypad when the Master User is

looking at the log. If the user does not have a name, then the keypad shows the user number instead.

There are also some “special” users with numbers above 16 – see page 49.

Note that the User number is not the same as the access code, see below.

Access to the System

To operate the system a user must identify themselves, either by entering an access code on the keypad or by presenting a proximity tag to the front of the keypad (see page 9).

Access code and proximity tag act as unique identifiers for each user, and may be used interchangeably at any time.

Access Codes

Access codes are four digits long, providing a total of 10,000 different codes, running from “0000” to “9999”. When delivered from the factory the control unit recognises just one user, and this user has Master User privileges (see page 8).

The Master User’s default access code is “1234”. By default the Master User does not have any tag or other device registered to their account.

Eaton’s Security Business recommends that you change the default access code as soon as possible (see page 34).

Codes 0000 to 9999 are available but Eaton’s Security Business recommends that you avoid easily memorised codes such as 0000, 9999 or 4321.

The installer has their own access code which they cannot use to set or unset the alarm system. Neither can they use that code to change details of other users registered to the system. Similarly, the Master User code has no access to any installer programming menus.

Proximity Tags

A proximity tag is a small plastic token with a low powered radio transmitter inside. Each tag contains a unique identity code. (There are 4,294,967,296 (2³²) different tag identity codes.) Inside the keypad is a sensor. When you present the tag within about 10mm of the front of the keypad, the control unit senses the presence of the tag and reads its identity code.

If a user presents a tag that the control unit recognises then the control unit allows the user to access the system in the same way as if they had keyed in a recognised access code.

Please note: the KEY-K01 keypad does not have a proximity tag sensor. You cannot use proximity tags with this keypad. Ask your installer what type of keypad is installed in your system.

Code Lockout

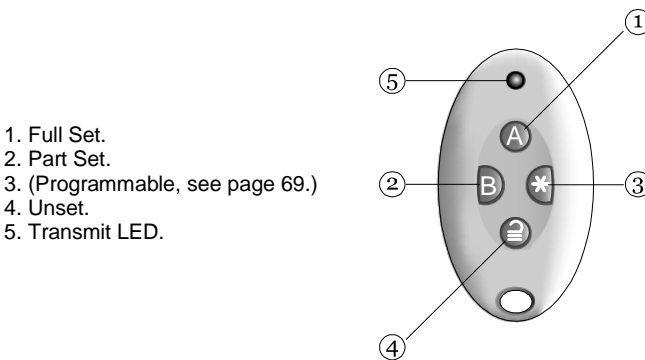
If a user has problems remembering their code, or has acquired an unrecognised tag, they may try keying in their code or presenting the tag several times. If this happens four times in a row then the control unit locks **all** keypads for 90 seconds and starts a tamper alarm. Once the 90 seconds is finished then the keypads will allow users to try once again. If the user gets it wrong again then the keypad will lock them out for a further 90s. Note that the system will log the fact that someone has locked the keypads in this way by recording "Excess keys tamper".

If your alarm system is connected to an alarm receiving centre then the control unit will send a signal to the centre as a result of the tamper alarm.

Remote Controls

The i-fb01 remote control is a transmitter that you can attach to a key ring. The remote control has four buttons and a small LED that glows when it transmits a signal. Note that the user must hold a button down for at least two seconds to ensure a transmission.

When delivered from the factory three of the buttons are dedicated to setting or unsetting the system (see Figure 3).



- 1. Full Set.
- 2. Part Set.
- 3. (Programmable, see page 69.)
- 4. Unset.
- 5. Transmit LED.

Figure 3. Remote control Buttons.

Each remote control has a unique electronic identity. When you assign a remote control to a user you teach the identity to the control unit. You may assign one (and only one) remote control to each user.

TwoWay Key Fob

The two-way keyfob, FOB-2W-4B, is a remote control designed to give you confidence that your alarm system has set or unset correctly. When you operate the buttons on the fob, the control unit sends back signals which light up one or more LEDs on the fob to let you know what is happening. The LEDs can show whether your system has set or not, or if there has been an alarm while you have been away.

Figure 4 shows you where they are.

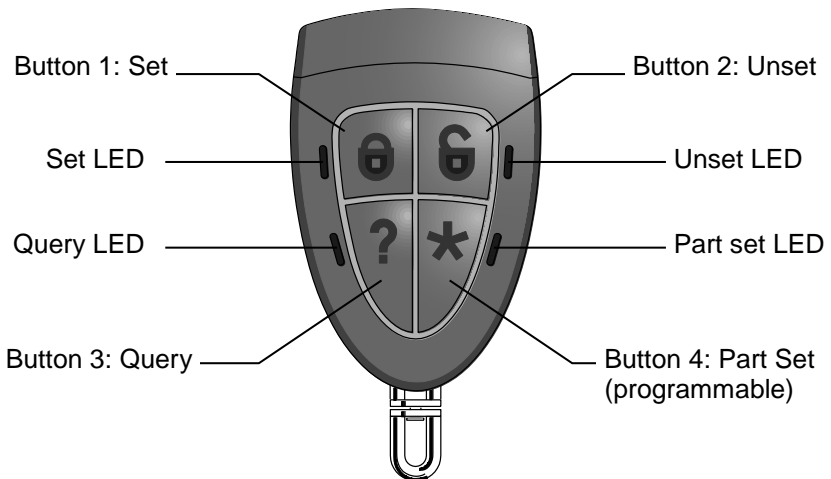


Figure 4. Two-Way Key Fob Buttons

Operating the buttons

To ensure that the fob does not accidentally operate while it is in your pocket, the buttons are deliberately slow to respond to pressure. You must hold down the button you intend to press for at least three seconds to activate its function.

Once the fob recognises that you intend to press a button, a red LED next to the button will flash three times quickly. At the same time the fob sends a radio message to the control unit of your alarm system.

After carrying out the function you selected on the fob, the control unit will send back a signal to the fob. The fob lights a green LED next to the

appropriate button for three seconds. The green LED is your confirmation that the control unit has carried out the function indicated by the button.

Radio Hold Up Alarms (HUA)

A 706r and 710r radio HUAs are two button transmitters, used to start a Hold Up Alarms. (Hold Up Alarms used to be known as Panic Alarms.) To activate the transmitter you must press both buttons at the same time. On the 706r a third button acts as a lock so that you can prevent the HUA going off when carrying it in your pocket.

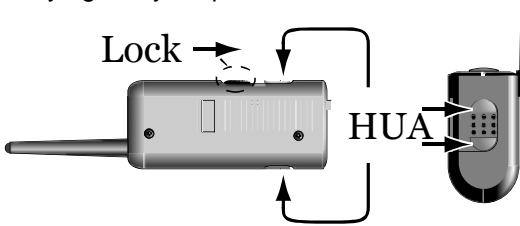


Figure 5. 706r HUA Buttons

HUA With A Two-Way Key Fob

It is possible to start a Hold Up Alarm from a two-way key fob. However, the Installer must enable this within the control unit. (Note that doing so will mean that the system no longer complies with BS8243 or DD243.)

Once the Installer has enabled this feature, a Master User must also turn this facility on, see page .

When the feature is fully enabled, to start a HUA from a FOB-2W-4B:

Press and hold any two diagonally opposite buttons at the same time.

All four LEDs flash red three times.




The control unit starts a hold up alarm. If your system is connected to an alarm receiving centre the control unit sends a hold up alarm message to them. The control unit then sends a message to the fob to confirm that it has started a hold up alarm.

All four LEDs glow green for three seconds.



2. Alarms

The table below shows the different kinds of alarms possible.

Type of Alarm	Signal (see note)	Started by:
Intruder	Loud warbling tone from siren.	Normal alarm or entry route zone activated when system is set. 24 hour zone activated at any time.
Fire	Pulsing tone from siren.	Fire zone activated at any time.
Hold Up	Loud warbling tone from siren	HUA zone or radio Hold Up Alarm transmitter activated at any time.  Pressed on keypad. (The installer must enable this feature on your system.)
Tamper	Loud warbling tone from siren	Some part of the alarm system has been opened (tampered with). An alarm system cable has been cut or shorted. An incorrect user code has been entered too many times.
Technical	Quiet beeping once per second from keypads.	Technical alarm zone activated at any time.
Fault	Quiet beeping once per second from keypads.	A system fault detected by the control unit, for example, mains failure, or communications line fault. See page 17.

Silencing an Alarm

In an alarm the sirens run for a limited time set by the installer (a maximum 15 minutes for intruder, Hold Up and tamper alarms).

If you return to the system while the sirens are running you can silence the siren as follows:

1. **Make sure it is safe to enter the premises:**

2. **Either** key in your access code

```
Enter Access Code
(** )
```

OR present your proximity tag (see page 9).

The navigation key glows red and the bottom line of the display shows the first zone to alarm.

```
Press tick to reset
Burg Z16 Alarm
```

The bottom line alternates once per second, for example:

```
Press tick to reset
Front door
```

3. Press ✓ to reset the system.

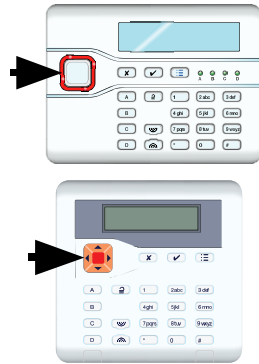
The system returns to standby, and is ready to set again. (The top line may show the installer's name.)

```
i-on16
11:15 06/01/2014
```

Notes:

1. *The control unit logs the alarm information. You can reset the system (step 4 above) without losing information about the cause of the alarm. See page 48 for instructions on how to read the log.*
2. *The alarm system may be connected to a communications network, and send alarm messages to one or more alarm receiving centres. If the alarm started by accident, phone the relevant centres and tell them.*

If you return to the control unit after the sirens have stopped and key in your access code then the red LEDs around the navigation keys glow to tell you that an alarm has occurred.



Press ◀ or ▶ and key in your user code to see the name of the zone (if the installer has programmed one), for example:

Press tick to Reset
Hallway

Press ✓ to restore the display to normal.

i-on16
11:15 06/01/2014

If you wish to see any other zones that were triggered during the alarm, look in the log (see page 48).

If You Cannot Reset the System

Your system may be programmed so that it has to be reset by an installer after an alarm.

If the top line of the display shows:

Call Installer:

Then contact your alarm installer.

The installer will either come to your site and reset the system for you, or, if the system has a suitable communicator fitted, send a signal to the control unit to allow you to reset the system.

Remote Reset (aka Anti-Code Reset)

The installer may have programmed your system so that they can give you a special code to reset the alarm system.

The screen will tell you where the alarm occurred, for example:

Press tick
Bur9 Z16 Alarm

It will also show a message asking you to call the alarm company, for example:

```
CALL ARC,Quote 4321  
*****
```

The number displayed on the bottom line is a special code (“4321” is just an example). Note this code down, you will need it when you talk to the alarm company.

Press ✓ to clear the message and the display returns to normal. Call your alarm company and tell them that an alarm has occurred.

When you talk to the alarm company, they will ask about the circumstances of the alarm, and also for the code you recorded from the display. If the alarm company decides that an engineer does not need to visit you, then they will give you another four digit code (the “anti-code”).

Key in the anti-code at the keypad. The system will reset, and you can carry on using it as before.

Accidental Alarms

Your Installer may have programmed your alarm system so that if you set off an alarm accidentally then you have a short time (usually 120 seconds) to cancel the alarm. Go immediately to a keypad and key in your access code. If you do this within the time limit then the alarm system will send an “Alarm Abort” message to the alarm receiving centre.

Ask your Installer how much time they have programmed to allow you to cancel an alarm.

Speech Messages

Note: This facility requires fitting a communications module to your alarm system, ask your installer for more details.

As well as making an audible signal, the installer can program the control unit to send pre-recorded voice messages over the telephone network. These messages can go to a person nominated to monitor alarm calls.

Each message has two parts: a Home section that identifies your system, and an alarm section that gives the nature of the alarm.

The control unit may be programmed to send the speech message to several telephone numbers.

Acknowledging a Speech Message

If the control unit has Call Acknowledge enabled (ask your installer), then the person receiving speech messages from the alarm system can control the link by pressing buttons on their telephone key pad. The commands available are:

Function	Key
End this call (and let the control unit contact the other destinations for this alarm)	'5'
Play 'Home' and 'alarm' message again	'3'
Clear down (and do not call any of the other destinations for this alarm).	'9'

Note: When the called party answers a speech dialler call there is a six second delay before the control unit starts playing the home message.

Alerts (or Why is it Beeping?)

From time to time the control unit may detect that there is a problem with the system. It will try to inform you of this by starting an alert. During an alert the rim of the navigation pad glows red, and the keypad will give a short "beep" every few seconds.

To see the cause of the alert:

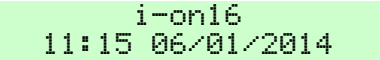
1. Make sure the system is unset and that the keypad display shows the standby screen.
2. Press ✓ .
The display asks you to key in an access code.
3. Key in a user access code (or present your proximity tag, see page 9).
The bottom line of the display shows a message describing the most recent active alert, for example:
4. Either:
Press ✓ to acknowledge that you have read the alert.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code:
( )
```

```
Tick to continue
Batt 1 Low/Missing
```

The system will show you any other alerts that may be active. If there are no other alerts the keypad will return to its' standby screen and, after a few seconds, the rim of the navigation pad will glow green. In addition the keypad will stop beeping.



i-on16
11:15 06/01/2014

OR: Press ✕. The rim of the navigation pad will stay red and the system will show the text of the alert the next time you key in an access code. (The keypad will stop beeping.)

- Note: 1. The system will not alert you to short (less than 10s) interruptions of mains power. If the cause of an alert goes away, then the system will remove the Alert message.*
- 2. The system records all alerts in the log, with the time when you acknowledged them.*

If you wish to set the system while a fault is present please go to page 24.

Technical Alarms

Your alarm system may be fitted with a “technical alarm” zone. This type of alarm is NOT designed to alert you of a fire, burglary or personal attack but can be used, for example, to monitor the temperature of freezers, or the health of other equipment.

When a technical alarm occurs the control unit makes the rim of the navigation pad glow red, and the keypad will give a short “beep” every few seconds, exactly as for an Alert.

You can silence the beeping tone by following steps 1 to 4 on page 17. When you key in your access code the bottom line of the display will show, for example “Tech Z016 Alarm” to indicate that the cause of the beeping is a technical alarm. (Press ◀ or ▶ to see the zone name, if one has been programmed.)

Note that if the technical zone detector is still active when you try to reset the system then the keypad will show the message “RESET FAULTS”. You must make sure that the detector is not active before you can reset a technical alarm.

3. Setting and Unsetting

There are two main ways of setting and unsetting your alarm system: either from a keypad or from a remote control. This chapter is split into two halves, dealing with each of those methods in turn.

In case you are not familiar with some of the terms used in this book:

“Full Set” means that **all** the detectors in the system are being monitored. If there is any activity on any detector then the system will start an alarm.

“Part Set” means that the system is monitoring some detectors but not others. The installer selects those detectors that should be monitored during a Part Set.

Setting and Unsetting With a Keypad

When setting the system with a keypad, the process is divided into three steps: starting the setting procedure, selecting what you want to set, and completing the procedure. Starting the procedure always requires you to identify yourself to the system, either by keying in an access code or by presenting a tag (but, you may be able to use Quick Set, see below). You then have to choose what portion of the system you want to set. To complete the setting procedure your Installer will have chosen one of the following methods for you: letting a timer expire, closing the final door, pressing a special button, or closing a lock on the final door. Consult your Installer about which method is best for your system.

When unsetting the system with a keypad, the process is divided into two steps: triggering the entry procedure, usually by opening a door, and then identifying yourself at a keypad with either an access code or by presenting a proximity tag.

Setting

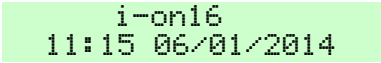
1. Starting to Set

Do this:

- a. Make sure the system is idle.
Secure all the windows and doors.

(The top line may show the installer’s name.)

The display shows:



```
i-on16
11:15 06/01/2014
```

- b. **Either** key in your access code.

As you key in your code the display shows a “*” for each digit.

OR present your tag.

```
Enter Access Code
(** )
```

Quick Set:

In a part setting system, quick set removes the need to use an access code or tag to start setting. The installer must enable this facility for you. (Note that in order to make the alarm system comply with certain regulations the installer may not be allowed to provide this facility.)

Do this:

- a. Press A, B, C or D.

The system starts the exit process, there is no need to select what to set. Go to: 3. Finishing Setting.

The display shows:

```
Setting: Part Set B
10 to set
```

2. Selecting What to Set:

Do this:

The bottom line of the display shows the first item in the setting options menu.

- a. Press ▲ or ▼ to select the option you want.

The bottom line of the display shows each item from the rest of the menu in turn.

The display shows:

```
Setting Options  ↑
A : Full Set
```

```
Setting Options  ↑
B : Part Set B
```

3. Finishing Setting

Depending on how your installer has programmed your system, you will need to take one of the following actions to complete setting the system. Note that you will need a special button fitted in order to use Exit Terminate Set, and a special lock fitted to use Lock Set.

Instant Set/Silent Set:

Note: Make sure you are outside the protected area before taking the next step.

- a. Press ✓.

The keypads give a double “beep” and the system sets immediately.

(If your system is programmed for silent set then the keypads remain silent.)

Timed Exit:

- a. Press ✓.

The keypad sounds the exit tone (a continuous tone). The top line of the display shows the part of the system being set, the bottom line shows the remaining exit time (in seconds).

```
Setting: Part Set B
        10 to set
```

- b. Leave by the designated exit door.

Remember to close the door.

At the end of the exit time the system sets.

```
System Set
```

Exit Terminate Button:

- a. Press ✓.

The keypad sounds the exit tone. The top line of the display shows the part of the system being set, the bottom line shows “Exit Terminate”.

```
Setting: Part Set B
        Exit Terminate
```

- b. Leave by the designated exit door.

Remember to close the door.

- c. Press the Exit Terminate Button.

The system sets.

```
System Set
```

Final Door Set:

- a. Press ✓.

The keypad sounds the exit tone (an interrupted tone if the final exit door is open, a continuous tone if the exit door is closed). The top line of the display shows the part of the system being set, the bottom line shows “Final Door Set”.

```
Setting: Part Set B  
Final Door Set
```

- b. Leave by the designated exit door.
- c. Close the door.

The system sets.

```
System Set
```

Lock Set:

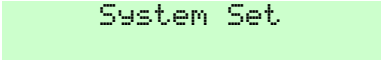
- a. Press ✓.

The keypad sounds the exit tone (an interrupted tone if the final exit door is open, a continuous tone if the exit door is closed). The top line of the display shows the part of the system being set, the bottom line shows “Lock Set”.

```
Setting: Part Set B  
Lock Set
```

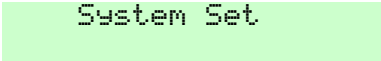
- b. Leave by the designated exit door.
- c. Close the door.
- d. Lock the door.

The system sets.



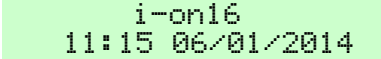
How Do I Know The System Is Set?

When the system sets the keypad briefly shows:



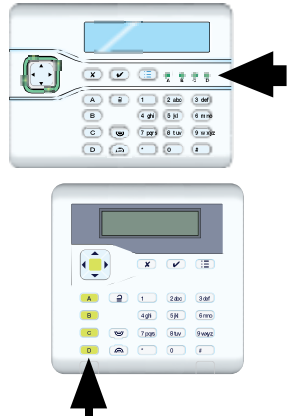
followed by:

(The keypad may show the name of the installer instead.)



One of four LEDs glows to show which part of the system is set.

Note: The installer may have disabled the LEDs to ensure that the alarm system meets the appropriate standards.



In addition, the installer may have programmed the system to briefly flash the strobe light on the external sounder when the system sets.

Changing Your Mind

If you want to stop setting then press **X** (unset key).

If the System Will Not Set

Normally, the system will set only when all the detectors are “quiet”, that is: not reporting any activity.

If you have the final exit door open, or if you trigger one of the detectors on your exit route, then the keypad and internal sounder will give an interrupted setting tone (this is normal). Make sure that you close all the doors on your exit route and the final exit door as you leave. The interrupted tone will change to a continuous exit tone, and the system will set normally.

If you try to set when one or more detectors are still active then the bottom line of the display tells you which zone is active, for example see Figure 6.



Figure 6. Keypad Display Showing Active Zone

Investigate the zone listed on the display and see if you can rectify the fault. If your system has been programmed to then you can “omit” the affected zone beforehand (see page 32 for instructions on how to omit zones before setting the system). Note that there may be more than one zone with a fault. The display changes every three seconds to show each active zone.

Other Reasons Why the System May Not Set

There are several other events that can show fault warnings on the keypad and prevent your system from setting. Your Installer may have programmed your system allow you to override the fault warnings and continue setting. Alternatively, you may need to call the Installer to rectify the fault first.

The table on the next page shows the keypad message for each fault, what the message means, and who can override the fault.

Message	Meaning	Override by:
HUA	A HUA device is still active	Installer
TAMPER	A part of the system has been tampered with.	Installer
Missing	An expander or keypad has a fault, or the cabling between parts of the system has a fault.	Installer
Mains Fail	The AC supply has stopped for more than 10 seconds.	User
Batt Low/Missing	The back-up battery has a problem.	User or Installer
PSTN LINE FAULT or ATE L.F. ALL	Part of the communication system has a problem.	User or Installer
FAULT	The system has detected a fault not covered by the above categories.	User

Unsetting the System Using a Keypad

When unsetting the system do not stray from the entry route designated by the installer. If you do so then you will cause an alarm.

Start the Entry Procedure

Do this:

1. Enter by the designated entry door or route.

Go directly to the keypad.

The keypad sounds the entry tone (an interrupted tone). The system starts the entry timer.

The display shows:

```
i-on16
11:15 06/01/2014
```

Identify Yourself

2. **Either** key in your access code
As you key in your code the display shows a "*" for each digit.

```
Enter Access Code
(** )
```

OR present your tag (see page 9).

How Do I Know The System Is Unset?

The keypad stops the entry tone.
The system is unset.

The keypad display shows:

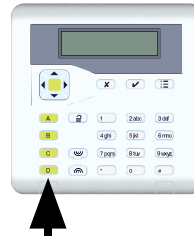
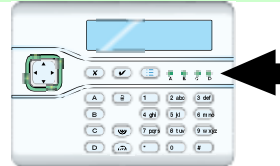
System Unset

followed by:

i-on16
11:15 06/01/2014

LEDs "A" to "D" should be dark,
showing that the system is unset.

Note: The installer may have disabled the LEDs to ensure that the alarm system meets the appropriate standards.



Using Radio Keypads and Remote Controls.

Using a Radio Keypad

Setting

Secure all your windows and doors. Make sure the system is idle, and that you can hear the warning tones from the sounders.

1. Key in a valid access code (or present your proximity tag).
2. Press either A, B, C or D to set the portion of system that you require. (If you wish to stop setting while the exit tone sounds, then press **⏏**.)
The left hand LED glows to show that the keypad is transmitting.
3. Complete setting using the method programmed by the Installer (see "3. Finishing Setting" on page 20).

Unsetting

1. Enter by the designated entry door.
2. Key in a valid access code (or present your proximity tag).
3. Press **2**.

Silencing an Alarm

1. Key in a valid access code (or present your proximity tag).
2. Press **2**.

Using a Proximity Tag With a Radio Keypad

If you wish to use a Proximity Tag with the radio keypad in place of an access code, then hold the tag up against the proximity tag sensor (see Figure 7).

The keypad glows blue and gives a “click” to show that it has recognised the tag.

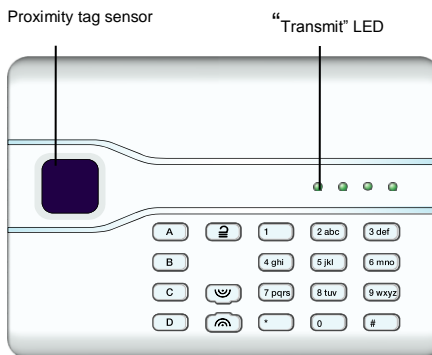


Figure 7. Radio Keypad

Note: The radio keypad does not show the status of the alarm system at all. The left hand “Transmit” LED glows only to show that the keypad is sending a command to the control unit.

Using a Remote Control

Setting

Note: You must ask your Master User to provide a suitably programmed remote control, see page 69.

Secure all your windows and doors.

Make sure the system is idle, and that you can hear the warning tones from the sounders.

1. Press the appropriate button on the remote control, either full set (A) or part set (B) (see Figure 8).

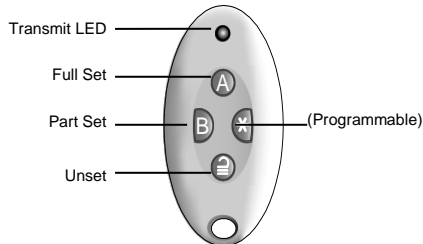



Figure 8. Remote Control Button Functions.

The keypad sounds the exit warning tone.

2. Complete setting using the method programmed by the Installer (see “3. Finishing Setting” on page 20).

Unsetting

1. Enter by the designated entry door.
2. Press  on your remote control.

The system unsets. At this point the system displays the standby screen.

Note: Your Master User may have programmed the control unit so that you cannot unset the alarm system using a remote control. See page 77. However, if the entry timer has started then you can still use your remote control to unset the system.

If The System Will Not Set by Remote Control

If one of the detectors is still active when you try to set the system then you will not hear the exit warning tone.

What happens next depends on how the installer has set up your system.

- a) Try pressing A once more on your remote control. If the installer has programmed the system to do so then it will carry on and set, omitting the active detector.
- b) If the system will not set on the second press of button A then you will have to go to the keypad and set the system from there.

Using a Two-Way Key Fob

Note:

1. You must ask your Master User to provide a suitably programmed Two-Way Key Fob, see page 69.
2. If your system is certified to BS8243 (ask your Installer) then do not use a FOB-2W-4B as it will not comply with the entry and exit requirements. (It could however be used on a compliant system to unset the system if the building is locked using electronic locks on the entry doors.)

Setting the System

Press and hold:



The setting LED flashes red three times.



The system sets. The control unit sends a message to the fob.

The setting LED glows green for three seconds.



Part Setting the System

Press and hold:



The part setting LED flashes red three times.



The system part sets. The control unit sends a message to the fob.

The part setting LED glows green for three seconds.



Unsetting the System

Press and hold:



The un-setting LED flashes red three times.



The system unsets.

The unset LED glows green for three seconds.



What Happens if the System Will Not Set

Press and hold:



The setting LED flashes red three times.



The system tries to set. If there is a fault (for example a door open) then the control unit sends a message to the fob to say that it cannot set.

All four LEDs glow red for three seconds.



Querying the State of the System

Press and hold:



The query LED flashes red three times.



The control unit send a message to the fob giving the current state of the system. If the system is:

Full Set, you see a green Set LED:



Part Set, you see a green Part Set LED:



Unset, you see a green Unset LED:



4. Administration

To make changes to the way your system works you must enter the Menu. Your degree of access to the Menu depends on what type of user you are: Master User or Normal User.

A Master User has access to all the options of the Menu. A Master User can add, change, or remove users and has full access to the system options menu.

A Normal user has very limited access to the Menu: they can change their own access code, switch Chime on or off, and operate any outputs.

A Duress user (if provided), Guard or a Set Only user have no access to the Menu at all.

Entering and Leaving the Menu

1. Make sure the display shows the standby screen.
2. Press **:≡**.
3. Key in an access code.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
MENU
Omit Zones >
```

The display shows the first item in a list of options. (See page 84 for a complete list of options.)

4. Press **▲** or **▼** to scroll through the options available, followed by **✓** to select (gain access) to an option.

```
MENU
Users >
```

5. Press **✓** to confirm an option when you have finished making changes.

6. Press **✕** (if necessary several times) to leave the Menu.

```
i-on16
11:15 06/01/2014
```

(If you do not press any keys on the keypad for 60 seconds then the display returns to the standby screen.)

The rest of this chapter describes each of the main options in the Menu.

Editing Text

For many of the items that you can program, the control unit lets you assign a 12 character name. To key in text for the name press each number key one or more times to obtain the letter you want (the letters of the alphabet appear on the keys in the same arrangement as on many mobile phones, see Figure 9.)

Press # to change between capitals and small letters.

The cursor becomes an underline when you type in small letters and a block when you type in capitals.

Press ▲ to move the cursor left, or ▼ to move the cursor to the right.

Press ◀ to remove letters to the left of the cursor. Press ▶ to insert a space.

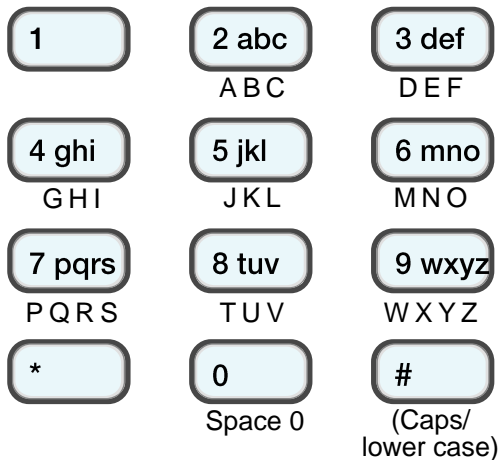


Figure 9. Letters Assigned to Keys

Omitting Zones

You may wish to prevent a zone causing an alarm. For example, if your garage door is protected by a detector, but you wish to leave it unlocked for the delivery of a parcel, you may wish to omit that detector when you set the rest of the alarm system. Provided that the Installer has programmed your system to allow this, then, to "Omit" a zone.

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **⋮**.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **✓**.

The bottom line of the display shows the first of a list of zones that you may omit. (Either as a zone number or as a name, if the Installer has programmed one for the zone.)

```
OMIT ZONES
Zone 001 I
```

Note: If you see the message “No zones omissible” then the installer has not programmed the system so that you can omit zones.

5. Press **▲** or **▼** to display the zone you wish to omit.

```
OMIT ZONES
Zone 003 I
```

6. Press **▶** to mark the zone for omission.

```
OMIT ZONES
Zone 003 O
```

The character at the end of the line changes to an "O" to show that the zone will be Omitted.

If you change your mind then press **▶** again so that the end of the line shows an "I" (for Included).

7. Repeat steps 5 and 6 for any other zone you wish to omit (or include).

8. Press **✓** to store the changes you have made.

```
MENU
Omit Zones >
```

The keypad gives a double “beep” confirmation tone.

9. Press **✕** to leave the Menu.

```
i-on16
11:15 06/01/2014
```

The keypad gives a double “beep” confirmation tone.

The control unit allows you to omit a zone for one setting/unsetting cycle. You will have to omit the zone again for the next setting/unsetting cycle.

Users

The i-on16 control unit can recognise up to 16 individual users.

Select *Users* in the Menu to add new users, change details, or to delete them from the system.

The various user types (see page 8) have different amounts of access to the *Users* menu:

A Master User can:

Add or delete users, except for User 01. They can also assign proximity tags, remotes and radio HUAs while adding a new user.

Edit their own name or user code, and delete or add their own proximity tag, remote or radio HUA.

Edit any other user's name or type (**but not those of another Master user**).

A Normal User can:

Edit their own user code, and delete or add their own proximity tag, remote or radio HUA.





Guards and Set Only users have no access to the Menu.

Editing Existing Users

This menu lets you change the details for an existing user.

Name

Use this option to give the user a 12 character name.

1. Make sure the display shows the standby screen.
2. Press .
3. Key in your access code (or present a tag, see page 9).
4. Press .
5. Press .
6. Press .

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
Users >
```

```
USERS
Add User >
```

```
USERS
Edit User >
```


- 7. Press ✓ .

The bottom line of the display shows the first in a list of the users already programmed into the control unit. If the user already has a name programmed it will appear on the bottom line.

```
EDIT USER
User 01 >
```

- 8. Press ▲ or ▼ to display the user you wish to edit.
(Alternatively, if you already know their user number, you can key that in and the display will show that user immediately.)

```
EDIT USER
User 03 >
```

- 9. Press ✓ .

The bottom line shows:

```
USER 03
Name >
```

- 10. Press ✓ .

The display shows the current name given to the user, and places a cursor at the beginning of the name.

```
EDIT USER NAME
User 003
```

- 11. Key in the name from the keypad. See Editing Text on page 32.

```
EDIT USER NAME
Arthur_
```

- 12. Press ✓ when finished.

The keypad gives a double “beep” confirmation tone.
The display will show the name in menus and in the log when the user sets, unsets or resets the system.

```
Arthur
Name >
```

User Types

Use this option to change a user’s Type.

Note: You cannot change the Type of a Master User.

- 1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press .

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press .

```
MENU
Users >
```

5. Press .

```
USERS
Add User >
```



6. Press .

```
USERS
Edit User >
```

7. Press .

The bottom line of the display shows the name of the first in a list of the users already programmed into the control unit. In the example shown the name is "User 01".

```
EDIT USER
User 01 >
```

8. Press  or  to display the user you wish to edit.

```
EDIT USER
User 03 >
```

(Alternatively, if you already know their user number, you can key that in and the display will show that user immediately.)

9. Press .

```
USER 03
Name >
```

The bottom line shows:



10. Press .

```
USER 03
Type >
```

11. Press .

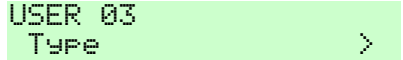
The bottom line of the display shows the current user type. See page 8 for a description of the user types available. A "*" at the beginning of the line is there to remind you of the current type if you scroll away.

```
USER 03
*Normal User
```

12. Press  or  to scroll through the list of user types available.

```
USER 03
Guard User
```

13. Press **✓** to assign the user type to the user.

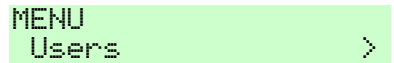
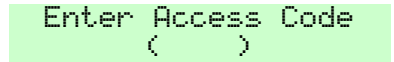
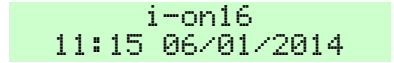


The keypad gives a double “beep” confirmation tone.

Access Code

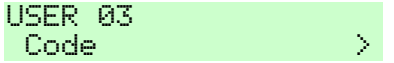
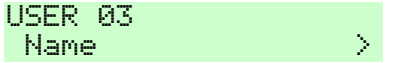
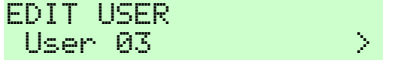
No user can change any other user’s access code. (A Master User can create an access code for a new user when they first add the user to the system, see page 45.) Any user, except a Guard or Set Only user, can change their own code as follows:

1. Make sure the display shows the standby screen.
2. Press **⋮**.
3. Key in your access code (or present a tag).
4. Press **▼**.



If you are a Master User:

5. Press **✓**.
 - a) Press **▼**.
 - b) Press **✓**.
 - c) Press **▲** or **▼** until the bottom line of the display shows your own user name.
 - d) Press **✓**.
 - e) Press **▲** or **▼** until the bottom line of the display shows:
 - f) Go on to step 6.



If you are a Normal User:

6 Press ✓.

```
USER 03
Code
```

7. Press ✓.

```
Assign Access Code
( )
```

8. Key in the new access code .
Access codes are four digits long. When you press the last digit of the access code the display asks you to key in the same access code again.

```
Confirm New Code
( )
```

9. Key in the same digits again, in the same order.
The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
Access code changed
followed by:
USER 03
Code
```

If a user forgets their code then a Master user must delete that user from the system (see page 47), and recreate a new user with a new code (see page 45).

Proximity Tags

No user can change or delete any other user’s proximity tag. (A Master User can register a proximity tag for a new user when they first add the user to the system, see page 45.) Any user except a Guard or Set Only user can register a tag for themselves as follows:

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press ☰.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag, see page 9).

```
MENU
Omit Zones >
```

4. Press ▼ .

```
MENU
Users >
```

If you are a Master User:
(otherwise go to step 6)

5. Press ✓.

```
USERS
Add User >
```

- a) Press ▼.
- b) Press ✓.
- c) Press ▲ or ▼. until the bottom line of the display shows your own user name.
- d) Press ✓.
- e) Press ▲ or ▼. until the bottom line of the display shows:
- f) Go on to step 8.

```

USERS
Edit User >

```

```

EDIT USER
User 01 >

```

```

EDIT USER
User 03 >

```

```

USER 03
Name >

```

```

USER 03
Prox Tag >

```

If you are a Normal User:

- 6. Press ✓.
- 7. Press ▼ until the display shows:
- 8. Press ✓.

```

USER 03
Code

```

```

USER 03
Prox Tag >

```

```

Present Prox Tag to
add to panel

```

Note: If you already have a prox tag allocated to you then the screen will display "Delete Prox Tag?". See page 43.

- 9. Hold the prox tag up to the keypad.
The keypad gives a double "beep" confirmation tone. The keypad display shows:
The control unit learns the identity of the tag and links it with your access code.

```

Prox Tag added

```

followed by:

```

USER 03
Prox Tag >

```



You cannot register more than one tag per user. If you present a tag that the control unit has already registered to another user then you will hear a single low tone, the display will show a message that the tag is already in use and will then revert to asking you to present the tag.

If you do not wish to register a tag for the user then press ✕.

If you have a proximity tag and want to know who it belongs to then use the *Test - Prox Tag* menu option, see page 49 .

Remote Controls and Two-way Key Fobs

No user can change any other user's remote control or two-way keyfob. (A Master User can register a remote control or two-way keyfob for a new user when they first add the user to the system, see page 45.) Any user except a "Duess", "Guard" or "Set Only" user can register a remote control or two-way keyfob for themselves as follows:

1. Make sure the display shows the standby screen.
2. Press .
3. Key in your access code (or present a tag).
4. Press .









```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
Users >
```

If you are a Master User:
(otherwise go to step 6)

5. Press .
- a) Press .
- b) Press .
- c) Press  or  until the bottom line of the display shows your own user name.
- d) Press .
- e) Press  or  until the bottom line of the display shows:

```
USERS
Add User >
```

```
USERS
Edit User >
```

```
EDIT USER
User 01 >
```

```
EDIT USER
User 03 >
```

```
USER 03
Name >
```

```
USER 03
Remote >
```

Note: The control unit treats remote controls and two-way keyfobs the same when learning them.

- f) Go on to step 8.

If you are a Normal User:

- 6. Press ✓.

```
USER 02
Code
```

- 7. Press ▼ until the display shows:

```
USER 02
Remote >
```

- 8. Press ✓.

The display asks you to press one of the buttons on the remote control or two-way keyfob.

```
Press button to
identify Remote
```

Note: If you already have a device allocated to you then the screen will display "Delete Remote?". See page 43.

- 9. Press any button on the device that you wish to register. Hold the button down until you see the transmit LED flash.

The keypad gives a double "beep" confirmation tone. The keypad display shows:

```
Remote added
```

The control unit learns the identity of the device and links it with your access code.

```
followed by:
USER 02
Remote >
```

If the control unit has already learned that device then you will hear a low tone and the display tells you that the device is already in use.

If you do not wish to register a device press ✕.

If you have a device and want to know who it belongs to then use the *Test - Remotes* menu option, see page 49 .

Radio Hold Up Alarms (HUA)

No user can change any other user's radio HUA. (A Master User can register a radio HUA for a new user when they first add the user to the system, see page 45.) Any user except a Guard or Set Only user can register a radio HUA for themselves.

Note: While you are registering a new radio HUA the control unit will not respond to an alarm signal from any radio HUA it has already learned.

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **☰**.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **▼**.

```
MENU
Users >
```

If you are a Master User:
(otherwise go to step 6)

5. Press **✓**.

```
USERS
Add User >
```

- a) Press **▼**.

```
USERS
Edit User >
```

- b) Press **✓**.

```
EDIT USER
User 01 >
```

- c) Press **▲** or **▼** until the bottom line of the display shows your own user name.

```
EDIT USER
User 03 >
```

- d) Press **✓**.

```
USER 03
Name >
```

- e) Press **▲** or **▼** until the bottom line of the display shows:

```
USER 03
Hold Up Alarm >
```

- f) Go on to step 8.

If you are a Normal User:

6. Press **✓**.

```
USER 02
Code
```


7. Press ▼ until the display shows:

```
USER 02
Hold Up Alarm >
```

8. Press ✓.

The display asks you to press both of the buttons on the Hold Up Alarm.

Note: If you already have a Hold Up Alarm allocated to you then the screen will display "Delete Hold Up Alarm?". See page 43.

Press ✗ to leave the menu without deleting the Hold Up Alarm, or if you change your mind and do not wish to add a Hold Up Alarm.

```
Press both buttons
to identify HUA
```

9. Press and hold both buttons on the Hold Up Alarm that you wish to register. Hold the buttons down until you see the transmit LED flash. The keypad gives a double "beep" confirmation tone. The keypad display shows:

```
HUA added
```

The control unit learns the identity of the Hold Up Alarm and links it with your access code.

followed by:

```
USER 02
Hold Up Alarm >
```

You cannot register more than one radio HUA per user. If the control unit has already learned that radio HUA then you will hear a low tone and the display remains unchanged, asking you to press the buttons on the radio HUA.

If you have a radio HUA and want to know who it belongs to then use the *Test – User Hold Up Alarms* menu option, see page 49 .

Deleting Remote Controls, Two-way Keyfobs, Tags and Radio HUAs

If you have lost a remote control, two-way keyfob, prox tag or radio Hold Up Alarm assigned to you then you should delete it from the system to make sure that no unauthorised person can use it.

1. Make sure the display shows the standby screen.
2. Press **☰**.
3. Key in your access code (or present a tag).
4. Press **▼**.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
Users >
```

If you are a Master User:
(otherwise go to step 6)

5. Press **✓**.
 - a) Press **▼**.
 - b) Press **✓**.
 - c) Press **▲** or **▼** until the bottom line of the display shows your own user name.
 - d) Press **✓**.
 - e) Press **▲** or **▼** until the bottom line shows the device you wish to delete, for example:
 - f) Go on to step 8.

```
USERS
Add User >
```

```
USERS
Edit User >
```

```
EDIT USER
User 01 >
```

```
EDIT USER
User 03 >
```

```
USER 03
Name >
```

```
USER 03
Hold Up Alarm >
```

If you are a Normal User:

6. Press **✓**.
7. Press **▼** until the display shows the device you wish to delete, for example:
8. Press **✓**.
The bottom line of the display asks if you wish to delete the device you selected.

```
USER 02
Code
```

```
USER 02
Hold Up Alarm >
```

```
USER 02
Delete HUA?
```

9. Press ✓

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
HUAs deleted
```

followed by:

The control unit has deleted the identity of the Hold Up Alarm (or other device you selected).

```
USER 02
Hold Up Alarm >
```

To register a new device, re-enter the Menu and select *Users - Edit User*. Select your own user name and then the device type you wish to add. If a remote control or two-way keyfob has been stolen and the user it belonged to no longer has an access code on the system, see page 74.

Adding Users

You must be a Master user to add new users, see page 34.

When adding a new user you can also assign to them proximity tags, remote controls and Hold Up Alarm transmitters. If you do not wish to assign these devices when you create the user, then each user must assign those devices to themselves by using the *Users - Edit User* option.

To add a new user:

1. Make sure the display shows the standby screen.
2. Press ☰.
3. Key in your Master User access code (or present a suitable tag).
4. Press ▼ .
5. Press ✓.
6. Press ✓.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
Users >
```

```
USERS
Add User >
```

The display shows a default user name for the next available free user, for example: “User 04”.

```
Name :
User 04
```

At this point you can edit the name “User 04” simply by pressing the digit keys. Pressing ◀ will delete

characters and pressing ► will move any text to the right (for hints on editing text see page 32).

7. Press ✓ when you have finished editing the name.

The bottom line of the display shows the default type for the new user (Normal User, see page 8 for a description of user types).

```
User 04
Normal User
```

8. Press ▲ or ▼ to show the type you want to assign to the new user and then press ✓.

The display asks you to assign a new user code.

```
Assign Access Code
( )
```

9. Key in the user code you want the new user to employ. (If you do not want to assign a code to the user press ✓ and go to step 11.)

The display asks you to confirm the new code.

```
Confirm New Code
( )
```

10. Key the code in a second time.

The display asks you to present a proximity tag to the keypad.

```
Present Prox Tag to
add to Panel
```

11. Present an unused tag to the keypad. (If you do not want to assign one to the user press ✓.)

The display then asks you to press a button on any remote control that you want to assign to the user.

```
Press button to
identify Remote
```

12. Press a button on a remote control (one that is not currently registered to any other user). If you do not have one press ✓.

```
Press both buttons
to identify HUA
```

Note: A Duress user cannot have a remote control or radio HUD.

The display finally asks you to press both buttons on any radio HUD that you want to assign to the new user.

- 13. Press both buttons on a radio HUD that you wish to assign to the user. If you do not have one for the user press ✓.

Note: A Duress user cannot have a remote control or radio HUD.

The keypad gives a double “beep” confirmation tone. The keypad display shows that the new user has been added to the system.

New User Added

Followed by:

USERS
Add User >

To add another user to the system repeat steps 5 to 13.

Otherwise, press ✕ repeatedly to leave the Menu and save your changes.

Deleting Users

You must be a Master user to delete a user, see page 34. To delete a user:

- 1. Make sure the display shows the standby screen.
- 2. Press ⋮.
- 3. Key in your access code (or present a tag).
- 4. Press ▼ .
- 5. Press ✓.
- 6. Press ▼ until you see:
- 7. Press ✓.

i-on16
11:15 06/01/2014

Enter Access Code
()

MENU
Omit Zones >

MENU
Users >

USERS
Add User >

USERS
Delete User >

The bottom line of the display shows the first user in a list of the users recognised by the system.

DELETE USER
User 01 >

8. Press ▲ or ▼ until the bottom line of the display shows the user you wish to delete.

```
DELETE USER
User 03 >
```

Note: The control unit will not allow you to delete User 01.

9. Press ✓.

The bottom line of the display asks you to confirm that you wish to delete the selected user.

```
DELETE User 003
Are you sure?
```

(If you change your mind at this point press ✕.)

10. Press ✓ to confirm that you wish to delete the user.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
DELETE USER
User 01 >
```

The control unit has deleted the user from the system.

Once you delete a user, the system does not respond to their access code or to their proximity tag. In addition, the control unit “forgets” the identity of any remote control or radio HUA assigned to the user.

Viewing the Log

The control unit keeps a log of the last 265 events (for example, alarms and setting/unsetting events). To read the log:

1. Make sure the display shows the standby screen.
2. Press ☰.
3. Key in your access code (or present a tag, see page 9).
4. Press ▼ until you see:.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
View Log >
```

5. Press **✓**.

The display shows the most recent event recorded in the log.

```
*Config Changed
15:14 05/02/2011
```

6. Press **▶** to see a more detailed description of the event.

The display will show, for example, the name you keyed in for a user.

```
*User 01
15:14 05/02/2011
```

7. Press **▲** or **▼** to scroll through the log.

▼ shows older events, **▲** shows more recent events.

```
U01 Delete U03
15:12 24/12/2010
```

8. Press **✕** to finish viewing the log.

```
MENU
View Log >
```

When you view the log, the display initially shows users by their number (for example User 01). Pressing **▶** displays any name programmed for the user.

There are some user numbers that have special meaning:

User 00 Installer
 User 17 Quick Set User
 User 18 Panel (Control Unit)
 User 19 Keyswitch User
 User 20 ARC Remote Reset

Testing the System

If you think that your system is not working correctly then a Master User can use the Test option to test various peripherals. If the test confirms that part of the system is not working then contact your installer.

The Test option also lets you check the identity of Remote controls, Hold Up Alarms and Tags.

Sirens & Sounders

1. Make sure the display shows the standby screen.
2. Press **☰**.
3. Key in your access code (or present a tag).

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

4. Press ▼ until you see:.

```
MENU
  Test >
```

5. Press ✓.

The display shows:

```
TEST
  Sirens & Sounders >
```

6. Press ✓ .

The bottom line of the displays shows the first in a list of the siren types that you can test:

```
SIRENS & SOUNDERS
  Ext. Radio Sirens >
```

7. Press ✓.

If you have external radio sirens fitted to your system, you will see:

```
EXT RADIO SIRENS
  All Sirens Off
```

If you do not have any external radio sirens fitted the keypad shows for a few seconds:

```
No Devices!
```

a) Press ► .

The keypad gives a double “beep” confirmation tone. The keypad display shows:

The control unit turns on the external radio sirens. Check that you can hear them.

```
EXT RADIO SIRENS
  All Sirens On
```

b) Press ► again to turn the sirens off.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
EXT RADIO SIRENS
  All Sirens Off
```

8. Press ✓ when you have finished this test.

The display shows:

```
SIRENS & SOUNDERS
  Ext. Radio Sirens >
```

9. Press ▼ .

The display shows the next item in the list of tests.

```
SIRENS & SOUNDERS
  Wired Sirens >
```


10. Press ✓.

```
WIRED SIRENS
All Sirens      Off
```

a) Press ►.

The control unit turns on the wired sirens. Check that you can hear them.

```
WIRED SIRENS
All Sirens      On
```

b) Press ► again to turn the sirens off.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
WIRED SIRENS
All Sirens      Off
```

11. Press ✓ when you have finished this test.

```
SIRENS & SOUNDERS
Wired Sirens    >
```

12. Press ▼.

The display shows the next item in the list of tests.

```
SIRENS & SOUNDERS
Loudspeakers    >
```

13. Press ✓.

```
LOUDSPEAKERS
Loudspeakers    Off
```

a) Press ►.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
LOUDSPEAKERS
Loudspeakers    On
```

The control unit sounds a test tone on the loudspeakers. Check that you can hear them.

b) Press ► again to turn the loudspeakers off.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
LOUDSPEAKERS
Loudspeakers    Off
```

14. Press ✓ when you have finished this test.

```
SIRENS & SOUNDERS
Loudspeakers    >
```

15. Press ▼.

The display shows the next item in the list of tests.

```
SIRENS & SOUNDERS
Wired Keypads   >
```

16. Press ✓.

```
WIRED KEYPADS
All Sounders      Off
```

a) Press ▶.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
WIRED KEYPADS
All Sounders      On
```

The control unit sounds a test tone on the keypad sounders. Check that you can hear them.

b) Press ▶ again to turn the keypad sounders off.

```
WIRED KEYPADS
All Sounders      Off
```

The keypad gives a double “beep” confirmation tone. The keypad display shows:

17. Press ✓ when you have finished this test.

```
SIRENS & SOUNDERS
Wired Keypads    >
```

18. Press ✕ to leave the siren test menu.

```
TEST
Sirens & Sounders >
```

Keypad

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press ☰.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones      >
```

4. Press ▼ until you see:

```
MENU
Test            >
```

5. Press ✓.

The display shows:

```
TEST
Sirens & Sounders >
```

6. Press ▼ until you see:

```
TEST
Wired Keypad    >
```

7. Press ✓.

This display tells you to press any

```
Press keys to test:
KP 1 :Keypad K1-01
```

key on the keypad to test it. The bottom line of the display shows the number of the keypad, followed by its name.

Note that the LEDs around the navigation key and the four LEDs at the right should all be glowing red.

- 8. Press each key once.

The bottom line of the display shows the key you pressed.

```
Press keys to test:
ABCD123456789*0#
```

Press both radio HUA keys together to test.

As you press the function keys on the keypad the display shows their name, for example:

```
Tick Key
```

- 9. Press **X** to end the test.

```
TEST
Wired Keypad >
```

Walk test

The Walk Test menu allows you to test detectors without starting an alarm.

To “walk test” an alarm system you operate each detector in the system. If the detector is working the control unit sounds a confirmation tone and flags that the detector has passed the test. Simply walking past motion detectors should be enough to trigger them, but you will have to open doors and windows if you want to test any detectors attached to them.

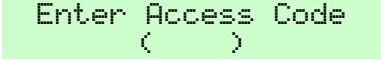
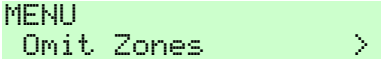
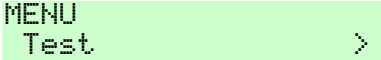
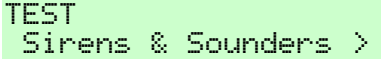
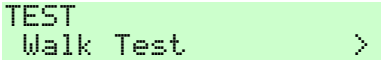
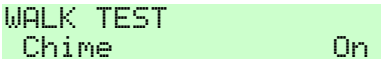
Note that you **cannot** test Fire detectors and 24 hour zones during a walk test. The control unit will always start an alarm if you activate those detectors. (A 24-hour zone has detectors that are “live” all the time, not just when you set the system.)

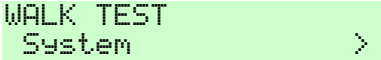
If you find a detector that does not work, call your installer.

To use the Walk Test menu:

- 1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **⋮**.

3. Key in your access code (or present a tag).

4. Press **▼** until you see:.

5. Press **✓**.
 The bottom line of the display shows:

6. Press **▼** until you see:

7. Press **✓**.
 The bottom line of the display shows:

8. Press **◀** or **▶** to turn a chime tone on or off.

When the chime tone is on, the keypads and loudspeakers will sound a chime tone for each zone that triggers while you are performing the walk test.
9. Press **▼** to see the first of the walk test options:


The Walk Test menu provides two options to give different ways of organising a walk test. The options within Walk Test are:

System This option allows you to walk round the entire system and test all the zones. Press **✓** to select this option.

Zones This option lets you select one or more individual zones, and test only those zones and no others.

Press **▲** or **▼** to scroll up and down the list of zones. Press **◀** or **▶** to display “Yes” at the end of the bottom line to mark the zone as one you want to test. Press **✓** when you have finished making your selection.

Once you have selected the Walk Test option you want to use:

The display shows a list of all the detectors ready for testing. The top line of the display shows you how many detectors remain to be tested.

```
10 Zone(s) to test:
Zone 01
```

- 10. Walk round and trigger each detector. The display shows an "A" at the end of the line each time a detector is triggered. If you have enabled the Chime then every time you trigger a detector the keypads and loudspeakers give a double tone chime.

```
9 Zone(s) to test
Zone 01 A
```

Note that you cannot test HUA, 24 hour or fire zones.

- 11. Press **≡** if you want to see a list of the zones that remain to be tested:

```
Zones not triggered
Zone 03
```

- 12. Press **✕** to end the test.

```
WALK TEST
System >
```

The control unit leaves walk test mode and the bottom line of the display shows the option you were using.

Outputs

- 1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

- 2. Press **≡**.

```
Enter Access Code
( )
```

- 3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

- 4. Press **▼** until you see:.

```
MENU
Test >
```

- 5. Press **✓**.

```
TEST
Sirens & Sounders >
```

The display shows:

6. Press ▼ until you see:

```
TEST
Outputs >
```

7. Press ✓.

The bottom line of the display shows the first in a list of the outputs allocated for your use.

```
TEST O/P 1
Output 1 Off
```

If the output has a name programmed for it, that will appear on the bottom line instead of the output number.

8. Press ▲ or ▼ to display the output you wish to test.

```
TEST O/P 3
Output 3 Off
```

a). Press ►.

```
TEST O/P 3
Output 3 On
```

The keypad gives a double “beep” confirmation tone. The keypad display shows:

The control unit turns on the output. Check that that it is working as expected.

Note: Outputs connected to radio output modules may take several seconds to change state.

b) Press ► again to turn the output off.

```
TEST 3
Output 3 Off
```

9. Press ✓ to end the test.

```
TEST
Outputs >
```

NOTE: Make sure no one tries to activate an output by means of a remote control while you perform the test.

When you complete the test check that the output is back in the state it had before testing. For example, if the output was off before testing, make sure it is off after testing.

Remotes and Two-way Keyfobs

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **⏏**.

```
Enter Access Code
(      )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **▼** until you see:.

```
MENU
Test >
```

5. Press **✓**.

The display shows:

```
TEST
Sirens & Sounders >
```

6. Press **▼** until you see:

```
TEST
Remotes >
```

7. Press **✓**.

The display asks you to press any button on the remote or two-way keyfob you wish to test.

```
Press required
Remote button
```

If there are no remotes or two-way keyfobs available the display briefly shows:

```
No Remotes
Learnt
```

8. Press a button on the device you wish to test (you should press and hold the button down until the transmit LED on the device flashes).

The keypad gives a double “beep” confirmation tone.

The top line of the display shows: the number of the device, the button you pressed, and the user the device is allocated to.

```
RM001,A:User01
Full Set All SS:9
```

The bottom line of the display shows the function of the button you pressed and the strength of the signal received by the system from

the remote. If the signal strength is less than 4 you should contact your installer.

- a). Press all the other buttons on the device.

Each time you press a button on the remote the keypad gives a double “beep” confirmation tone.

```
RM001,B:User01
Prt Set B      SS:9
```

For each button you press you will see a similar message, for example:

- b). Press a button on any other device that you wish to test.

The keypad gives a double “beep” confirmation tone.

```
RM002,B:User02
To991e OP1    SS:9
```

The display shows information for any device allocated to a user of the system, for example:

- 9. Press ✓ to end the test.

```
TEST
Remotes      >
```

Radio Hold Up Alarms

- 1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

- 2. Press ☰.

```
Enter Access Code
( )
```

- 3. Key in your access code (or present a tag).

```
MENU
Omit Zones   >
```

- 4. Press ▼ until you see:.

```
MENU
Test        >
```

- 5. Press ✓.

The display shows:

```
TEST
Sirens & Sounders >
```

- 6. Press ▼ until you see:

```
TEST
User HUAs    >
```

- 7. Press ✓.

The display asks you to press both buttons on the radio HUA you wish to test.

```
Press both HUA
buttons
```

If there are no radio HUAs available the display briefly shows:

```
No HUAs
Learnt
```

- 8. Press and hold down both buttons on the Hold Up Alarm you wish to test (you should hold the buttons down until the transmit LED on the radio HUA flashes).

If your type of Hold Up Alarm has a lock button, make sure you unlock the button before the test.

The keypad gives a double “beep” confirmation tone.

```
User: User02
SS:9
```

The top line of the display shows the user the radio HUA is allocated to. (If the user has a name programmed then it will appear in place of the user number.)

The bottom line of the display shows the strength of the signal received by the system from the radio HUA. If the signal strength is less than 4 you should contact your installer.

- a) Press and hold the buttons on any other HUA that you wish to test.

Each time you activate a HUA the keypad gives a double “beep” confirmation tone.

```
User: User03
SS:9
```

The display shows information for any radio HUA allocated to a user of the system, for example:

- 9. Press ✓ to end the test.

```
TEST
User HUAs >
```

Proximity Tags

1. Make sure the display shows the standby screen.
2. Press **⋮**.
3. Key in your access code (or present a tag, see page 9).
4. Press **▼** until you see:.
5. Press **✓**.
The display shows:
6. Press **▼** until you see:
7. Press **✓**.
The display asks you to present the prox tag you wish to test to the keypad.

If there are no prox tags available the display briefly shows:
8. Hold the prox tag against the front of the keypad.
The keypad gives a double “beep” confirmation tone.
The bottom line of the display shows the user that the prox tag is allocated to. (Any name programmed for the user will appear in place of the user number.)
 - a) Hold any other prox tags that you wish to test up against the keypad (one at a time).
The keypad gives a double “beep” confirmation tone.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
Test >
```

```
TEST
Sirens & Sounders >
```

```
TEST
Prox Tags >
```

```
TESTING PROX TAGS
Present Tag to Panel
```

```
No Prox Tags
Learnt
```

```
TESTING PROX TAGS
User: User 02
```

```
TESTING PROX TAGS
User: User 01
```

The bottom line of the display shows the users owning each prox tag, for example:

```
TESTING PROX TAGS
User: Invalid
```

If the control unit does not recognise a prox tag, the display shows:

9. Press ✓ to end the test.

```
TEST
Prox Tags >
```

Starting a Test Call

If your control unit has a suitable communications module fitted then the Installer or the Alarm Receiving Centre may ask you to start a test call. This could be in order to check that the control unit and communications module are working correctly or to help clear a communications alert. Your control unit will have two pre-programmed telephone numbers. When the Installer or ARC ask you to make a test call they will tell you which number to use. To make a test call:

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press ☰.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press ▼ until you see:.

```
MENU
Test >
```

5. Press ✓.

The display shows:

```
TEST
Sirens & Sounders >
```

6. Press ▼ until you see:

```
TEST
ARC Reporting >
```

7. Press ✓.

The display shows the first of two telephone numbers that the control is already programmed to call.

```
ARC REORTING
Tel No 01 >
```

8. Press ▲ or ▼ to select the phone number you have been asked to test.

```
ARC REORTING
Tel No 02 >
```

9. Press ✓ to start the call.

The display shows the progress of the call.

Check with the person asking for the test that the test call has succeeded. If the call fails the display will show “Call failed” followed by a short message about the reason for the failure.

```
Test Call Started
```

System Configuration

The System Configuration option allows you to change some parts of the system to suit your particular needs. If you need more extensive changes to the operation of the system then you must contact your installer.

Switching the Chime On/Off

The installer may have set up your alarm system to give a chime tone whenever something triggers one or more detectors while the system is unset. If you wish to switch this feature off (or on) then:

1. Make sure the display shows the standby screen.
2. Press :☰.
3. Key in your access code (or present a tag).
4. Press ▼ until you see:.
5. Press ✓.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
System Config >
```

The bottom line of the display shows:

```
SYSTEM CONFIG
Facilities On/Off >
```

6. Press ✓.

The bottom line of the display shows the current status of the Chime facility: “On” means the loudspeakers will sound a chime

```
FACILITIES ON/OFF
Chime On
```

tone every time a detector with the “Chime” attribute is triggered.

7. Press **▶**.

The status of the Chime facility changes each time you press **▶**.

```
FACILITIES ON/OFF
Chime                Off
```

8. Press **✓** when you have finished making changes.

```
SYSTEM CONFIG
Facilities On/Off >
```

Setting the Date and Time

You will need to re-program the date and time if the control unit loses power for an extended time, and the battery is exhausted.

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **:≡**.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **▼** until you see:.

```
MENU
System Config >
```

5. Press **✓**.

The bottom line of the display shows:

```
SYSTEM CONFIG
Facilities On/Off >
```

6. Press **▼** until the display shows:

```
SYSTEM CONFIG
Set Date & Time >
```

7. Press **✓**.

The top line of the display shows “Set the date” and the bottom line shows the current date in number format (day/month/year). The day is highlighted.

```
SET THE DATE
01/01/2010
```

8. Key in the correct date. Use the format dd/mm/yyyy. If the days or months are “9” or less then key in a leading zero. For example: the first of March will be 01/03/2010.

```
SET THE DATE
03/11/2010
```

9. Press ✓.

The top line of the display shows “Set the Time” and the bottom line of the display shows the current system time. The minutes are highlighted.

```
SET THE TIME
03:17
```

10. Key in the correct time. Use the 24-hour clock in the format hh/mm. If the hours or minutes are “9” or less then key in a leading zero. For example: six minutes past seven in the morning will be “07:06”.

```
SET THE TIME
13:49
```

11. Press ✓.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
SYSTEM CONFIG
Set Date & Time >
```

The control unit saves you changes and the display returns to the date and time menu option.

Note: The internal clock adjusts itself for daylight saving in Spring and Autumn.

Programming Outputs

During programming the installer may allocate some outputs so that they can be reprogrammed by an Master User. This section describes how the Master User can use those outputs.

For each output you can, if you wish, set an “on” time and an “off” time so that the output will go on and off at fixed times each day. In addition, Master and Normal users can switch the output on or off at any time.

To program an output:

1. Make sure the display shows the standby screen.
2. Press **:≡**.
3. Key in your access code (or present a tag).

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

4. Press ▼ until you see:.

```
MENU
System Config >
```

5. Press ✓.

The bottom line of the display shows:

```
SYSTEM CONFIG
Facilities On/Off >
```

6. Press ▼ until the display shows:

Note: This option is only visible if the installer has allocated some outputs to you.

```
SYSTEM CONFIG
Edit Outputs >
```

7. Press ✓.

The top line of the display shows the address of the first available output. The bottom line shows the name of the output (if the installer has given it one).

```
EDIT RADIO O/P 1
Output 01 >
```

8. Press ▲ or ▼ to display the output you wish to edit.

```
EDIT RADIO O/P 3
Output 03 >
```

9. Press ✓.

The bottom line of the display shows the first option that you can edit for the output: "Name".

```
EDIT RADIO O/P 3
Name >
```

10. Press ✓.

The display shows the current name of the output, and places a cursor at the beginning of the name.

```
EDIT RADIO O/P 3
Output 03
```

11. Key in a meaningful name for the output. (Hint: see Editing Text on page 32.)

The name you give the output appears in all the other menus the display offers for controlling outputs.

```
EDIT RADIO O/P 3
Fountain
```

12. Press ✓.

The keypad gives a double "beep" confirmation tone. The display returns to the Name option.

```
EDIT RADIO O/P 3
Name >
```

13. Press ▼

The display shows:

```
EDIT RADIO O/P 3
Latched >
```

14. Press ✓.

There are two options to “Latched”.

“Yes”. The output stays on until a user deliberately turns it off. In addition, you can program the output to come on and go off at fixed times (see the next section).

```
OUTPUT 1 LATCHED
*Yes
```

“No”. The output goes on when a user turns it on, but then goes off again after a set time. You can program the length of time the output remains on.

15. Press ▲ or ▼ to select the option you wish to use.

For example:

```
OUTPUT 1 LATCHED
No
```

16. Press ✓ to confirm your choice.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
EDIT RADIO O/P 3
Latched >
```

To Program Duration Times for non-Latched Outputs

First make sure that the output you wish to use is programmed as Latched=No (see steps 1 to 16 starting on page 64).

17. Press ▼ until the display shows:

```
EDIT RADIO O/P 3
On Time >
```

18. Press ✓.

The display shows the length of time the output will stay turned on (in seconds).

```
OUTPUT 3 ON TIME
1 seconds
```

19. Key in the number of seconds that you want the output to stay on. The maximum is 999s.

```
OUTPUT 3 ON TIME
45 seconds
```


20. Press ✓.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
EDIT RADIO O/P 3
On Time >
```

25. Press ✕ to leave the menu.

Note: You can switch the output on and off from the Menu by selecting Outputs On/Off (see page 81).

If you want to program a remote control to control the output, see page 72.

To Program On and Off Times for Latched Outputs

First make sure that the output you wish to use is programmed as Latched = Yes (see steps 1 to 16 starting on page 64).

17. Press ▼ until the display shows:

```
EDIT RADIO O/P 3
On Time >
```

18. Press ✓.

The display shows the time when the output will turn on.

```
OUTPUT 3 ON TIME
00:00
```

19. Key in the time when you want the output to come on. Use the 24-hour clock in the format hh/mm. If the hours or minutes are “9” or less then key in a leading zero. For example: six minutes past seven in the morning will be “07/06”.

```
OUTPUT 3 ON TIME
06:50
```

20. Press ✓.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
EDIT RADIO O/P 3
On Time >
```

21. Press ▼ until the display shows:

```
EDIT RADIO O/P 3
Off Time >
```

22. Press ✓.

The display shows the time when the output will turn off.

```
OUTPUT 3 OFF TIME
00:00
```

23. Key in the time when you want the output to go off. Use the 24-hour clock in the format hh/mm. If the

```
OUTPUT 3 OFF TIME
17:10
```

hours or minutes are “9” or less then key in a leading zero. For example: six minutes past seven in the morning will be “07/06”.

24. Press ✓.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
EDIT RADIO 0/P 3
Off Time      >
```

Note: If you do not wish the output to switch on and off at a set time then leave the “On Time” and “Off Time” options set to “00:00”.

To Program Days Of The Week for Latched Outputs

In addition to specifying an On and Off time during the day for a latched output, you can also specify which day of the week that the output should operate on.

First make sure that the output you wish to use is programmed as Latched = Yes (see steps 1 to 16 starting on page 64). Then make sure that you have specified On and Off times (see steps 17 to 24 starting on page 67).

25. Press ▼ until the display shows:

```
EDIT RADIO 0/P 3
Days          >
```

26. Press ✓.

The bottom line of the display shows “Sunday” and “Yes” if the output will operate on that day, or “No” if the output will NOT operate on that day.

```
OUTPUT 3 DAYS
Sunday      No
```

27. Press ► or ◀ to change the “Yes” to a “No” or the “No” to a “Yes”. For example:

```
OUTPUT 3 DAYS
Sunday      Yes
```

28. Press ▼ repeatedly to show the other days of the week, for example:

```
OUTPUT 3 DAYS
Monday     No
```

29. Press ► or ◀ to change the the “No” to a “Yes” for each day on which you want the output to operate.

Note: If you do not wish the output to switch on and off at the same time every day then make sure each day of the week is set to “Yes”.

30. Press ✓ when you have finished making changes.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
EDIT RADIO O/P 3
Days >
```

31. Press ✕ to leave the menu.

Note: You can switch the output on and off from the Menu by selecting Outputs On/Off (see page 81). If you want to program a remote control to control the output, see page 72.

Programming Remote Controls and Two-way Keyfobs

Master users can re-program buttons on an i-fb01, or the “*” button on a FOB-2W-4B, after the devices have been assigned to a user.

Programming Set/Unset

To program an i-fb01 remote or the FOB-2W-4B “*” button to set or unset:

1. Make sure the display shows the standby screen.
2. Press ⏏.
3. Key in your access code (or present a tag).
4. Press ▼ until you see:.
5. Press ✓.
6. Press ▼ until the display shows:
7. Press ✓.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
System Config >
```

```
SYSTEM CONFIG
Facilities On/Off>
```

```
SYSTEM CONFIG
Remotes >
```

```
REMOTE
Edit >
```

8. Press ✓.

```
EDIT REMOTE
Press Remote button
```

9. EITHER
Press the button on the remote control that you wish to program. Hold the button down until you see the transmit LED flash.

Note: You cannot reprogram the unset key on an i-fb01 remote control.

Only the "" button (Part set) is available on a FOB-2W-4B.*

```
RM01,B2:User 01
*Set/Unset
```

The keypad gives a double "beep" confirmation tone. The display shows the identity and owner of the remote control, and the button you pressed. Go on to step 10.

OR (if you do not have the remote in your possession)

- a) Press ✓.

The display presents a list of the registered remote controls and their users.

```
EDIT REMOTE
RM01:User 01
```

- b) Press ▲ or ▼ to show the remote control you want to edit.

```
EDIT REMOTE
RM02:User 02
```

- c) Press ✓ to select it.

The display shows the first button on the remote control.

```
RM02:User 02
Button 1
```

- d) Press ▲ or ▼ to show the button you wish to re-program.

```
RM02:User 02
Button 2
```

- e) Press ✓ to select the button.

The bottom line shows:

```
RM02,B2:User 02
*Set/Unset
```

Note: You cannot reprogram the unset key on an i-fb01 remote control.

Only the "" button (Part set) is available on a FOB-2W-4B.*

10. Choose either Set or Unset, as follows:

a) Press **✓** .

In the example on the right, the button is currently programmed to unset.

```
RM02,B2:User 02
*Unset
```

b) Press **▼** to change the bottom line between Set or Unset:

```
RM02,B2:User 02
Set
```

c) Press **✓** .

The bottom line of the display now shows the first item in a list of setting or unsetting options that you can apply to the selected button.

```
RM02,B2:User 02
*Part Set A11
```

The options available are:

Part Set	Part sets the system.
Full Set	Full set the system.
Unset	Unset the system.

Note: Ask your Installer if the entry timer needs to be running before a user can unset using a remote.

11. Choose what setting (or unsetting) option that you wish to apply, as follows:

a) Press **▲** or **▼** . until the bottom line of the display shows the option you want.

```
RM02,B2:User 02
*Full Set
```

b) Press **✓** .

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
RM02,B2:User 02
*Set
```

12. Press **✕** repeatedly to leave the menu when you have finished.

Operate an Output

To program a remote button to operate an output:

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **⏏**.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **▼** until you see:

```
MENU
System Config >
```

5. Press **✓**.

```
SYSTEM CONFIG
Facilities On/Off >
```

6. Press **▼** until the display shows:

```
SYSTEM CONFIG
Remotes >
```

7. Press **✓**.

```
REMOTE
Edit >
```

8. Press **✓**.

```
EDIT REMOTE
Press Remote button
```

9. EITHER
Press the button on the remote control that you wish to program. Hold the button down until you see the transmit LED flash.

The display shows the identity and owner of the remote control, and the button you pressed. Go on to step 10.

```
RM02,B2:User 02
*Set/Unset
```

Note: You cannot reprogram the unset key on a remote control or a FOB-2W-4B to operate an output.

OR (if you do not have the remote in your possession)

- a) Press **✓**.

The display presents a list of the registered remote controls and their users.

```
EDIT REMOTE
RM01:User 01
```

- b) Press ▲ or ▼ to show the remote control you want to edit.

```
EDIT REMOTE
RM02:User 02
```

- c) Press ✓ to select it.
The display shows the first button on the remote control.

```
RM02:User 02
Button 1
```

- d) Press ▲ or ▼ to show the button you wish to re-program.

```
RM02:User 02
Button 2
```

- e) Press ✓ to select the button.
The bottom line shows the first in a list of the options that you can assign to the button:

```
RM02,B2:User 02
*Set/Unset
```

Note: You cannot reprogram the unset key on a remote control or a FOB-2W-4B to operate an output.

10. Press ▼ until the display shows:

```
RM02,B2:User 02
Output
```

11. Press ✓ .

The display shows the first in a list of outputs that are available for allocating to a remote button. The bottom line of the display shows any name the output has been programmed with.

```
OUTPUT 2
FOUNTAIN
```

12. Press ▲ or ▼ . until the display shows the output you wish to select.

Note: There may be only one output available.

```
OUTPUT 3
PORCH LIGHT
```

13. Press ✓ .

The bottom line of the display shows the first in a list of four actions that you can give to the button:

```
OUTPUT 3
On
```

“On” = Turns the output on.

“Off” = Turns the output off.

“Toggle” = Changes the state of the output every time you press the button.

14. Press ▲ or ▼. until the display shows the action you want to give to the button, for example:

```
OUTPUT 3
Toggle
```

15. Press ✓ .

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
RM02: User 02
Press Remote button
```

16. Press ✕ repeatedly to leave the menu.

Repeat steps 8 to 15 if you want to program any more remotes.

17. Press ✕ repeatedly to leave the menu.

Deleting Remote Controls

If a user has lost a remote control you should delete it from the system to make sure that no unauthorised person can use it to gain access. Also, if you wish to reassign a device to another user, you must first delete it from the system.

To delete a single remote:

1. Make sure the display shows the standby screen.
2. Press ☰.
3. Key in your access code (or present a tag).
4. Press ▼ until you see:.
5. Press ✓.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
System Config >
```

```
SYSTEM CONFIG
Facilities On/Off >
```


6. Press ▼ until the display shows:

```
SYSTEM CONFIG
Remotes >
```

7. Press ✓.

```
REMOTE
Edit >
```

8. Press ▼ until the display shows:

```
REMOTE
Delete >
```

9. Press ✓.

The display shows:

```
DELETE REMOTE
Press Remote button
```

10. EITHER

a) Press the button of the remote you wish to delete:
OR (if you do not have the remote to hand.)

```
DELETE REMOTE
Delete
```

a) Press ✓.

The bottom line of the display shows the first in a list of the known devices.

```
DELETE REMOTE
RM01:User 01
```

b) Press ▼ until the bottom line of the display shows the remote you wish to delete.

```
DELETE REMOTE
RM02:User 02
```

c) Press ✓.

```
DELETE REMOTE
Delete
```

11. Press ✓.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
Remote Deleted
```

The control unit deletes the remote from its memory. The remote can no longer be used on the system.

```
followed by:
REMOTE
Delete >
```

12. Repeat steps 9 to 11 if you wish to delete any other remotes.

13. Press ✕ repeatedly to leave the menu.

The control unit will let you delete all remote controls in one operation. Think carefully before you use this feature.

To delete all remotes:

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **⋮**.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **▼** until you see:.

```
MENU
System Config >
```

5. Press **✓**.

```
SYSTEM CONFIG
Facilities On/Off >
```

6. Press **▼** until the display shows:

```
SYSTEM CONFIG
Remotes >
```

7. Press **✓**.

```
REMOTE
Edit >
```

8. Press **▼** until the display shows:

```
REMOTE
Delete All >
```

9. Press **✓**.

The display shows:

(Press **✗** if you decide you do NOT want to delete all remotes.)

```
DEL ALL REMOTES
Are you sure?
```

10. Press **✓**.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
All Remotes
Deleted
```

```
followed by
SYSTEM CONFIG
Remotes >
```

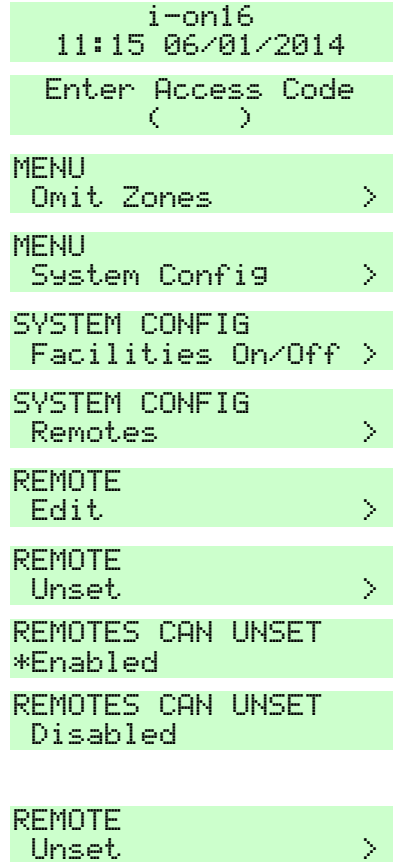
11. Press **✗** repeatedly to leave the menu.

To register remote controls with users once again enter the Menu and select *Users - Edit User* (see page 40).

Preventing Any Remote From Unsetting the System

You may wish to prevent any remote from unsetting your alarm system. You can do this as follows:

1. Make sure the display shows the standby screen.
2. Press **⋮**.
3. Key in your access code (or present a tag).
4. Press **▼** until you see:.
5. Press **✓**.
6. Press **▼** until the display shows:
7. Press **✓**.
8. Press **▼** until the display shows:
9. Press **✓**.
The display shows:
10. Press **▲** or **▼** until the display shows:
11. Press **✓**
The keypad gives a double “beep” confirmation tone. The keypad display shows:
12. Press **✕** repeatedly to leave the menu.



Once you have carried out this process, then although remote controls can set the system, none of them can unset the system. To allow remote controls to unset the system repeat steps 1 to 12, but select “enabled” at step 10.

Allowing Fob-2W-4B/727r to start a HUA

You may wish to allow a user to start a Hold Up Alarm from a 727r remote control or a FOB-2W-4B two-way fob. The Installer must first program the control unit to allow this (note that doing so will mean that the system no longer complies with BS8243 or DD243). Once the Installer has enabled the feature, you can enable the remote control or FOB-2W-4B as follows:

1. Make sure the display shows the standby screen.
2. Press **:☰**.
3. Key in your access code (or present a tag).
4. Press **▼** until you see:.
5. Press **✓**.
6. Press **▼** until the display shows:
7. Press **✓**.
8. Press **▼** until the display shows:
9. Press **✓**.
The display shows:
10. Press **▲** or **▼** until the display shows:
11. Press **✓**.
The keypad gives a double “beep” confirmation tone. The keypad display shows:
12. Press **✕** repeatedly to leave the menu.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
System Config >
```

```
SYSTEM CONFIG
Facilities On/Off >
```

```
SYSTEM CONFIG
Remotes >
```

```
REMOTE
Edit >
```

```
REMOTE
HUA Function >
```

```
HUA FUNCTION
*Disabled
```

```
HUA FUNCTION
Enabled
```











```
REMOTE
PA Function >
```

Once you have carried out this process, then a user with a Fob-2W-4B can start a HUA by pressing any two diagonally opposite buttons on their fob at the same time.

Redirecting Speech Messages

Note: This option is available only if you have the a speech dialler module fitted inside the control unit and it has been programmed by the installer. You can use the About menu to check if you have a communication module fitted, see page 82.

If you need to re-direct speech messages to new telephone numbers then:

1. Make sure the display shows the standby screen.
 2. Press .
 3. Key in your access code (or present a tag).
 4. Press  until you see:.
 5. Press .
 6. Press  until the display shows:
 7. Press .
 8. Press  until the display shows the telephone number that you wish to change, for example:
 9. Press .
 10. Key in the new phone number.
- If necessary, press  to move the cursor left, or  to move the cursor to the right. Press  to remove digits to the left of the cursor.

```
i-on16
11:15 06/01/2014
```

```
Enter Access Code
( )
```

```
MENU
Omit Zones >
```

```
MENU
System Config >
```

```
SYSTEM CONFIG
Facilities On/Off >
```

```
SYSTEM CONFIG
Speech Phone Book >
```

```
PHONE BOOK
Tel No 1 >
```

```
PHONE BOOK
Tel No 2 >
```

```
TELEPHONE NUMBER 2
12345678
```

```
TELEPHONE NUMBER 2
87654321
```

- 11. Press ✓ to store the changes you have made.

The display now shows the current name of the telephone number.

```
TELEPHONE NAME 2  
Tel No 02
```

- 12. If necessary, key in a new name for the telephone number, for example:
(See page 32 for instructions on how to key in text.)

```
TELEPHONE NAME 2  
Office_
```

- 13. Press ✓ to store the changes you have made.

The keypad gives a double “beep” confirmation tone. The keypad display shows:

```
PHONE BOOK  
Office >
```

- 14. Press ✕ repeatedly to leave the menu.

```
i-on16  
11:15 06/01/2014
```

Turning Outputs On/Off

You can operate the outputs from the keypad, as well as by using a remote control (provided the installer has assigned some outputs to you). To operate an output:

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **⋮**.

```
Enter Access Code
( )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **▼** until you see:.

```
MENU
Outputs On/Off >
```

5. Press **✓**.

The display shows the first in a list of the outputs that are available to you.

Note that the outputs may be programmed with a name, for example "PORCH LIGHT".

```
RADIO OUTPUT 2
Radio Output 2 Off
```

6. Press **▼** until the display shows the output you wish to operate:

```
RADIO OUTPUT 2
PORCH LIGHT Off
```

7. Press **▶** to change the state of the output.

The keypad gives a double "beep" confirmation tone. The keypad display shows:

```
RADIO OUTPUT 2
PORCH LIGHT On
```

Note: Outputs connected to radio output modules may take several seconds to change state.

9. Press **✓**.

The display returns to the "Outputs On/Off" menu, and the control unit operates the selected output.

```
MENU
Outputs On/Off >
```

What System Have I Got?

There may be times, when your installer is helping you with a problem over the phone, that they ask you what system you have and what software version it is running. You can find this information as follows.

1. Make sure the display shows the standby screen.

```
i-on16
11:15 06/01/2014
```

2. Press **:☰**.

```
Enter Access Code
(    )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```

4. Press **▲** until you see:

```
MENU
About >
```

5. Press **✓**.

The bottom line of the display shows the first item in a list of options that show information about your system.

```
About
Panel >
```

6. Press **✓**.

The bottom line of the display shows your control unit type and its software revision.

```
ABOUT PANEL
i-on16 v4.00.00
```

7. Press **✕** repeatedly to leave the menu.

```
i-on16
11:15 06/01/2014
```

Seeing Which Communications Module Is Currently Installed:

1. Make sure the system is idle.

```
i-on16
11:15 06/01/2014
```

2. Press **:☰**.

```
Enter Access Code
(    )
```

3. Key in your access code (or present a tag).

```
MENU
Omit Zones >
```


4. Press ▲ until you see:

```
MENU  
About >
```

5. Press ✓.

```
ABOUT  
Panel >
```

6. Press ▼. until the display shows:

```
ABOUT  
Comms >
```

7. Press ✓.

The bottom line of the display shows the module type currently fitted (or the word "None" if no module is fitted).

```
ABOUT COMMS  
Module: i-SD01 >
```

8. Press ✕ repeatedly to leave the menu.

```
i-on16  
11:15 06/01/2014
```

List of Menu Options

Item	Page
Omit Zones	32
Users	37
Add User	45
Edit User	34
(for each user:)	
Name	35
Type (not U01)	35
Code	34
Prox Tag	38
Remote	40
Hold Up Alarm	42
Delete User	47
View Log	48
Test	49
Siren & Sounders	49
Wired Keypad	52
Walk test	53
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User Hold Up Alarms	58
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System Config	62
Facilities On/Off	
Chime	62
Set Date & Time	63
Speech Phone Book	79
Edit Outputs	64
Remotes	69
Outputs On/Off	81
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Alarm Functions At a Glance

Navigation:
up, down, left, right

X NO
✓ OK

Display shows:
Time and date when system off (unset).
First zone to alarm after alarm
Read log here.

Glowing = On (set)
Off = Off (unset)
Flashing = Part Set
(part setting systems only)

Key in access code here

Key in access code here

Hold prox tag near face of keypad.

HUA/PA keys

Setting and Unsetting

IN ORDER TO:	DO THIS:	THE SYSTEM WILL:
Turn the system on:	EITHER: Key in ACCESS CODE and press ✓ OR present tag. Then leave the premises and close door.	Start the exit tone. Stop exit tone and turn on.
Turn the system off:	Open entry door, go to keypad. At the keypad EITHER: key in ACCESS CODE OR: present tag.	Start entry tone. Stop entry tone and turn off.
Turn on part of the system:	EITHER: Key in ACCESS CODE OR present tag. Then press ▲ or ▼. followed by ✓.	System turns on part of the system you selected.

For more information see page 19 .

After an Alarm

IN ORDER TO:	DO THIS:	THE SYSTEM WILL:
Switch off siren:	EITHER: Key in ACCESS CODE OR present tag.	Stop the siren. The keypad display shows the first zone to alarm.
Reset the system:	Press ✓.	Keypad display shows time and date.
Read the log:	Press ≡ + ACCESS CODE (or tag) + 3 + ✓.	Keypad display shows most recent event.
	Press ▼.	Keypad display shows older events.
	Press ▲.	Keypad display shows newer events.

For more information see page 14 .

To Start a HUA from the Keypad

Press both the HUA keys at the same time.

