

# CONCEPT *IQ*



## USER'S MANUAL



# System Details

**CUSTOMER:** .....

PHONE: ..... FAX: .....

**INSTALLED BY:** .....

PHONE: ..... FAX: .....

**MAINTENANCE & SERVICE:** .....

PHONE: ..... FAX: .....

**MONITORED BY:** .....

PHONE: ..... FAX: .....

**AREAS:** 1 ..... 2 .....

3 ..... 4 .....

**ZONES:** 1 ..... 2 .....

3 ..... 4 .....

5 ..... 6 .....

7 ..... 8 .....

9 ..... 10 .....

11 ..... 12 .....

13 ..... 14 .....

15 ..... 16 .....

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# 1. Introduction

## 1.1 SYSTEM OVERVIEW

### Your CONCEPT IQ System.

Thank you for purchasing this CONCEPT product.

Your CONCEPT IQ System is part of a product family that has been protecting people and property, controlling personnel access and automating building functions in an enormous variety of premises and industrial sites for over 12 years.

In designing the CONCEPT IQ, Inner Range has used its extensive experience to produce a very affordable alarm system that offers a comprehensive suite of operations and functions particularly suited to domestic and small commercial premises.

In addition to this, the Operator interfaces (The LED Terminal, Wireless Remote Key, etc.) and operational procedures have been designed to be simple to use, without compromising the power and flexibility of the system.

### Basic Operation.

Security monitoring in your system is provided by different types of detectors connected into **Zone Inputs**. These are individually programmed to define the requirements for Alarm Processing, Reporting, Siren activation and Testing, etc.

**System Inputs** monitor Faults and System Alarms such as Power Problems, Tampering, Communication Problems, Fuses and Keypad Emergency Alarms (Panic, Fire, Medical & Duress). The Installer must enable the Inputs, Siren and Reporting options for each System Input as required.

**Areas.** The system can be configured in Single or Multi Area Mode according to the site requirements. Up to 4 Areas are available and each Area can be Armed in "AWAY" or "HOME" modes. Zone Inputs are assigned to one or more Areas and become active when an Area that they area assigned to, is Armed (turned On). Zone Inputs can also be configured as "24 Hour" Zones that are always active. (e.g. For Fire, Panic & Duress alarms)

Up to 4 LED Terminals can be configured for Multi-Area mode or assigned to a Single Area.

The Siren has a programmable timer and can generate 4 different siren tones for Burglary, Fire, Medical & Panic alarms. System Alarms are differentiated from Zone Alarms by a pulsing siren tone. A **Strobe output** is provided and additional **Auxiliary outputs** can be configured to indicate different types of alarms or system status, provide additional warning of Entry, Exit & Auto-Arm timers, Automatically turn lighting and other appliances on and off, etc.

**System reporting** can be via "Contact ID" reporting individual alarms to a Monitoring Station; Or "Domestic" dialer reporting to a nominated telephone. Primary and Secondary telephone numbers, Telephone line monitoring and Test reporting options provide for a higher level of system integrity.

**Remote Control** operations can be performed via a telephone when the optional DTMF Card is fitted, and the system can also provide **automation** functions via the 4 TimeZones. These can be used to turn Auxiliaries On and/or Off and to control Areas. The TimeZones include provision for up to 10 Holiday dates and automatic Daylight Saving adjustment is also catered for.

## 1.2 TYPES OF USERS

The system has 2 special Users and 45 normal Users. The system can be configured for 4 digit or 6 digit PIN codes depending on the requirements of the site. The normal Users can each be assigned a "User Type" and their "User Areas" to define the items that they can control and the operations that they can perform.

### Installer - User 1:

The Installer can perform all Installer operations, and all Master operations.

### Master User - User 2:

The Master User can perform all the Master operations and has access to all Areas.

The Master operations include; Edit Users, View history, Walk test Zones, Set Real-time clock, Siren/Strobe/Auxiliary Testing, Fault Analysis, View Software Version, Test Battery and Door Bell Enable/Disable.

The Master User can also perform all User operations. (This includes Arming / Dis-arming the system, Isolating zones and Acknowledging alarms.)

The Master User automatically has permission to control all the Areas, Zones and Auxiliary outputs in the system.

Any normal User can also be programmed as a Master User if required. In a multi-area system, a normal User programmed as a Master User can only add a new User or edit existing Users who can access a subset of their own Area list.

### Normal Users - User 3 to User 47:

Normal Users can perform a variety of operations such as Arming / Dis-arming , Isolating zones and Acknowledging alarms with various levels of functionality as defined by the User's "User Type".

### DURESS Codes:

Each User in the system has their own unique "Duress" PIN Code. Your Duress PIN Code is the same as your normal PIN Code except that the value of the last digit is increased by 1.

Only the last digit is changed, all other digits of the PIN Code remain the same as the normal PIN. e.g. If PIN is 3456: 3457 is the Duress Code. If PIN is 3459: 3450 is Duress code.

If PIN is 123456: 123457 is the Duress Code.

## 1.3 DEFAULT USERS:

User 1.	The Installer.
User 2.	The Master User. Factory Default PIN code = 0123 or 012345. <i>See below.</i>
User 3 - User 47.	General Users who can be programmed as Master Users.
User 48.	Reserved for system functions (e.g. Reporting Auto-arming etc.)

The Default Master PIN Code is 0123 if the system is programmed for 4 Digit PIN Codes, or 012345 if the system is programmed for 6 Digit PIN Codes.

This Code should be changed as soon as possible. Ensure that a new Master PIN code is chosen that is secure, but will not be forgotten.

## 2. The LED Terminal

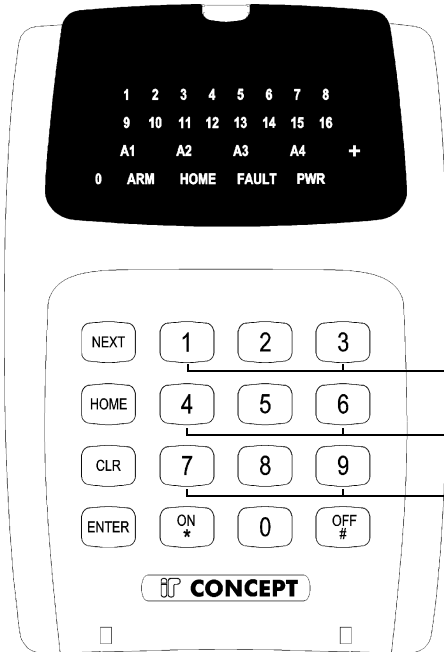
### 2.1 SPECIAL KEY FUNCTIONS

**NEXT** -Select a Master User operation (Enter PIN code, press <NEXT> then the Address number).

**HOME** -Used to Arm the system, or an individual Area, in Home Mode.

Master User:

-Clear the data already entered if you have made a mistake.



**CLR** -Logoff the Terminal. (Exit the current Mode of operation)

**ENTER** -Selects the specified programming Address. (After PIN Code and the Address number have been entered)  
-Saves the data entered in a programming Address.

**PANIC.** Keys 1 & 3 pressed simultaneously.

**FIRE.** Keys 4 & 6 pressed simultaneously.

**MEDICAL.** Keys 7 & 9 pressed simultaneously.

**AUTO-LOGOFF:** The Terminal will automatically logoff the operator if there is no keypad activity detected for 30 seconds.

### 2.2 BEEPER INDICATIONS.

2 or 3 Short Beeps:

A User, Master or Installer function was successful.

1 Long Beep:

A User, Master or Installer function has been unsuccessful.

Continuous Short Beeps\*:

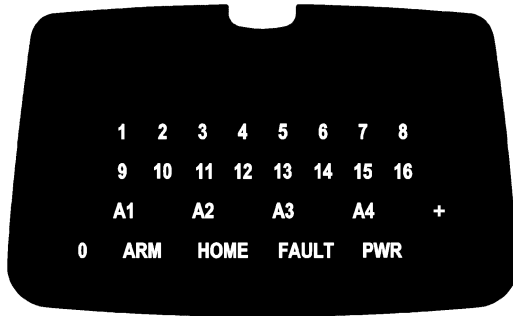
Entry Delay Timer, Exit Delay Timer or Auto-arm Warning.

**\*NOTE:**

**Single Area systems.** Any Terminals in the system will beep in response to Exit delay, Entry delay or Auto-arm warnings.

**Multi-Area systems.** Only Terminals associated with a particular Area will beep in response to that Area's warning functions. **IMPORTANT NOTE:** Multi-Area Terminals will beep on all Area warning functions.

2.3 LAMP INDICATIONS.



Lamp	ON	OFF	FLASHING
<b>ZONE Lamps 1 to 16</b>	When the Zone is Unsealed. (If the "Zone Activity" option has been enabled)	When the Zone is Sealed.	<u>FAST:</u> * When there has been an Alarm or Tamper/Fault on the Zone. <u>SLOW:</u> * When the Zone has been Isolated.
<b>AREA Lamps A1, A2, A3, A4</b>	Area is Armed. (Multi-Area mode only)	Area is Dis-armed.	<b>Note: Multi-Area mode only.</b> <u>FAST:</u> * There has been an Alarm in the Area. <u>SLOW:</u> * Area Armed in Home Mode.
<b>ARM</b>	Area/s are Armed in normal mode.	System not Armed in normal mode.	There has been an alarm in an Area armed in normal mode.
<b>HOME</b>	Area/s are Armed in home mode.	System not Armed in home mode.	There has been an alarm in an Area armed in home mode.
<b>FAULT ^</b>	A system input is currently in alarm.	No system inputs are in alarm.	<u>SLOW:</u> When a System Input has been Isolated.
<b>PWR</b>	AC mains OK	AC mains problem.	-
<b>ARM &amp; HOME</b>	-	-	System is in "Master Operations" mode. i.e. NEXT functions.
<b>ARM, HOME &amp; FAULT.</b>	-	-	System is in "User Programming" mode.
<b>0</b>	Used to display some values in programming mode.		

NOTES:

^ See "Fault Analysis Lamps" in Chapter 3.13 or the "System Inputs Table" on page 31.

\* Alarm indication takes priority over Isolate or other indication

## 3. User Operations

### 3.1 QUICK ARMING. *(If enabled in your system)*

- SINGLE AREA SYSTEM: Enter Area number; **1** , **ON \*** to Arm the system.  
 Enter Area number; **1** , **HOME** to Arm the system in Home Mode.
- MULTI-AREA SYSTEM: Enter Area number; **'n'** , **ON \*** to Arm the system.  
 Enter Area number; **'n'** , **HOME** to Arm the system in Home Mode.

NOTE: If the Terminal is in Single Area Mode, only the Associated Area can be Armed.

### 3.2 ARMING / DISARMING A SINGLE-AREA SYSTEM.

#### Arming with PIN code (If enabled in your system)

- Enter PIN; **'n'** **'n'** **'n'** **'n'** ... , **ON \*** to Arm the system.  
 Enter PIN; **'n'** **'n'** **'n'** **'n'** ... , **HOME** to Arm the system in Home Mode.

#### Disarming the system

- Enter PIN; **'n'** **'n'** **'n'** **'n'** ... , **OFF #** to Dis-arm the system.

### 3.3 ARMING / DIS-ARMING AREAS IN A MULTI-AREA SYSTEM.

Each LED keypad can be configured for Single-Area Mode or Multi-Area Mode.  
 The Lamps A1, A2, A3 & A4 show when each Area is Armed.

#### Arming the system.

Enter PIN; **'n'** **'n'** **'n'** **'n'** ... , **ON \***  
**OR**  
**HOME**

#### Single Area Mode

Arms Area assigned  
 to the Terminal.

#### Multi-Area Mode

Arms all Areas in the  
 User's Area List.

Enter PIN; **'n'** **'n'** **'n'** **'n'** ... , **0** , **ON \***  
**OR**  
**HOME**

Arms all Areas in the  
 User's Area List.

-

#### Dis-arming the system.

Enter PIN; **'n'** **'n'** **'n'** **'n'** ... , **OFF #**

Dis-arms Area assigned  
 to the Terminal.

Dis-arms all Areas in  
 the User's Area List.

Enter PIN; **'n'** **'n'** **'n'** **'n'** ... , **0** , **OFF #**

Arms all Areas in the  
 User's Area List.

-





### **3.4 ARMING / DIS-ARMING INDIVIDUAL AREAS IN A MULTI-AREA SYSTEM.**


The LED keypad allows the User to Arm and Dis-arm individual Areas in a Multi-Area system. The Lamps A1 A2 A3 A4 show when each area is armed.

The procedure for Arming an individual Area is the same for Multi-Area and Single-Area mode. The Area selected must be in the User's Area list.

#### Arming the system.

Enter PIN; [ 'n' ] [ 'n' ] [ 'n' ] [ 'n' ] ... , Area number [ 'n' ] , then  OR 

#### Dis-arming the system.

Enter PIN; [ 'n' ] [ 'n' ] [ 'n' ] [ 'n' ] ... , Area number [ 'n' ] , then 

### **3.5 IF THE SELECTED AREA/S WILL NOT ARM**

#### Unsealed Zones.

An Area cannot normally be Armed unless all the Zones assigned to the Area are Sealed.

If you perform an Arming operation and the Terminal sounds a Long Beep and the ARM or HOME Lamp does not come on, it is probably because one or more Zones in the Area/s are unsealed.

You should check that all Zones in the Area/s are Sealed, or you may need to Isolate Zones that cannot be sealed, before attempting the Arming operation again.

#### NOTE: Force Arming.

Your system may have the "Force Arming" function enabled. (*Consult the Installer if you are unsure*) Force Arming allows an Area to be Armed, by following the normal Arming procedure, when there is one or more un-sealed Zones in the Area.

This may be necessary when a Zone needs to remain un-sealed (e.g. A window), or is faulty.


#### **CAUTION:**

If the "Auto-Isolate" function is not enabled in your system, the un-sealed Zone/s will go into alarm. If "Auto-Isolate" is enabled in your system, the un-sealed Zone/s will automatically be isolated.

### **3.6 ALARM DISPLAY AFTER DISARMING**

Your system may have the "Alarm Display after Disarming" option enabled. (*Consult the Installer if you are unsure*)

If this option is enabled and you Disarm an Area after an alarm has occurred in the Area, the Terminal will automatically display the alarms by Fast Flashing on the Zone Lamps.

When you have noted the Zones that had an alarm, press  to exit to the normal display.

**3.7 ISOLATING (BYPASSING):****ZONE INPUTS**  
**SYSTEM INPUTS****NEXT 21**  
**NEXT 22**

Enter the Isolate mode. (NEXT 21 for Zone Inputs OR NEXT 22 for System Inputs)

Enter PIN; [n] [n] [n] [n]... , then [NEXT] , [2] , [1] OR [NEXT] , [2] , [2]

The <ARM> and <HOME> Lamps will flash together.

The Zone Lamps will indicate the Inputs that are Isolated.

Isolate / De-Isolate Zone Inputs or System Inputs.

Enter the Zone Input or System Input number; [n] [n]... (One or Two digits), then [ENTER].

To Isolate or De-Isolate more Inputs, simply repeat this step for each Input.

System Input numbers are listed in the "TABLES" section at the rear of this manual.

An Isolated Zone Input is De-Isolated by following the same procedure.

When the Input is De-isolated, the Zone Lamp will be turned Off.

Exit the Isolate Zone mode.

Press [CLR]

While any Zone Input is Isolated, the relevant <Zone Lamp> will flash slowly.

While any System Input is Isolated the <FAULT> Lamp will flash slowly.

**3.8 EMERGENCY ALARM ACTIVATION. -PANIC, FIRE AND MEDICAL ALARMS.**

Depending on the configuration of the Emergency Alarm options, each different Emergency alarm can activate the Siren and/or the Dialer communications.

Consult with the Installer to determine how each Emergency Alarm will operate.

The Emergency Alarms are activated by pressing two specific keys on the Terminal keypad simultaneously.

PANIC [1] and [3] keys pressed at the same time.

FIRE [4] and [6] keys pressed at the same time.

MEDICAL [7] and [9] keys pressed at the same time.

Emergency Alarms are cleared by Entering PIN; [n] [n] [n] [n]... , then [OFF] .  
or by Disarming the system.

### **3.9 PIN CODE DURESS ALARM ACTIVATION.**

If enabled in your system, this function allows the User to activate the PIN Code Duress alarm while performing any normal LED Terminal operations.

When activated, the system sends a silent Duress report to the Central Monitoring Station. No local indication is provided. *See additional notes on Page 5.*

To activate the PIN Code Duress alarm.

Simply enter your PIN code at an LED Terminal in the normal manner, but increase the last digit of your PIN by a value of 1. NOTE: If the last digit is a 9, then it becomes 0.

e.g. If your PIN code is 3456 then enter 3457. If your PIN code is 3579, enter 3570.

### **3.10 SMOKE DETECTOR RESET.**

Smoke Detectors connected to your system may be of the “Latching” type. These smoke detectors need to be reset after they have been triggered into alarm.

Enter PIN;     ... , then press  .

This operation instructs the Control Module to activate the Smoke Detector Reset Auxiliary, to perform the reset function on any latching smoke detectors. The Auxiliary will automatically turn off after a time period (usually only a couple of seconds) programmed by the installer.

Consult your installer to ascertain whether your system requires use of this operation.

### **3.11 DAY ALARM ON / OFF.**

### **NEXT 11**

This operation toggles the Day Alarm Function On and Off. No PIN Code is required.

Press  ,  ,  .

If the Day Alarm is currently Enabled, then this operation will Disable it and one long beep will sound to confirm that it has been Disabled.

If the Day Alarm has been Disabled, this operation will re-enable it and three short beeps will sound to confirm that the Day Alarm is now Enabled.

NOTE: If Disabling, if the Day Alarm output is currently On, it will turn Off.

If Enabling, the Day Alarm will turn On for the programmed timer period.

**3.12 VIEW ALARM HISTORY.****NEXT 12**

1. Enter the View Alarm History Mode.

Press  ,  ,  .

Any Zone Inputs that had an alarm during the last Armed period will be displayed on the Zone Lamps. Press  to exit.

**3.13 VIEW FAULT HISTORY.****NEXT 13**

1. Enter the View Fault History Mode.

If the <FAULT> Lamp is On, or has been On, and you wish to view the cause of the Fault:

Press  ,  ,  .

Any System Inputs that have had an alarm during the last five Armed periods will be displayed on the Zone Lamps in the following manner: Zone Lamp Flashing: System Input currently in alarm.  
Zone Lamp On: System Input has had an alarm.

Press  to exit.

**FAULT ANALYSIS LAMPS**

LAMP		EXPLANATION / ACTION
1	AC Fail.	AC Mains power to the system has been interrupted and the system is operating on backup battery power. Check that the AC supply for the system is present and is turned on. If you cannot rectify the problem, call for service.
2	Low battery.	Battery voltage is too low to provide backup power if AC fails. Call for service.
3	Cabinet Tamper.	Interference with the equipment cabinet. Call for service.
4	Siren monitor.	Siren speaker is disconnected. Call for service.
5	PWR fuse.	Power fuse is blown. Call for service.
6	Battery fuse.	Backup Battery fuse is blown. Call for service.
7	Comms fail.	System has failed to report. Call for service.
8	System reset.	All power to the system has been interrupted. Enter: PIN Code, <OFF> on the Terminal keypad to Clear. You should reset the Time and Date. (NEXT 33) See page 24.
9	Keypad lockout.	5 Invalid PIN codes in a row have been attempted. You must now wait for the Keypad Lockout time to expire.
10	Zone self test fail.	View the Zone Self Test History, NEXT 14.
11	Keypad Medical.	Keypad Medical Alarm (7 & 9) has been activated.
12	Keypad Panic.	Keypad Panic Alarm (1 & 3) has been activated.
13	Keypad Duress.	A Duress PIN code has been entered on a Terminal keypad.
14	Keypad Fire.	Keypad Medical Alarm (4 & 6) has been activated.

**3.14 VIEW ZONE SELF TEST HISTORY.****NEXT 14****1. Enter the Zone Self Test Display Mode.**

If a Zone Input fails the Zone Self Test, the <FAULT> Lamp will be displayed on the Terminal. "View Fault History Mode" (NEXT 13) will also display the "Zone Self Test fail" Lamp (Zone 10).

To view the Zone or Zones that have failed the Zone Self Test, Press  ,  ,  .

**2. Note the details of any Zones that have failed the Zone Self Test.**

The Zone 1 to Zone 16 Lamps will indicate any Zones that have failed the Zone Self Test so that appropriate action may be taken. e.g. A detector fault may need to be rectified by the Installer.

Press  to exit.

**3.15 DISPLAY FIRMWARE VERSION.****NEXT 15**

Occasionally, the Installer may ask you to check the Version of the Firmware installed in your Concept IQ Controller. e.g. If you have asked the Installer to enable additional features or functions in your system and the Installer is not on-site.

**1. Enter the "Display Firmware Version" Mode.**

Press  ,  ,  .

The 4 digits of the current Controller Firmware Version will be displayed sequentially on the Zone Lamps.

e.g. The Sequence; 2, 0, 3, 3 would indicate Version 2.033.

# Master User Operations

## 4.0 ACCESSING THE OPERATIONAL MODES.

The Default Master Code is 0123. (Or 012345 if system is configured for 6 Digit PIN codes)  
 This Code should be changed as soon as possible after installation.  
 When choosing a new Master Code, ensure that a PIN code is chosen that will not be forgotten, while still providing security against unauthorised access.

Master User Operations require the User to Access a number of different Operational Modes. This is done by entering a valid Master PIN code, then pressing the <NEXT> key before selecting the 2-digit Mode number. (3 digits required for User Programming)  
 e.g.

Enter PIN;     ... , then  , then the Mode number;  ,  ...

This key sequence must be used to access all Operational Modes described in this section.

### Master Operations Mode Indication.

The <ARM> and <HOME> Lamps will flash together to indicate that the system is in a Master User Operational Mode.

The <ARM> , <HOME> and <FAULT> Lamps will flash together to indicate that the system is in User Programming Mode.

### Exiting the Master User Operations.

Press  to exit any of the Master Operations.

4.1	Adding or Changing Users. ....	NEXT 4xx
4.2	Deleting Users. ....	NEXT 4xx
4.3	Zone Walk Test Mode. ....	NEXT 23
4.4	Siren and Auxiliary Control and Test mode. ....	NEXT 24
4.5	Test Transmission. (Test report) ....	NEXT 25
4.6	Battery Test. ....	NEXT 26
4.7	Answer Phone ....	NEXT 27
4.8	View or Edit the Primary and Secondary Telephone numbers. ....	NEXT 31
4.9	View or Edit the Call Divert Telephone numbers. ....	NEXT 32
4.10	View or Set the Time and Date. ....	NEXT 33

**4.1 ADDING OR CHANGING USERS.**

**NEXT 4xx**

1. Logon.

Enter your PIN code; [n] [n] [n] [n]...

2. Select the first User number to be added or changed.

Press [NEXT], [4], [n], [n]. Where [n] [n] is the User number (User 02 to User 47).

The <A1> Lamp will flash to indicate the system is ready for the PIN Code or optional Wireless Remote Key/Access Card entry.

If a PIN code is already programmed for this User, the corresponding number of Zone Lamps (4 or 6) will be flashing.

3. Enrol the User's Wireless Remote Key. (Optional)

Present the Card at any Access Reader in the system within 30 seconds of selecting the User number.

Three short beeps will sound to confirm that the Keyfob/Card has been enrolled and assigned to the selected User.

If the Keyfob/Card is already assigned to another User, or is not recognised by the system, one long beep will sound to indicate a problem.

4. Enter the new PIN Code.

A Zone Lamp (1 to 4, OR 1 to 6) will Fast flash to indicate which digit of the PIN code is to be entered.

If the Zone Lamp flashes Slowly, it indicates that a PIN Code is already programmed for this User. If you enter a new PIN number it will replace the existing PIN number.

As each digit is entered, a chirp will sound to indicate that the entry is accepted, and the next Zone Lamp will now Fast flash for the next digit to be entered.

Enter the new PIN number [n] [n] [n] [n]... (4 or 6 digits), then press [ENTER]

When complete: Three short beeps will sound to confirm the new PIN no. has been programmed. If the PIN is rejected, one long beep will sound to indicate a problem.

5. Assign or Change the User Area or Areas. (Only required if you have a Multi-Area System)

The <A2> Lamp will flash to indicate the system is ready for the Area assignment entry.

The corresponding Zone Lamps (1 to 4) will indicate the Area/s selected.

**ADD / DELETE USERS**

Press the Area number  for each Area that is to be Assigned or Un-assigned to this User.

OPTIONS: 0 All Areas De-selected.  
 1 General Area (Single Area Mode) or Area 1 (Multi-Area Mode) selected.  
 2 Area 2 selected  
 3 Area 3 selected  
 4 Area 4 selected

When the required Areas have been Selected and/or De-selected, press .

e.g. If Area 1 and Area 3 are to be assigned to the User; (And no Areas are currently assigned)  
 Press 1, 3, <ENTER>.

3 beeps will sound to confirm the new Area assignment data has been programmed.

### 6. Assign the User Type.

The <A3> Lamp will flash to indicate the system is ready for User Type selection.

The corresponding Zone Lamp (0 to 7) will indicate the User Type selected.

Select the new User Type number .

USER TYPE: 0	Arm only	Can only Arm the system.
1	Patrol	Can Arm / Can Disarm only after an alarm.
2	Arm/Dis-arm	Can Arm and Dis-arm the system.
3	Defer Arm Only	Can only perform Timed Disarm.
4	User Auxiliary A	Can only Toggle User Auxiliary A On and Off.
5	User Auxiliary B	Can only Toggle User Auxiliary B On and Off.
6	Arm/Dis-arm/Isolate	Can Arm/Dis-arm the system and Isolate Zones.
7	Master	Can perform all operations above & Master User Operations.

3 very short beeps will sound to indicate that the entry is accepted and the new User Type number will be displayed on the Zone Lamps.

To confirm the selection; Press .

A chirp will sound to confirm the new User Type has been programmed and the system will automatically advance to the next User number.

### 7. Add / Change another User or Exit User Programming.

To program or change the next User number simply repeat Steps 3 to 6.

To select another User number to program or change, go back to Step 2.

To exit User Programming; Press .



**4.2 DELETING A USER.**

**NEXT 4xx**

1. Logon.

Enter your PIN code; [n] [n] [n] [n]...

2. Select the first User number to be Deleted.

Press [NEXT], [4], [n], [n]. Where [n] [n] is the User number (User 02 to User 47).

The <A1> Lamp will flash to indicate the system is ready for the PIN Code or Wireless Remote Key/ Access Card entry.

3. Delete the User.

If a PIN code is already programmed for this User, the corresponding number of Zone Lamps (4 or 6) will be flashing.

Zone Lamp 1 will Fast flash to prompt for the first digit of the PIN code.

Press [0] then [ENTER].

Three short beeps will sound to confirm that the PIN code and/or Keyfob/Card data has been deleted and the User Type set to "0".

4. Delete another User or Exit User Programming.

To delete the next User number simply repeat Step 3.

To select another User number to delete, go back to Step 2.

To exit User Programming; Press [CLR].

**ADD / DELETE USERS**

**4.3 ZONE WALK TEST.****NEXT 23****1. Enter the Zone Alarm Walk Test Mode.**

Enter your PIN code;     ..., then press  ,  ,  .

In Alarm Test Mode, any Zone Input in the Terminal's Associated Area that goes into the Alarm (Un-sealed) state will cause:

- The corresponding Zone Lamp to **fast** flash.
- The Siren to sound 2 short bursts.
- The Terminal beeper to emit a short beep.

NOTE: If a Terminal is programmed for Multi-Area Mode in a Multi Area system, all Zone Inputs can be tested from that Terminal.

**2. Exit Walk Test Mode.**

Press  to Exit

NOTE: The system will automatically exit Walk Test Mode when the Walk Test Timer Expires. The Walk Test Timer is set to 30 minutes in the factory, but can be adjusted by the installer.

**4.4 SIREN AND AUXILIARY CONTROL AND TEST MODE.****NEXT 24****1. Enter the Siren and Auxiliary Control and Test Mode.**

Enter your PIN code;     ..., then press  ,  ,  .

The "0" Lamp and the Zone 1 to Zone 10 Lamps will indicate the current state of all Outputs.

**2. Change the State of the Siren or an Auxiliary Output.**

- |         |   |   |
|---------|---|---|
| 0       | = | Siren Speaker Output.   |
| 1       | = | Auxiliary 1 (Typically the Strobe Output - Check with your Installer) |
| 2 to 10 | = | General Purpose Auxiliary Outputs 2 to 10.                            |

Enter the Output number   (1 or 2 digits);  
then Press:  to toggle the state of the output On or Off.

If necessary (e.g. When testing the Output), remember to return the Siren Output or the Auxiliary to it's original state before exiting Auxiliary Control and Test Mode.

**This operation will over-ride any other Auxiliary Control functions in the system.**

e.g. An Auxiliary that is currently On with a timer running will be turned Off and the timer cancelled. Note that Siren, Strobe and Auxiliary operation will depend on how the devices are connected and programmed. If in doubt, consult your Installer.

**4.5 TEST TRANSMISSION.****NEXT 25**

This operation will instruct the Control Module to send a test transmission to a central station or a domestic telephone number.

Enter your PIN code; ... , then press  ,  ,  .

When transmitting to a Central Station in Contact ID format, Event Code 602 is sent.

**4.6 BATTERY TEST.****NEXT 26**

This operation instructs the Control Module to switch off the battery charger for 5 seconds so the battery voltage can be tested.

Enter your PIN code; ... , then press  ,  ,  .

If the battery is OK, the Terminal will beep 3 times at the end of the test period.

If the battery voltage is low, the Terminal will sound one long beep at the end of the test period and you should contact your Installer/Maintenance Technician.

Note that the system can be programmed by the installer to do an automatic battery test every 8 hrs.

**4.7 ANSWER PHONE.****NEXT 27**

This operation will cause the Control Module to answer an incoming telephone line call when connection is required for remote programming.

IMPORTANT NOTE: THIS OPERATION IS ONLY TO BE USED WHEN INSTRUCTED TO DO SO BY THE INSTALLER OR MAINTENANCE TECHNICIAN.

Enter your PIN code; ... , then press  ,  ,  .

**4.8 PROGRAM OR VIEW THE TELEPHONE NUMBERS.****NEXT 31**1. Enter the Telephone Number programming Mode.

Enter your PIN code;     ... , then press  ,  ,  .

The <A1> Lamp will flash to indicate the system is ready for the Primary Telephone Number entry.

2. View the Primary Telephone Number.

If a Primary Telephone Number is already programmed, the digits of the current number will be displayed sequentially via the Zone Lamps and the "0" Lamp. A chirp will sound each time the display steps to the next digit.

When the end of the Telephone number is reached, 3 short beeps will sound to indicate there are no more digits to display.

3. Program the Primary Telephone number.

The display will prompt for each digit to be entered via flashing Zone Lamps.

Enter the new Telephone number      ... (Up to 15 digits), then press  .

The digits are entered according to the following table.

Telephone number digit to program:    0 to 9        \*                #                Pause (4 Second)

Key/s to Press on keypad:                0 to 9        OFF, 1, 0        OFF, 1, 1        OFF, 1, 2

Value displayed on Zone Lamps:        0 to 9        10                11                12

e.g. Telephone number: 1 Pause 1234 5678 is entered by the key sequence:

1, <OFF>, 1, 2, 1, 2, 3, 4, 5, 6, 7, 8, <ENTER>

If a mistake is made while keying in the Telephone number digits, press  to clear all the digits entered and start keying in the number again.

3 beeps will sound to confirm the new Telephone number has been programmed.

If the Telephone number was rejected, one long beep will sound to indicate a problem.

4. View the Secondary Telephone number. (If programmed)

When the Primary Telephone Number has been keyed in and the <ENTER> key is pressed, the system will automatically advance to the Secondary Telephone Number.

The <A2> Lamp will flash to indicate the system is ready for the Secondary Telephone Number entry.

If a Secondary Telephone Number is already programmed, the digits of the current number will be displayed sequentially via the Zone Lamps and the "0" Lamp. A chirp will sound each time the display steps to the next digit.

When the end of the Telephone number is reached, 3 short beeps will sound to indicate there are no more digits to display.

5. Program the Secondary Telephone number. (Optional)

The display will prompt for each digit to be entered via flashing Zone Lamps.

Enter the new Telephone number     ... (Up to 15 digits), then press .

The digits are entered in the same manner as described for the Primary Telephone number.

If a mistake is made while keying in the Telephone number digits, press  to clear all the digits entered and start keying in the number again.

3 beeps will sound to confirm the new Telephone number has been programmed.

If the Telephone number was rejected, one long beep will sound to indicate a problem.

6. View the Primary Telephone number or Exit Telephone Number programming.

When the Secondary Telephone Number has been keyed in and the <ENTER> key is pressed, the system will automatically return to the Primary Telephone Number entry and display the number sequentially as described in Step 2.

To View or Change the Primary Telephone Number return to Step 2.

To Exit Telephone Number programming; Press .

**4.9 PROGRAM OR VIEW THE CALL DIVERT NUMBERS.****NEXT 32**

The Call Divert option enables the Concept IQ system to dial your Call Divert number when the system is fully Armed and dial your Call Un-divert number when the system is Disarmed.

This provides a convenient method of automatically diverting incoming telephone calls to another telephone number (e.g a mobile phone) when the premises is unoccupied.

Your telephone service provider can provide details of the Call Divert/Un-divert numbers for your telephone service. Note that this facility may incur an additional cost on your telephone service.

**1. Enter the Call Divert Telephone Number programming Mode.**

Enter your PIN code;     ..., then press , , .

The <A1> Lamp will flash to indicate the system is ready for the Call Divert Telephone Number entry.

**2. View the Call Divert Telephone Number.**

If a Call Divert Telephone Number is already programmed, the digits of the current number will be displayed sequentially via the Zone Lamps and the "0" Lamp. A chirp will sound each time the display steps to the next digit.

When the end of the Telephone number is reached, 3 short beeps will sound to indicate there are no more digits to display.

**3. Program the Call Divert Telephone number.**

The display will prompt for each digit to be entered via flashing Zone Lamps.

Enter the new Telephone number      ... (Up to 15 digits), then press .

The digits are entered according to the following table.

Telephone number digit to program:    0 to 9        \*                #                Pause (4 Second)

Key/s to Press on keypad:            0 to 9        OFF, 1, 0        OFF, 1, 1        OFF, 1, 2

Value displayed on Zone Lamps:    0 to 9        10                11                12

e.g.    Telephone number: \* 21 1234 5678 # is entered by the key sequence:  
<OFF>, 1, 0,    2, 1,    1, 2, 3, 4, 5, 6, 7, 8,    <OFF>, 1, 1,    <ENTER>

If a mistake is made while keying in the Telephone number digits, press  to clear all the digits entered and start keying in the number again.

3 beeps will sound to confirm the new Telephone number has been programmed.

If the Telephone number was rejected, one long beep will sound to indicate a problem.

4. View the Call Un-Divert Telephone number. (If programmed)

When the Call Divert Telephone Number has been keyed in and the <ENTER> key is pressed, the system will automatically advance to the Call Un-Divert Telephone Number.

The <A2> Lamp will flash to indicate the system is ready for the Call Un-Divert Telephone Number entry.

If a Call Un-Divert Telephone Number is already programmed, the digits of the current number will be displayed sequentially via the Zone Lamps and the "0" Lamp. A chirp will sound each time the display steps to the next digit.

When the end of the Telephone number is reached, 3 short beeps will sound to indicate there are no more digits to display.

5. Program the Call Un-Divert Telephone number.

The display will prompt for each digit to be entered via flashing Zone Lamps.

Enter the new Telephone number     ... (Up to 15 digits), then press .

The digits are entered in the same manner as described for the Call Divert Telephone number.

If a mistake is made while keying in the Telephone number digits, press  to clear all the digits entered and start keying in the number again.

3 beeps will sound to confirm the new Telephone number has been programmed.

If the Telephone number was rejected, one long beep will sound to indicate a problem.

6. View the Call Divert Telephone number or Exit Call Divert Telephone Number programming.

When the Call Un-Divert Telephone Number has been keyed in and the <ENTER> key is pressed, the system will automatically return to the Call Divert Telephone Number entry and display the number sequentially as described in Step 2.

To View or Change the Call Divert Telephone Number return to Step 2.

To Exit Call Divert Telephone Number programming: Press .

**4.10 VIEW OR SET THE TIME AND DATE.****NEXT 33****IMPORTANT NOTES:****System Reset.**

In the event that power is completely removed from the System (i.e. Both the AC input and the Battery are disconnected), when power is restored, the Real-Time Clock will need to be re-programmed to the current Time and Date.

(The built-in Clock does not continue to run when there is no power to the System)

If this occurs, the "FAULT" Lamp on the LED Terminal will be On to indicate a problem.

View the Fault History (NEXT 13) to see which System Input has had an alarm.

If Zone Lamp 8 "System Reset" is On, then the Time and Date should be re-programmed.

To clear the System Reset alarm: Enter PIN; [n] [n] [n] [n]... , then press [OFF #] .

**Daylight Saving.**

Your system may be programmed to perform automatic Daylight Saving adjustment. In this case you will not need to adjust the Time and Date for Daylight Saving. *Consult your Installer for details.*

If automatic Daylight Saving adjustment is not enabled in your system, then you will need to use this function to adjust the system clock at the beginning and end of Daylight Saving.

**TO VIEW AND/OR SET THE TIME AND DATE:****1. Enter the Time and Date Programming Mode.**

Enter your PIN code; [n] [n] [n] [n]... , then press [NEXT] , [3] , [3] .

**2. View the Current Time and Date.**

If no data entry is started within 1 second, the current Time and Date will be displayed via the Zone Lamps and the "0" Lamp in the following sequence:           hh : mm : DD : MM : YY : d

i.e. Hours; Minutes; Day; Month; Year; Day of Week.

A chirp will sound each time the display steps to the next digit.

When the end of the Time and Date sequence is reached, 3 short beeps will sound to indicate there are no more digits to display.



3. Enter the current Time.

The <A1> Lamp will flash to indicate the system is ready for the Time entry.

Enter the Time data:     (4 digits), then

The time is stored in the following order: hh : mm i.e. Hour (00 - 23); Minute (00 - 59).

e.g.	TIME:	DATA STRING:
	1) 07:24 AM	0, 7, 2, 4, <ENTER>
	2) 05:15 PM	1, 7, 1, 5, <ENTER>

4. Enter the current Date.

The <A2> Lamp will flash to indicate the system is ready for the Date entry.

Enter the Date data:       (6 digits), then

The date is stored in the following order: DD : MM : YY ; d  
i.e. Day (01 - 31); Month (01 - 12); Year (00 - 99).

e.g.	DATE:	DATA STRING:
	Monday, June 5, 2002	0, 5, 0, 6, 0, 2, <ENTER>

5. Enter the current Day of the Week.

The <A3> Lamp will flash to indicate the system is ready for the Day-of-the-week entry.

Enter the Day data:  (1 digit), then

Sunday	1	Thursday	5
Monday	2	Friday	6
Tuesday	3	Saturday	7
Wednesday	4		

6. View the Current Time and Date or Exit Time and Date programming.

When the Day-of-the-week has been keyed in and the <ENTER> key is pressed, the system will automatically return to the Time entry.

To View or Change the Time and Date return to Step 2.

To Exit Time and Date programming; Press  .

## 5. Telephone Remote Control

Consult your installer to ascertain whether your system has the optional Telephone Remote Control enabled. (Telephone Remote Control requires the DTMF Card to be fitted to the Control Module)

### TELEPHONE KEY FUNCTIONS:

The following Telephone Keys are used to perform the specified LED Terminal functions:

IMPORTANT NOTE: Use short key presses. If keys are held down they may register as multiple presses.

<*>	Arm
<#>	Disarm / Toggle On/Off
<9>	NEXT

### OPERATION:

Call the system and Logon:      System Telephone Number: .....

- 1) Dial the telephone number of the system from a Touch-tone (DTMF) telephone or Mobile phone.
- 2) When the Control Module answers you will hear a brief tone.
- 3) When the line is quiet, enter your PIN Code on the telephone keypad.
- 4.1) To Arm or Disarm the System:

To Arm:	-All Areas in your Area List.	Press <*>
	-A specific Area. (Multi-Area system only)	Press <Area Number>, <*>

To Disarm:	-All Areas in your Area List.	Press <#>
	-A specific Area.	Press <Area Number>, <#>

e.g. To Arm Area 2.      Press: 2, <\*>.

The Control Module will then reply with a Status message:

- A series of Beeps of the same tone to indicate Area On.
- A series of Beeps of 2 different tones to indicate Area Off.
- A series of Beeps of 8 different tones to indicate the operation could not be performed.

IMPORTANT NOTE: You MUST wait to here the Status message beeps before attempting another command.

4.2) To Control an Auxiliary Output:

- a) Select Auxiliary Control Mode: Press <9>, then 24 (Auxiliary Control & Test Mode)
- b) Toggle the Auxiliary On or Off: Press <Auxiliary Number>, <#>  
e.g. To Turn Auxiliary 3 On. Press: 3, <#>.
- c) Logout of Aux Control Mode: Press <\*>. (If this is not done before hanging up, you must wait at least 30 seconds before calling the system again)

The Control Module will then reply with a Status message:

- A series of Beeps of the same tone to indicate Auxiliary On.
- A series of Beeps of 2 different tones to indicate Auxiliary Off.
- A series of Beeps of 8 different tones to indicate the operation could not be performed.

4.3) To Isolate a Zone Input:

- a) Select Zone Isolate Mode: Press <9>, then 21 (Zone Isolate Mode)
- b) Toggle the Zone Isolated/De-Isolated: Press <Zone Number>, <#>  
e.g. To change the Status of Zone 6. Press: 6, <#>.
- c) Logout of Zone Isolate Mode: Press <\*>. (If this is not done before hanging up, you must wait at least 30 seconds before calling the system again)

The Control Module will then reply with a Status message:

- A series of Beeps of the same tone to indicate Zone Isolated.
- A series of Beeps of 2 different tones to indicate Zone De-Isolated.
- A series of Beeps of 8 different tones to indicate the operation could not be performed.

4.4) To Control User Auxiliary A or B:

- a) At Step 3, simply Key in the User Auxiliary A PIN Code, or the User Auxiliary B PIN Code. This will Toggle the state of the Auxiliary.

The Control Module will then reply with a Status message:

- A series of Beeps of the same tone to indicate Auxiliary On.
- A series of Beeps of 2 different tones to indicate Auxiliary Off.
- A series of Beeps of 8 different tones to indicate the operation could not be performed.

NOTE: There is a 2 minute delay required between dial-in attempts. This enhances protection against unauthorized access into the system. Once you have hung-up the Telephone following a Telephone remote control operation, please wait at least 2 minutes before attempting to connect again.

## 6. Wireless Remote Control

Your system may be equipped with up to six 4-Button, RF Wireless Remote Control KeyFobs.  
(Wireless Remote Control is an optional feature and requires an Inner Range RF Receiver and an Enhanced RF LED Terminal or RF Module to be connected to the system)

### REMOTE CONTROL KEYFOB FUNCTIONS:

The following Remote Control functions are available:

- 1)   ARM and DISARM the Alarm system.  
  OR; ARM & DISARM all the Areas in the User's Area List. (If used in a Multi-Area system)
- 2)   HOME ARM and DISARM the Alarm system.  
  OR; HOME ARM & DISARM all the Areas in the User's Area List. (If used in Multi-Area system)
- 2)   Turn an AUXILIARY OUTPUT On and Off.
- 3)   Activate a PANIC ALARM by pressing the Arm/Disarm keys simultaneously.

You may wish to use the check-boxes above to indicate which of these functions have been enabled in your system by the Installer.

### OPERATION:

#### To ARM or DISARM the System:

To Arm: Press the < • > key. 

To Disarm: Press the < : > key.

The Area status can be checked on an LED Terminal.

#### To HOME ARM the System:

To Home Arm: Press the < 1 > key.

#### To Control the AUXILIARY OUTPUT\*:

To Trigger: Press the < 2 > key.

#### To Activate the PANIC ALARM:

Press the < 1 > and < 2 > keys AT THE SAME TIME.

\* AUXILIARY CONTROL. Consult with your Installer regarding the Auxiliary action required.

**OPERATOR FEEDBACK FOR WIRELESS REMOTE KEY OPERATIONS:**

Your system may be programmed to provide audible and/or visual indication of Arm and Disarm operations performed from a Wireless Remote Key. Consult with your Installer regarding your requirements.

The feedback options available are:

- 1) Bell Squawk: One 200milliSecond squawk in each 1 Second period.
- 2) Strobe Flash: One 1 Second Flash in each 2 Second period.

**1) "Bell Squawk" Feedback.**

A "Bell Squawk" tone on the system Siren or another sounding device can be provided and indicates the Arm and Disarm operations in the following manner:

Arm:	1 Squawk
Disarm:	2 Squawks
Error (Already Armed):	5 Squawks

Note: No indication is provided for Home Arm and Auxiliary control operations.

**2) "Strobe Flash" Feedback.**

A "Strobe Flash" on the system Strobe or another indicating device can be provided and indicates the Arm and Disarm operations in the following manner:

Arm:	1 Flash
Disarm:	2 Flashes
Error (Already Armed):	5 Flashes

Note: No indication is provided for Home Arm and Auxiliary control operations.

## 7. Domestic Dialer reporting

Domestic Dialer reporting enables Area Open/Close and Alarm reports to be sent to a normal Telephone or Mobile Phone. Consult your installer to ascertain whether your system has Domestic dialing enabled, and whether a DTMF Card is fitted on your system.

### IMPORTANT NOTE:

If the system is programmed to report to a Central Monitoring Station, your Installer must enable the "Dual Reporting" option if Domestic dialing is also required.

The way in which Domestic Dialing reports are acknowledged depends on whether or not a DTMF Card is fitted to your system. (A DTMF Card is normally fitted to provide Telephone Remote Control - *See page 26*) See "Acknowledging the report" below for details of the acknowledge methods.

### OPERATION:

#### 1) Receiving the report.

When the report is received by the remote Telephone, the Telephone user will hear:

- Beeps of the same tone to indicate an Area Opening or Closing event.
- Beeps of 2 different tones to indicate an Alarm Event.

#### 2) Acknowledging the report.

##### a) No DTMF Card fitted.

The alarm is acknowledged by the receiving telephone answering the call.

The Telephone User does not have to perform any operation to acknowledge the alarm. Once the alarm signal is heard, the User can simply hang-up the telephone.

### IMPORTANT NOTE:

-Once the receiving telephone has answered the call, the alarm message is regarded as being acknowledged and will not be sent again, regardless of whether a User has heard the alarm signal or not.

-This means that if an Answering Machine, Fax machine or similar device answers the call, the alarm will still be regarded as being acknowledged.

-If this feature is used, care must be exercised in selecting appropriate telephone numbers to ensure that the alarm signal will be heard by an appropriate User.

##### b) DTMF Card fitted.

The alarm is acknowledged by the Telephone User pressing the "#" key on the Telephone keypad during the quiet period between the report tones.

## 8. System Inputs Table

The Table below shows:

- 1) The Input Number that each System Input is mapped to for reporting to a Central Monitoring Station.
- 2) The Zone Lamp that each System Input is mapped to when viewing the "Fault History" (NEXT 13)  
 Zone Lamp Flashing = Currently in Alarm.  
 Zone Lamp On = Has been in alarm in the last 5 Arming periods.
- 3) A description of each type of System Alarm.

SYSTEM ALARM	I/P No.	Zone Lamp	DESCRIPTION
AC Fail	101	1	The AC mains has failed, or has been absent for more than the AC Fail delay time.
Low Battery	102	2	Battery voltage is too low to provide backup power if AC fails.
Cabinet Tamper	103	3	Un-authorized removal of cabinet cover or removal of the cabinet from it's mounting surface.
Siren Monitor Alarm	104	4	The Siren speaker is disconnected from the Control Panel.
LAN Fuse fail	105	5	LAN fuse has blown. Short circuit or over-current condition.
Battery Fuse fail	106	6	Battery fuse has blown. Short circuit or over-current condition.
Comms Fail	107	7	System failed to report.
System Reset	108	8	The system has been powered down and powered up again. Enter: PIN Code, <OFF> to Clear. You should reset the Time and Date.
Keypad Lockout	109	9	System has registered 5 incorrect PIN code attempts in a row and the Keypad is now locked out for a period of time.
Zone Self Test Fail	110	10	One or more Zone Inputs have failed the Zone Self Test.
Keypad Medical Alm	111	11	The Medical Alarm has been activated on a Terminal keypad.
Keypad Panic Alarm	112	12	The Panic Alarm has been activated on a Terminal keypad.
Keypad Duress Alarm	113	13	A Duress PIN code has been entered on a Terminal keypad.
Keypad Fire Alarm	114	14	The Fire Alarm has been activated on a Terminal keypad.
Test Report	120	-	A Test report transmission has been sent.

## NOTES

### DISCLAIMER

1. While every effort has been made to ensure the accuracy of this manual, the manufacturer and/or it's agents assume no responsibility or liability for any errors or omissions.

Due to ongoing development and product improvements, the contents of this manual are subject to change without notice.

2. This manual describes many optional features that may or may not be utilized in a particular system. Optional features generally require additional programming and/or installation of additional hardware. Consult the Installer for details of features and functions available in your system.