

This function is used to record information relating to an individual input.

This information includes:

- The input number.
- The name of the input.
- The input type.
- The method of input reporting to the monitoring company. (For Contact ID reporting formats)
- Areas or Alarm Groups assigned to the input.
- Test option assigned to the input.
- The event flags that the input can activate:
 - a/ With pre-determined functions (YES/NO option)
 - Siren
 - Console Warning (Audible Alert)
 - Camera
 - Secure Alarm Flag (x8)
 - Access Alarm Flag (x3)
 - 24 Hour Alarm Flag
 - b/ With choice of function
 - Selected event number
- Event flag operation option (YES/NO). "Make All Events 24 Hour".
- Print input when unsealed (YES/NO).

INPUT NUMBER

Inputs are numbered between 1 and 256.

Refer to : Numbers - Inputs/DGPs/Relays

The display will show:

Input Database.
Input:

? Enter ~ Enter the number of the input to be programmed and move to the next input database display.

or **Enter** ~ Return to the Installer menu.

INPUT DATABASE

INPUT NAME/DESCRIPTION

The name/description of an input will appear on the display during many *Challenger* User functions. The descriptive information programmed for the input, and which becomes the input name, should therefore enable easy recognition of that input.

The name may consist of up to 4 words (called text words) and each word can be further categorized by the use of a number between 1 and 255 (called a text variable). These text variables enable you to use the same words to describe more than one input. (The variation between the inputs is shown by the numbers - building 1, building 2 etc.)

An input can therefore consist of up to 8 separate components - 4 words and 4 numbers (maximum 36 characters). A component cannot however be a number on its own. A number must relate to a preceding word.

Examples: Office 4 Door 1 Contact
Office 5 Door 1 Contact
Workshop PIR 6
Building 6 Area 4 Room 1 Door 6

The words used to describe an input are selected from a list of words already held by *The Challenger*. These words can either be from the list of standard words available with every system - *Refer to:* Word Library - Table 2. or from a list of words which you have programmed - *Refer to:* Installer menu option 10 - Text Words.

Each word has a reference number. When programming the input name, each word is recorded by using its reference number.

INPUT TYPE

The input type determines exactly how the input will function in given circumstances - *Refer to:* Input Types - Table 1 for explanations.

Each input type has been given a name and reference number and is programmed using the reference number. Inputs 1 to 16 default to Type 2 - Secure Alarm. All other inputs are defaulted to Type 0 - No input type.

The input type selected here will also determine whether the input will function using areas or an alarm group. The appropriate option is displayed when programming the remainder of the input database.

Note: The input type is significant and influences much of the remaining programming and functions of the system. Careful attention should be given to the explanation of input types.

Camera Count Input types (Types 23-26 & 36-39) **must always** be connected directly to the Challenger Panel inputs and **not** to DGP inputs.

The display will show the current description for the input selected:
eg.

1: Office 4 Door 20 Contact
Text Word 1:

The programming sequence will guide you through the displays to record each new word or number. New words/numbers will be displayed on the top line as they are entered and each prompt for a new word or number will be shown on the second line in the following sequence : Text Word Number 1, Text Variable 1, Text Word Number 2, Text Variable 2, Text Word Number 3, Text Variable 3, Text Word Number 4, Text Variable 4.

From any of the displays as above you may:

***** ~ Save the word or number corresponding to that shown in the prompt on Line 2 and move to the next word or number. (eg. If prompt is Text Word Number 3: the current text word 3 will be saved).

or **? Enter** ~ Enter and display the new text word reference number or the text variable number corresponding to the prompt on line 2 and move to the next word or number in the sequence.

and/or **Enter** ~ Save the complete input description as shown and go to the next input database display.

The display will show the current input type for the selected input:
eg.

1: Type 3, Entry Exit Alarm
Type:

? Enter ~ Enter and display a new input type number.

and/or **Enter** ~ Save the displayed input type and go the next input database display.

INPUT DATABASE

METHOD OF INPUT REPORTING

This record will depend on the way the system is reporting to the monitoring company and on how you have programmed the Dialler Options.

Refer to: Installer menu option 9 - Dialler Options.

- a/ The system is reporting to the monitoring company using the Ademco CONTACT-ID formats.
Refer to the list of contact ID message types - Table 5.

OR

- b/ The system is reporting to the monitoring company using the Ademco Extended High Speed format.
If reporting in this format Area and Channel number allocation for each input is predefined. *See Table 5*

Note: These records are not required if the system is reporting to the monitoring company via a direct line or a Tecom Dialler.

AREA ASSIGNMENT

This record allows you to relate an input to areas. It will not be displayed if the Input Type is 6, 31, 34 or 35. (see alarm group below)

The areas which should be assigned to an input are those where:

- The condition of the input (sealed/unsealed) directly affects the area alarm status.
eg. unsealed input during the active period = area in alarm.
- The status of the area (access/secure) affects the function of an input.
eg. unsealed input generates alarm only if the areas assigned to it are in the active period.

The interaction between the input and the areas assigned to it will depend on the Input Type programmed for the input.

CAUTION! Inputs MUST have at least one area assigned. It is impossible to reset an alarm on an input that has no area assigned.

OR

ALARM GROUP

This record allows you to assign an alarm group to an input. It will be displayed instead of Area if the Input Type is 6, 31, 34 or 35.

The function of the alarm group will depend on the Input Type programmed for the input.

These input types would be used for key switches etc. to arm/disarm areas. i.e. Causes the input to act like a user entering an alarm control code.

The display will show the existing details:
eg.

1: 25-140, General Alarm
Report ID:

? Enter ~ Enter a new contact ID message type number. The new type number, code and classification will be displayed.

and/or **Enter** ~ Save the displayed information and go to the next Input Database display.

The display will show the existing areas:
eg.

1,2,3,7,8,
Area:

? Enter ~ Add/Delete an area.
If the area entered is not recorded, it will be added and displayed.
If the area entered is already recorded, it will be deleted and removed from the display.

Enter ~ Save the displayed areas and move to the next input database display.

OR

The display will show the existing access level:
eg.

Input: 2 Alm Grp 12
Alarm Group:

? Enter ~ Enter and display a new alarm group.

and/or **Enter** ~ Save the displayed alarm group and move to the next input database display.

INPUT DATABASE

TEST OPTION

This function determines the testing procedure for the input. It relates to the access and secure tests and does not affect manual tests on individual inputs. There are 4 test procedure options, each identified with a reference number. A testing procedure is programmed using the reference number.

Refer to: Table 3 for an explanation of each Test Type.

Note: This record will not be valid unless the *Test Mode* is programmed appropriately in Installer menu option 7 - System Options.

The display will show the current test type for the selected input:

eg.

1: 2, Tested In Secure Test & Access
Test Type:

? Enter ~ Enter and display a new test type.

and/or **Enter** ~ Save the displayed test type and move to the next input database display.

EVENT FLAGS

There are up to 15 event flags which can be assigned to an individual input.

An event flag is activated when the input is in alarm.

The circumstances which cause an input to generate an alarm depend on the input type.

The event flags which are activated by that alarm depends on:

- Which event flags have been assigned to the input.
- Whether the active time of those event flags corresponds with the alarm time. Event flags may be active:
 - 24 Hours
 - During access only - when one or more of the areas assigned to the input is disarmed
 - During secure only - when all the areas assigned to the input are armed.
- Whether the option "*Make All Events 24 Hour*" has been set to YES thereby making the active period 24 hours for all event flags.
- The input type. Input types 6, 7, 9, 10, 12, 16, 17, 18, 19, 23, 24, 25, 26, 27, 31, 34, 35, 36, 37, 38, 39, 48, 49, 50, 51, 52, 53, 54 & 55 do not activate any of the event flags programmed in the event assignments detailed here.

- Note:*
1. Event flags are also assigned to areas and are activated by any of the inputs with that area assigned to them. Therefore, an input may activate an event flag assigned to it on the input database, or it may activate an event flag assigned to one of its areas.
 - eg.* Area event flag - Siren to sound when any input in the system is in alarm.
 - Input event flag - Light to flash above a door which has caused an alarm.
 2. The output results of event flags are not defined anywhere (except those with pre-determined functions). Each event flag is mapped to a relay (menu option 16) which controls the end function. To facilitate accurate mapping it is important that you make a note of which event flag numbers are to activate which end functions.

INPUT DATABASE

The 15 event flags which can be assigned to an input, can be defined as follows:

- **Selected Event Flag:** (Active 24 Hours)
This record allows you to set another event flag (which is not pre-determined, and apart from those already set) which will be activated at any time an alarm is generated by the input. The end function will depend on the individual system. It is typically used to control relays for noise makers or mimic LEDs etc wherever an indication of individual input status is required.
- **Siren Event Flag:** (Active during secure)
If set at YES, the siren event flag specified in the area database will be activated when an alarm is generated by the input, and all the areas assigned to the input are armed. The on-board siren generator/s will also be activated if mapped to the siren event flag/s; and will run for the siren time programmed on Installer menu option 6 - Program Times.

Note: If siren event flag is to operate, you must also program the siren event flag number in the Area Database for each of the areas which will activate sirens and which are assigned to the input.
Refer to: Installers menu option 2 - Area Database.
- **Console Warning Event Flag:** (Active 24 Hours)
If set at YES, any time an alarm is generated by the input, the console warning is activated on consoles which control areas which are assigned to the input.
- **Secure Alarm Event Flags:** (Active during secure)
If set at YES, the event flag will be activated when an alarm is generated by the input, and all the areas assigned to the input are armed.
There are 8 secure alarm event flags.
- **Access Alarm Event Flags:** (Active during access)
If set at YES, the event flag will be activated when an alarm is generated by the input, and one or more of the areas assigned to the input is disarmed.
There are 3 access alarm event flags.
- **24 Hour Alarm Flag:** (Active 24 Hours)
If set at YES, the event flag will be activated at any time an alarm is generated by the input.
- **Camera Event Flag:** (Active 24 Hours)
If set at YES, the camera event flag programmed in the area database will be activated at any time an alarm is generated by the input.
Note: If camera event flag is to operate, you must also program the camera event flag number in the Area Database for each of the areas which have cameras and which are assigned to the input.
Refer to: Installers menu option 2 - Area Database.

Note: The event flag numbers used in this record (except for "Selected", "Siren", & "Camera") are pre-defined. It is recommended that these numbers are not used elsewhere in the system, even if they are not used when programming inputs.
Refer to: Table 6 - Pre-set Event Flags.

Programming:

The programming procedure for the selected event flag is as follows.
The display will show the current selected event flag:
eg.

Input Will Activate Event: Flag ???
Event Flag:

? Enter ~ Enter and display a new event number.

and/or **Enter** ~ Save the displayed event number and move to the next option.

All the pre-defined event flags have 2 options, YES or NO. The programming procedure is the same for each event flag:

The display will show the current setting:
eg.

NO - Console Warning
*-Change 0 - Skip

***** ~ Change NO to YES or YES to NO and display the new setting.

and/or **0** ~ Save the displayed setting and exit the pre-defined events displays and move to the selected event display.

and/or **Enter** ~ Save the displayed setting and move to the next pre-defined event display.

INPUT DATABASE

The sequence of event flag displays will be as follows:

Selected Event Flag
Siren (Assign by Area)
Console Warning

Make All Events 24 Hour - see below

Secure Alarm (Event Flag 2)
Secure Alarm (Event Flag 3)
Secure Alarm (Event Flag 4)
Secure Alarm (Event Flag 5)
Access Alarm (Event Flag 6)
Access Alarm (Event Flag 7)
24 Hr Alarm (Event Flag 8)
Secure Alarm (Event Flag 9)
Secure Alarm (Event Flag 10)
Secure Alarm (Event Flag 11)
Secure Alarm (Event Flag 12)
Access Alarm (Event Flag 13)

Camera (Assign by Area)

MAKE ALL EVENTS 24 HOUR

- YES - All event flags assigned to this input will be active 24 hours.
If the input is in alarm the event flags will be activated.
- NO - Event flags follow access/secure criteria as previously specified.

PRINT INPUT WHEN UNSEALED

- YES - If set at YES, any time an the input changes from sealed to unsealed, it will print an event indicating the input is unsealed.
The event is only sent to printer and computer (if connected)

Examples of displays:

Input Will Activate Event: Flag ???
Event Flag:

YES - Siren Event, Program in Area DB
*-Change 0 - Skip

NO - Console Warning
*-Change 0 - Skip

NO- Make All Events 24 Hour
*-Change 0 - Skip

YES - Event Flag 2, Secure Alarm
*-Change 0 - Skip

NO-Camera Event, Program in Area DB
*-Change 0 - Skip

The display will show the current setting:
eg.

NO - Print Input When Unsealed
*-Change 0 - Skip

* ~ Change NO to YES or YES to NO and display the new setting.

and/or **Enter** ~ Save the displayed setting and return to the installer menu.

This function is used to record information relating to an individual area.

This information includes:

- The area name.
- Entry & Exit time allowed (time allowed between entry/exit and disarm/arm before an alarm is generated).
- The output event flags which can be activated for the area:

| | |
|--------------|-------------|
| Siren | Local Alarm |
| Access | Exit |
| Unsealed | Entry |
| Isolated | Warning |
| Secure Alarm | Camera |
| Access Alarm | Pre-Alarm |
- Out Of Hours Time Zone
- Disarm Time

AREA NAME

The word(s) used as an area name are selected from a list of words already held by *The Challenger*. These words can either be from the list of standard words available with every system - *Refer to:* Word Library Table 2 or from a list of words which you have programmed - *Refer to:* Installer menu option 10 - Text Words.

When programming the area name, the word is recorded by using it's reference number. (An area name may be more than one word but only if those words are recorded under one reference in the word library.)

ENTRY/EXIT TIMES

This record determines the amount of time allowed between entry to an area and disarming of that area and, between exit from an area and arming of that area. If the programmed time is exceeded, an alarm will be activated.

Only one entry and one exit time can be programmed for each area.

An entry/exit time only applies where the area has been assigned to an input which is programmed with input type 3, 4, 13, or 14, 41 & 42 which use the entry/exit timers.

Note: If different areas are programmed with different entry/exit times and a user code is programmed to arm/disarm more than one area, the longest time is used.

The display will show the current area name, preceded by the reference number for the word(s) used in that name:

eg.

Area Name: 0260, Workshop
Word No:

? Enter ~ Enter and display the text reference number for a new area name.

and/or **Enter** ~ Save the displayed area name and go to the next area database display.

The display will show the existing time settings for the area as well as indicate whether the entry or exit time is currently running, and the amount of time still to run (shown after the area number):

I = Entry time
O = Exit time
O43 = Exit time running and 43 seconds left

eg.

Area 1: >Exit-Time 60 Entry-Time 30
Exit:

***** ~ Update the *time running*.

or **Enter** ~ Save the displayed exit time and move to the display to record entry time.

or **? Enter** ~ Enter a new exit time and move to the display to record entry time.

The next display will allow you to record the entry time:

eg.

Area 1: > Exit-Time 60 Entry-Time 30
Entry:

AREA DATABASE

EVENT FLAGS

There are up to 11 event flags which can be assigned to an area.

These event flags are activated when any of the inputs which have the area assigned to them in the input database, is in a condition specified in the event.

- The circumstances which cause an input to be in a certain condition depends on the input type.
- The event flags which are activated depend on which event flags have been assigned to the area.
- It is not possible to exclude an input in an area if the other inputs in that area are to activate the area event flag. If the area event flag is programmed with a number, all the inputs in the area will activate it.

Note: Event flags are also assigned to individual inputs and are activated when that input generates an alarm. Therefore, an input may activate an event flag assigned to it in the input database or it may activate an event flag assigned to one of it's areas.

eg. **Area event flag** - siren to sound when any input in the system is in alarm.
Input event flag - a light to flash above a door which has caused an alarm.

Some event flags are pre-defined - *Refer to:*
Table 6 - Pre-set Event Flags.

Note: When activated, most of the event flags assigned to an area will provide an indication of area status (Alarm etc.) on key switch or dumb keypad units.

SIREN EVENT FLAG

This event flag is activated when an input assigned to the area is in alarm, and the input has the Option "Siren Event" set to YES.

A relay number representing the siren output is then mapped to this event flag number in Option 16 - Relay mapping.

Defaulted to Event Flag 1 in V8.10 / V7.10 or later.

See: "Siren Outputs" in the Numbering section on page 18.

AREA ACCESSED EVENT FLAG

This event flag is activated when the area is in access.

UNSEALED EVENT FLAG

This event flag is activated when an input which has this area assigned to it on the input database, is unsealed.

PROGRAMMING

The programming is the same for all the output event flags.

The display will show the existing setting:
eg.

Area 1: Access Event Flag ??
Event Flag:

? Enter ~ Enter and display a new output number.

and/or **Enter** ~ Save the displayed output number and move to the next area database display.

Example of display:

Area 1: Siren Event Flag ??
Event Flag:

Area 1: Accessed Event Flag ??
Event Flag:

Area 1: Unsealed Event Flag ??
Event Flag:

AREA DATABASE

ISOLATE EVENT FLAG

This event flag is activated when an input which has this area assigned to it on the input database, is isolated.

Example of display:

Area 1: Isolate No Event Flag
Event Flag:

SECURE ALARM EVENT FLAG

This event flag is activated when an input which has this area assigned to it on the input database, is in alarm and the area is armed.

Area 1: Secure Alarm Event Flag ??
Event Flag:

ACCESS ALARM EVENT FLAG

This event flag is activated when an input which has this area assigned to it on the input database, is in alarm and the area is disarmed.

Area 1: Access Alarm Event Flag ??
Event Flag:

LOCAL ALARM EVENT FLAG

This event flag is activated when an input which has this area assigned to it on the input database, generates a local alarm.

Area 1: Local Alarm Event Flag ??
Event Flag:

EXIT EVENT FLAG

This event flag is activated when the exit timer for an area is counting down.

Area 1: Exit Timer Event Flag ??
Event Flag:

ENTRY EVENT FLAG

This event flag is activated when the entry timer for an area is counting down.

Area 1: Entry Timer Event Flag ??
Event Flag:

WARNING EVENT FLAG

This event flag is activated when:

- A user category timer for the area is running and has reached the warning time that indicates that the area is about to arm.
- or
- Test mode is operating and reaches the warning time to indicate the test is due to end.

Area 1: Warning Timer Event Flag ??
Event Flag:

CAMERA EVENT FLAG

This event flag is activated when an input which has this area assigned to it on the input database, and the option "Camera Event" set to YES, is in alarm.

The Camera Event flag can be reset by "0 <Enter>", after using <Enter> <Enter> to display the alarm. See User Guide.

Area 1: Camera Event Flag ??
Event Flag:

AREA DATABASE

PRE-ALARM EVENT FLAG

This event flag is activated when a delayed holdup input which has this area assigned to it on the input database, is in alarm. The event flag is only activated for the delayed period.

May be used to provide visual indication to the user that the delayed button is active via discreetly positioned LED.

Example of display:

Area 1: Pre-Alarm Timer Event Flag ??
Event Flag:

OUT OF HOURS TIMEZONE

A report is generated if the area is in access outside the timezone programmed.

See "Network Events" tables for report messages.

Not reported on Contact ID-Small or Securitel.

Out Of Hour Tz: 0
Enter Tz:

AREA DISARM TIME

The user category timer will use the time programmed here as the disarm time instead of the user category time if this time is not 0.

i.e. The "Area Disarm Time", if programmed, overrides the "User Category Time".

Note: If a "User Category time" programmed in option 6 is set to "0", to specify that the timer will not time out, the "Area Disarm Time" will not be relevant with that User Category.

Area Disarm Time: 0 Mins
Enter Mins:

This function is used to record information relating to individual arming stations.

This information includes:

- All arming station numbers (to be polled)
- For individual arming stations:
 - Area Alarm Group - determines areas controlled via the RAS.
 - Menu Alarm Group - determines areas available for viewing status only.
 - Door function via the RAS.
 - RAS relay group.
 - Define arming station type: (LCD)
 - Option (YES/NO) to set use of OFF/ON codes when arming/disarming.
 - Option (YES/NO) to set use of ENTER key to open door only. (Cannot be used for arming/disarming)
 - Code validity control for door function.
 - Option (YES/NO) to display when arming station is shunting an input.
 - Option (YES/NO) to arm/disarm using one key.
 - Option (YES/NO) to enable cards to auto disarm.
 - Option (YES/NO) to enable cards to always arm and disarm.
 - Option (YES/NO) to allow reset of alarm without a code.
 - Option (YES/NO) to set the arming station to only allow group function of disarm.

ARMING STATIONS TO BE POLLED

This records the arming station numbers of all the arming stations connected to *The Challenger*.

The arming stations listed here will be polled by the main control panel.

Polling allows the arming station to transfer data to the control panel.

The display will show the arming stations currently recorded:

Note:

Arming Station No. followed by , = on-line
Arming Station No. followed by : = off-line

eg.

1,2,3:4,
Poll RAS:

~ Update the display to show the latest on-line/off-line status.

or

? Enter

~ Add/Delete an arming station. If the number entered is not recorded, it will be added and displayed. If the number entered is already recorded, it will be deleted and removed from the display.

and/or

Enter

~ Save the displayed arming stations and move to the display to select an individual arming station.

ARMING STATIONS

AREA ALARM GROUP

An alarm group is given to determine the areas which can be controlled via this arming station, the functions which can be performed via this arming station, etc.

Both the alarm group of the arming station and the alarm group of the user performing the functions must permit an action before it will be valid.

Refer to: Installer menu option 5 - Alarm Groups for complete details on how alarm groups operate (see also the next section of program arming stations)

MENU ALARM GROUP

This second alarm group is valid only when a user is performing user menu functions which require information to be displayed for areas other than those controlled by the particular arming station. eg. Display Panel Status.

The menu alarm group allows these areas to be displayed in status reports but they cannot be controlled via the arming station where the report is requested.

If the menu alarm group is programmed for No Access then the arming station will use the same alarm group for menu access as programmed in the area alarm group.

DOOR FUNCTION

This record allows you to program this arming station to be used for opening a door.

The event assigned in this record will be activated when a valid code is entered at the arming station (*Refer to* the next record to determine the code validity)

The Event Flag is active for the "Door/s Access Time" programmed in Option 6 - Timers.

Select Arming Station:

The display will show:

Arming Station Details
RAS No:

Enter ~ Return to the Installer menu.

or **? Enter** ~ Select the arming station to be programmed and move to the next display.

The display will show the existing area alarm group:
eg.

RAS:2 Alm-Grp: 2-Master RAS or Door
Alm-Grp:

? Enter ~ Enter and display a new alarm group.

and/or **Enter** ~ Save the displayed alarm group and move to the next display.

The display will show the existing menu alarm group:
eg.

RAS:2 Alm-Grp: 1-No Access
Menu Alm-Grp:

? Enter ~ Enter and display a new alarm group.

and/or **Enter** ~ Save the displayed alarm group and move to the next display.

The display will show the existing door event flag number:
eg.

RAS 2 Door Event Flag ?
Event Flag:

? Enter ~ Enter and display a new event flag.

and/or **Enter** ~ Save the displayed event flag and move to the next display.

ARMING STATIONS

RELAY CONTROL GROUP

This record allows you to set a relay control group for an arming station.

This relay control group is then used to drive relays on the arming station. *See* : Arming Station Installation Guides.

A Relay Control Group **MUST NOT** be assigned to TS0002, TS0004 or TS0210 16 Area Arming Stations.

Refer to : Numbers Inputs/DGPs/Relays

Note: The last 10 records are for individual arming stations however the number of the arming station you are programming is not shown on the display.

LCD ARMING STATION

- YES - The arming station has an LCD (Liquid Crystal Display)
- NO - The arming station has no LCD. e.g. Mag Card Reader or 4 LED RAS.

The display will show the existing relay group:
eg.

RAS:3 Can See Relays From Group 1
Relay Grp:

? Enter ~ Enter and display a new relay group.

and/or **Enter** ~ Save the displayed relay group and move to the next display.

PROGRAMMING

The programming procedure is the same for each of the last 12 records.

The display will show the existing setting:
eg.

NO - Door Event Flag On Alarm Codes
*-Change 0 - Skip

***** ~ Change NO to YES or YES to NO and display the new status.

or **0** ~ Save the displayed setting. Exit the records for this arming station and move to the display to select another arming station

or **Enter** ~ Save the displayed setting and move to the next display for this arming station.

Example of display:

YES - LCD Arming Station
*-Change 0 - Skip

ARMING STATIONS

TOGGLE KEYBOARD CONTROL

This record relates to the arm/disarm procedure.

- YES - A user code or magnetic card swipe followed by ENTER can be used to arm and disarm areas.
Note: - This form of control is NOT recommended.
- NO - A user code or magnetic card swipe followed by ON (arm areas) and OFF(disarm areas) must be used.

Refer to: Table 7.

Refer to: Arm/Disarm procedures in the User Guide.

Example of display:

NO - Toggle Keyboard Control
*-Change 0 - Skip

ENTER KEY OPENS DOOR ONLY

- YES - A user code followed by ENTER key can only be used for Door functions, and not to arm & disarm areas & reset alarms.

Example of display:

NO - Enter Key Opens Door Only
*- Change 0 - Skip

VALID CODES FOR DOOR FUNCTION

This record determines which codes will be valid for door operation if an appropriate Door Group is assigned to the user.

- YES - The door event flag will operate when any valid code is used (Alarm or Door code). Will operate in conjunction with <ENTER>, <ON> or <OFF> keys.
- NO - The door event flag will only operate using a door code.

Example of display:

NO - Door Event Flag On Alarm Codes
*-Change 0 - Skip

DISPLAY SHUNTING ON RAS

- YES - The arming station will display when an input is being shunted by the arming station.
- NO - No visual indication of shunting will be given. (Shunt warning will still sound console beeper)

Example of display:

NO - Display Shunting On LCD
*-Change 0 - Skip

Example of Shunting displays:

Suppressed
Code:

Suppression Ending
Code:

DISARM/ARM USING ONE KEY

- YES - This will force the area (number) equivalent to the key being pressed to change from access to secure or secure to access without pressing the ENTER, key.

CAUTION: See Table 7 for details before selecting this option.

- NO - Follows normal arming/disarming procedure.

Example of display:

NO - Disarm/Arm Using One Key
*-Change 0 - Skip

ARMING STATIONS

CARD AUTO DISARMS *

- YES - The area/s assigned to the User & RAS in their Alarm Groups will automatically Disarm when Card is presented to Access.
- NO - Card only activates the Door Function unless the next option is set to YES or ON/OFF buttons are used.

Refer to: Table 7.

Example of display:

NO - Card Auto Disarm
*-Change 0 - Skip

CARD ALWAYS DISARM/ARMS *

- YES - The area/s assigned to the User & RAS in their Alarm Groups will automatically Disarm or Arm when Card is presented to Access. "Toggle Keyboard Control" must be set to YES.
- NO - The card only activates the Door Function unless the previous option is set to YES or ON/OFF buttons are used.

Refer to: Table 7.

Example of display:

NO - Card Always Disarm/Arms
*-Change 0 - Skip

- * Note that the Card User's Alarm Group and the Arming Station's (reader's) Alarm Group must both allow Arm &/or Disarm functions before a card can be used to Arm/Disarm.

RESET WITHOUT CODE

- YES - It is not necessary for a user to enter a code to reset alarms which have occurred in areas assigned to this arming station access level. Alarms can be reset by pressing Enter twice (display areas in alarm) + "0 Enter" to reset alarms.

Example of display:

NO - Reset From RAS Without Code
*-Change 0 - Skip

RESTRICT USER CATEGORIES TO DISARM ONLY

- YES - This arming station can only be used for user category functions if the user category function is to disarm and extend timers. It cannot be used for the user category function of arm and reset.

Example of display:

NO-Restricted User Category To Disarm
*-Change 0 - Skip

RESTRICT RAS TO LOCAL CHALLENGER

- YES - This arming station will report only events local to the current Challenger.
- NO - Events will be reported from across the system.

Example of display:

NO-Restricted To Local Challenger
*-Change 0 - Skip

This page intentionally left blank.

This function is used to record information relating to Data Gathering Panels:

- All DGP Numbers (to be polled).
- DGP Type.

DGPs TO BE POLLED

This records the Data Gathering Panel numbers. The DGP's listed here will be polled by the main control panel.

Polling allows the Data Gathering Panel to transfer data to the control panel.

Intelligent Access Controller DGPs (TS0067, TS0069 etc) must not be addressed higher than Address 12.

De-polling a DGP will clear all Alarms for inputs and System points for that DGP address. (If the next DGP address number is not being polled, alarms on any of the 32 inputs that could belong to the DGP are cleared)

Refer to: Numbering - Inputs/DGPs/Relays/Doors

DGP TYPE

This records the type of DGP being polled.

- 0 = Standard
- 1 = Door Controller
- 2 = Lift Controller

The display will show the DGPs currently recorded:

Note: DGP number followed by , = on-line
DGP number followed by : = off-line

eg.

1,2,3:5,
Poll DGP:

~ Update the display to show the latest on-line/off-line status.

or

? Enter

~ Add/Delete a data gathering panel.
If the number entered is not recorded, it will be added and displayed.
If the number entered is already recorded, it will be deleted and removed from the display.

and/or

Enter

~ Save the displayed DGPs and move to the display to record individual DGP types.

Select DGP:

The display will show:

DGP Details
DGP No:

Enter

~ Return to the Installer menu.

or

? Enter

~ Select the DGP to be programmed and move to the next display.

Example of display:

Standard
Type:

? Enter

~ Select the DGP type.

and/or

Enter

~ Save the displayed type and return to the previous display.

DATA GATHERING PANELS

This page intentionally left blank.

This function is used to record information relating to alarm groups.

An alarm group is a feature which is used to define a group of *Challenger* alarm functions.

By assigning specific menu options, panel operations, areas and time zones to an alarm group, that alarm group can then be used to control the way in which *The Challenger* is used.

Alarm groups are assigned to Users, and to each piece of equipment with which the user performs a function (Arming Stations, Doors 17 to 64, and Area Control Input types 6, 31, 34 & 35). This provides *The Challenger* with a feature which enables enormous flexibility when determining a User's access to, and control of, the system.

WARNING

You must be extremely careful when changing alarm groups. Both the functions performed by users with that alarm group, and the functions available at remote arming stations and door readers with that alarm group, will be affected. Using Panel Link, alarm groups assigned to users will be standard over all linked panels. The contents of those alarm groups will vary from panel to panel. For example, alarm group 11 on Panel 2 may not be the same as alarm group 11 on Panel 10.

Note: A function provided to a user via their alarm group, is only valid when:

- Program settings in other sections of the same alarm group allow it.
eg. Restricting alarm system control to *Reset Only* would be invalid unless the alarm group has been allowed alarm system control in the first place. If the record *Restriction Reset Only* is set to YES, the record *Alarm System Control* must be set to YES.
- The program setting is the same in the user's alarm group as it is in the alarm group of the RAS or door they are using.
eg. If the record *Prompt with List of Areas* is set at YES in the user's alarm group, it must also be set at YES in the alarm group of the RAS or door. If it is not, areas will not be listed when arming/disarming.
- The areas assigned to the user's alarm group include the areas assigned to the alarm group of the RAS or door they are using.
eg. If a user's alarm group has areas 1,2 & 3 and the alarm group of the RAS or door has areas 2 & 3, the functions for areas 2 & 3 only, would be valid.
- The time zones assigned to both the user's alarm group, and to the alarm group of the RAS or door must both be on a valid time.

The information which is defined in an alarm group is as follows:

- Alarm group name.
- Areas assigned to the alarm group.
- Alarm group definition (User).
- Option to allow alarm system control.
- Option to list areas when arming/disarming.
- Option to allow keyboard duress.
- Option to prevent user from automatically deisolating inputs in the area he disarms.
- Option to allow alarm system control - Arm and reset only.
- Option to allow alarm system control - Disarm only.
- Option to allow alarm system control - Reset only.
- Option to have unsealed inputs automatically isolated when this alarm group is used for arming.
- Option to force arming if there are unsealed inputs when this alarm group is used for arming.
- Option to prevent disarming if there are unsealed inputs when this alarm group is used for disarming.
- Option to allow modem control.
- Option to allow user categories:

| | |
|-----------------|-----------------------------------|
| User Category 1 | User Category 5 |
| User Category 2 | User Category 6 |
| User Category 3 | User Category 7 - Dead Man Alarm. |
| User Category 4 | User Category 8 - Counter. |
- Option to prevent arming if a group timer is not operating.
- User menu options accessible via the alarm group.
- Time Zone.
- Alternate alarm group.

ALARM GROUPS

ALARM GROUP NUMBER

Alarm groups are numbered from 1 to 138.

Alarm groups 1-10 are hardcoded into the system. They can be viewed but not changed as they contain master control settings and default settings. *Refer to:* Table 4.

In a new system, alarm groups 11-29 are pre-programmed with some standard settings. These may be amended by you if necessary. *Refer to:* Table 4.

Alarm groups 30-138 are programmable to suit individual system requirements.

ALARM GROUP NAME

The name given to an alarm group should reflect the function of the alarm group.

To program the alarm group name, the word is recorded by using it's reference number.

The name of an alarm group is selected from a list of words already held by *The Challenger*. These words can be from the standard word library - *Refer to:* Table 2 or from a list of words which you have programmed - *Refer to:* Installers Menu Option 10 - Text Words.

AREAS ASSIGNED TO THE ALARM GROUP

An alarm group can only control functions in areas which are assigned to it.

The display will show:

Alarm Groups ****WARNING****
Alm-Grp:

Enter ~ Return to the Installer menu.

or **? Enter** ~ Enter the alarm group number to be programmed and move to the next display.

The display will show the existing name of the alarm group and the word reference number for that name:

eg.

Alm Grp Name: 0297, Engineering
Text No:

? Enter ~ Enter the reference number for the word which will be used to describe this alarm group. Display the new name.

and/or **Enter** ~ Save the displayed name and move to the next alarm group display.

The display will show the numbers of the areas currently assigned to the alarm group:

eg.

1,2,3,5,7,8,9,
Area:

? Enter ~ Add/Delete an area.
If the area entered is not recorded it will be added and displayed.
If the area entered is already recorded it will be deleted and removed from the display.

and/or **Enter** ~ Save the displayed areas and go to the next alarm group display.

ALARM GROUPS

USER'S ALARM GROUP

YES - If this alarm group is for users.
If set at YES, the alarm group will be displayed in the list of alarm groups when creating a user on User Menu Option 14 - User Codes. *This option is not set for alternate user alarm groups.*

NO - If this alarm group is for a door or RAS

Note: An alarm group is only displayed in User Codes when it has the same or less records than the alarm group assigned to the user creating a code (includes check of alternate alarm group). A user is not permitted to create a code for another user who has higher security clearance.

Note: Programming procedure

The programming is the same for all records up to *User Menu Options*.
The display will show the existing setting:
eg.

NO -Can This Grp Be Assigned To Users
*-Change 0 - Skip

* ~ Change NO to YES or YES to NO. Display the new setting.

and/or 0 ~ Save the displayed setting and move to the *User Menu Option* record.

and/or Enter ~ Save the displayed setting and move to the next alarm group display.

ALARM SYSTEM CONTROL

YES - Alarm system control functions are allowed by a user with this alarm group, or at a door or RAS with this alarm group.

NO - No Alarm system control functions are allowed. Access control functions and any user menu options specified are still valid.

Alarm control functions are Arm, Disarm, Reset Alarm etc.

Note: As well as a YES setting for control of all alarm system functions, this record must be set to YES if any of the other alarm system control function restrictions in the alarm group are set to YES.

Example of display:

YES - Alarm System Control
*-Change 0 - Skip

LIST AREAS

This record controls the way in which areas are presented on an LCD during the Arm/Disarm procedures.

YES - The areas assigned to the user will be displayed (after entering a PIN & Enter) to enable selection from arm/disarm options (Specific areas, all areas etc.). This is useful where a user is capable of controlling a number of areas but usually needs to arm/disarm specific areas only.

NO - The areas assigned to the user will not be displayed. PIN & Enter will immediately Arm/Disarm areas.

Refer to: The User Guide for further information.

NO - Prompt With List of Areas
*-Change 0 - Skip

ALARM GROUPS

KEYBOARD DURESS

YES - The keyboard duress facility allows a code to be entered on a keypad to activate duress.

NO - Duress cannot be activated. A duress code is treated as an invalid code.

Refer to: The User Guide for further information on duress.

Example of display:

NO - Can User Activate Keyboard Duress
*-Change 0 - Skip

RESET SYSTEM ALARMS

System Alarms are conditions such as DGP Tamper, Siren Fail, Low Battery, Report Fail etc.

YES - Reset System Alarms allows a user with this alarm group to reset the latching System Alarms.

This is only valid if "System Alarms Latch" has been set to YES in Option 7 - System Options.

Note: If this record is set at YES, the *Alarm System Control* record must also be set to YES.

NO - Reset System Alarms
*-Change 0 - Skip

DISABLE AUTO-DEISOLATE

YES - This user is prevented from automatically deisolating inputs in the area he disarms.

Not applicable if "Automatic De-isolate" in Option 7- System Options is set to NO.

Used for cleaners etc.

NO - Disable Auto-Deisolate
*-Change 0 - Skip

ARM & RESET ONLY

YES - The only alarm system control functions allowed are Arm system and Reset Alarm.

NO - Alarm control restrictions are not imposed by this record.

Note: If this record is set at YES, the *Alarm System Control* record must also be set to YES.

NO - Restricted to Arm & Reset
*-Change 0 - Skip

DISARM ONLY

YES - The only alarm system control function allowed is Disarm.

NO - Alarm system control restrictions are not imposed by this record.

Note: If this record is set at YES, the *Alarm System Control* record must also be set to YES.

NO - Restricted To Disarm Only
*-Change 0 - Skip

ALARM GROUPS

ALARM RESET ONLY

- YES - The only alarm system control function allowed is Reset Alarm.
- NO - Alarm System control restrictions are not imposed by this record.

Note: If this record is set at YES, the *Alarm System Control* record must also be set to YES.

Example of display:

NO - Restricted to Reset Only
*-Change 0 - Skip

AUTO ISOLATE UNSEALED INPUTS

Relates to the treatment of unsealed inputs during the arming procedure.

- YES - If there are unsealed inputs when the arming procedure is instigated, those inputs will automatically be isolated and the system will be armed without causing an alarm.
- NO - It will not be possible to arm the system when there are unsealed inputs (Unless *Forced Arming* - below - set at YES).

NO - Auto Isolate Unsealed Inputs
*-Change 0 - Skip

FORCED ARMING WHEN UNSEALED INPUTS

Relates to the treatment of unsealed inputs during the arming procedure.

- YES - The check for unsealed inputs is ignored and if there are unsealed inputs when the arming procedure is instigated, the system will still arm. (The inputs will remain unsealed and, depending on the input type, may cause an alarm.
- NO - It will not be possible to arm the system when there are unsealed inputs (unless *Auto Isolate* - above - set at YES).

NO-Forced Arming When Inputs Unsealed
*-Change 0 - Skip

PREVENT FORCED DISARMING

This record relates to the treatment of unsealed inputs during the disarming procedure and may be used if there are Access Alarm input types such as Type 1 and Type 11 in the system.

- YES - Area/s cannot be disarmed if there are unsealed inputs.
- NO - Area/s can be disarmed even if there are unsealed inputs.

NO - Prevent Forced Disarming
*-Change 0 - Skip

MODEM ACCESS

- YES - Modem access with VT100 terminal (or terminal emulation software) is allowed by a user with this alarm group.
RAS 16 must have a suitable Alarm Group assigned to specify functions available (e.g. Alm Grp 2) and be programmed as an LCD Arming Station.
(Doesn't need to be polled)
This option does not apply to Upload/Download S'ware.

NO - Can User Access Via Modem
*-Change 0 - Skip

ALARM GROUPS

USER CATEGORIES 1-8

These records are used to activate user categories.

The programming for each record is the same however only one user category should be set to YES. If more than one is set to YES, the lowest number is the valid user category.

User Category 7 can be used to report "Dead Man Alarm" if available in the reporting format.

User Category 8 can be used as the special function "User Count For Each Area".

Refer to: Installer menu option 15 - User Category Data for an explanation on the way in which user categories operate.

YES - The User category functions will be activated when a PIN is entered.

Note: If User Category 1 is set at YES, another YES setting for any user categories 2-8 becomes invalid.

Example of display:

NO - Link User To Category 1
*-Change 0 - Skip

*

~ Change NO to YES or YES to NO. Display the new setting.

and/or 0

~ Save the displayed setting and move to the *User Menu Option* record.

and/or Enter

~ Save the displayed setting and move to the next user category display.

NO - Link User To Category 2
*-Change 0 - Skip

NO - Link User To Category 8 "Counter"
*-Change 0 - Skip

PREVENT ARMING IF CATEGORY NOT TIMING

This record relates to user category functions. (*Refer to:* Installer menu option 15 for full information on user categories).

YES - If an area has been disarmed and there is no user category timer running, it will not be possible for a user category timer to be started. (A user category timer, when expired, will arm an area, so setting this option will prevent an area being armed when it has originally been disarmed by a user without user category functions.)

NO - Normal user category functions apply.

NO -No Arming If User Cat Not Timing
*-Change 0 - Skip

ALARM GROUPS

MENU OPTIONS

This record allows you to determine which user functions will be available to users with this alarm group, or , on a RAS with this alarm group.

Each user menu option is displayed and must be set at YES for it to be available to the alarm group.

The user options available for selection are:

(Refer to: The User Guide for further information on each option).

1. Panel Status
2. Inputs Unsealed
3. Inputs in Alarm
4. Inputs Isolated
5. History
6. Test Report
7. Service Menu
8. Film Counters
9. Input Text
10. Isolate
11. De-Isolate
12. Test Input
13. Start Auto Access Test
14. Program Users
15. Time & Date
16. Isolate/Deisolate RAS/DGP
17. Enable/Disable Service Tech.
18. Reset Cameras
19. Install Menu
20. Door & Floor Groups
21. Holidays
22. Open Door
23. Unlock, Lock, Disable and Enable
24. Print History

TIME ZONE

This record determines the time zone applicable to this alarm group. Functions restricted/available via this alarm group will be applicable only for the periods allowed by the time zone.

For specific information on the operation of time zones,

Refer to: Installer menu option 13 - Timezones.
Installer menu option 22 - Timezone to follow relays.

ALTERNATE ALARM GROUP

Each alarm group may have an alternate alarm group. These alarm groups are only used when the original alarm group records a timezone with access times which are invalid when a function is attempted. If the timezone of the original alarm group denies access, the alternate is checked.

Note: The alternate alarm group may also be programmed with an alternate alarm group and so on - up to 3 alarm groups (the original plus 2 alternates). If a function is denied by the timezone of one alarm group, the next will be checked, etc.

In this way, opposing functions may be made available at different times, days etc.

Note: To get into the Menu Options record, you must press 0 from one of the preceding records. If only Enter is used, the menu option record will be bypassed.

The display will show the existing setting for each option:

eg.

YES - 1-Panel Status
*-Change 0 - Skip

*

~ Change NO to YES or YES to NO and display the new setting.

and/or 0

~ Save the displayed setting and move to the Time Zone display.

and/or Enter

~ Save the displayed setting and move to the next Users Menu option record.

The display will show the current time zone recorded:

eg.

Alm-Grp 14 Time Zone 4
Time Zone:

? Enter

~ Enter and display a new Time zone number.

and/or Enter

~ Save the displayed Timezone and move to the next alarm group display.

The display will show the existing alternate alarm group:

eg.

Grp 14 Alt-Grp 12, Night Shift
Alm-Grp:

? Enter

~ Enter and display a new alternate alarm group.

and/or Enter

~ Save the displayed alarm group and return to the original program alarm group display to program the next alarm group.

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This function is used to record time values applicable to timed system functions.

CAUTION: Timers will time for +/- 1 of the value entered. Avoid using values of 1 second or 1 minute.

If any timer is set to 0, the timer will never time out when activated.

The programmable times are as follows:

USER CATEGORIES 1 - 8

(One record for each user category)

Records the amount of time (in minutes) applicable to User Categories 1 to 8 for Timed disarm (if the user category has been programmed for timed disarm), when a code is entered by a user with an alarm group with the user category.

Refer to: Installer menu option 15 - User Category Data
Installer menu option 5 - Alarm Groups

- Note:*
1. If set at 0 the group will not time out - *Refer to* User Category Data for more information.
 2. Use Category 8 time must always be set to 0. Special "Counter" function. (See "User Categories")
 3. The User Category time will be over-riden by the Area Disarm Time (if programmed) in Option 2 - Area Database.

ACCESS TEST

Records the amount of time (in minutes) that an access test runs.

Refer to: Installer menu option 7 - System Options for the system *Testmode*.

SECURE TEST

Records the amount of time (in minutes) that a secure test runs.

Refer to: Installer menu option 7 - System Options for the system *Testmode*.

WARNING TIME

Records the amount of time which is provided as a warning time before a user category timer expires, or, before the time allocated for a test procedure expires. When a warning time is set, an audible alert is provided for that warning period preceding the expiry.

MUST always be shorter than the shortest User category time.

The programming procedure is the same for all programmable times:

The display will show the existing setting:
eg.

User Category 1 Set To (Min). 0
Time:

? Enter ~ Enter and display a new time value.

and/or **Enter** ~ Save the displayed time and move to the next Timers display.

Example of display: (one display for each of Groups 1-8)

User Category 1 Set To (Min). 0
Time:

Example of display:

Access Test Set To (Min). 15
Time:

Secure Test Set To (Min). 15
Time:

Warning Time Is Set To (Min). 5
Time:

TIMERS

DELAYED HOLDUP

Records the amount of time (in seconds) between a delayed type input being activated and the alarm caused by that input being reported to the monitoring company.

This record is ignored when another delayed type input has already been activated.

The input types which use this record are 8, 11, 22, 40.

Refer to: Input Types - Table 1.

Example of display:

Delay Holdup Time Is Set To (Sec). 60
Time:

SUSPICION TIME

Records the amount of time that a camera continues operation after a suspicion type input has been resealed.

The input types which use this record are 7, 40, 47

Refer to: Input Types - Table 1.

Suspicion Time Is Set To (Sec). 15
Time:

SERVICE TIME

Records the time period applicable for enable service.

See User Guide- User Menu Option 17.

Timezone 25 is valid while Service Tech is enabled.

Service Time Is Set To (Min). 30
Time:

LOCAL ALARM REMINDER TIME

Records the amount of time that may elapse between acknowledging a local alarm and a re-alarm occurring, including the audible alert (if the cause of the local alarm is not fixed).

Refer to: User Guide - Local Alarm

Local Alarm Reminder Time (Min). 0
Time:

INDIVIDUAL INPUT TEST

Records the maximum amount of time (in minutes) that a test on an individual input runs.

Refer to: User Guide - Menu option 12 - Test Input

Individual Testmode Time (Min). 5
Time:

DOOR ACCESS

Records the amount of time that door locks (event flags) activate, to allow doors to be opened. This time value is common for all door event flags connected to *The Challenger*.

i.e. Doors 1 to 16.

(Doors connected via Door Controllers are individually programmed)

Door(s) Unlock Time (Sec). 5
Time:

TIMERS

TESTER EVENT TIME

Records the amount of time that a tester event activates during the secure test.

A tester event is one which is programmed to activate a device which will allow testing of other devices. eg. Light to trigger a light detector.

The tester event flag will activate for half the tester event time. The remaining tester event time is a settling time to allow the tested device to reseal.

The tester event flag is Pre-set as Event Flag 16.

Example of display:

Tester Event Flag Time (Sec). 15
Time:

SIREN TIME

Records the amount of time that the internal siren drivers operate. Max 255 minutes.

Example of display:

Siren Time Set To (Min). 8
Time:

MAINS FAIL TIME

Records the amount of time before the mains fail is reported. Value of 0 = Instant Mains Fail Reporting.

Example of display:

Mains Fail Time Set To (Min). 60
Time:

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This function is used to record options common to the whole system.

- Areas Selected to Total Disarm : Option to enable total disarming of 24Hr, Access & Local Alarm input types.
- Film Low Level : Frame count number used to indicate low film.
- Film Out Level : Frame count number used to indicate no film.
- Test Mode : Details of operation of access and secure test.
- Relay controllers : Relay controller settings.
- Event Text : An event description for the system.
- Alarm Prefix : Addition digits to a door PIN to allow alarm control.
- Time Before LCD Text Rotation : Option to allow the period before LCD Text begins to rotate, to be altered.
- LCD Text Rotation Speed : Option to allow the rotation speed of LCD text to be altered.
- Tamper Alarm Reporting : Option to allow tamper alarm reporting.
- Automatic De-Isolate : Option to automatically de-isolate inputs.
- Input Display Sequence : Parameters for displaying input names/numbers on the LCD.
- Name File : Ability to record a user name against a PIN.
- Tamper I/Ps Set Siren & Strobe : Panel & DGP Tamper inputs activate Siren & Strobe.
- Latching System Alarms : Option to make System Alarms latching.
- Siren Testing : Option for 3 second siren testing.
- Disable camera reset : Option to disable "0 Enter" for resetting cameras after an alarm.
- Disable Auto Insert Categories : Option to disable the ability to treat areas as vaults.
- Disable LEDs that don't report : Option to disable LEDs for areas not reported on.
- Disable Code from Displaying : Option to disable PIN code from being displayed when programming Users.
- Disable Flashing Area LEDs : Option to disable Area LEDs from flashing when an alarm occurs.
- Dual Custody Programming : Option for use of two valid codes to access "Program Users".
- Display Alarm Instant : Option for Alarm details to be displayed instantly on LCD.
- Sirens only after Report Fail : Alarms will only activate Sirens if Challenger fails to report to Monitoring Company.
- Financial Institution Options : Enables three system options generally applicable to financial institutions.
- Display User Flags : Enables the special User Flags to be displayed when programming Users.
- Delay Holdup Lockup :
- User Offset :

AREA/S SELECTED TO TOTALLY DISARM INPUTS

This option allows for input types such as 24Hr, Access Alarm or Access Local/Secure Alarm types to be totally disarmed by assigning an extra area to the input which is selected in this option as an Area to totally Disarm.

e.g.
Input is programmed as Type 21-Access Loc Code/Secure Alm
Input has Areas 1 and 16 assigned.
Area 16 is "Area Selected to Total Disarm".

- Area 1 & 16 both Secure - I/P is Secure Alarm.
- Area 1 in Access /16 in Secure - I/P is Local Alarm.
- Area 1 & 16 both in Access - **I/P is Disarmed completely**
(Except for tamper monitoring - if enabled)

FILM LOW LEVEL

The film level number recorded is the film frame count. When this frame count is reached, a report of *film low* is sent to the remote monitoring company.

Relates to Camera count input types 23-26 and 36-39.

FILM OUT LEVEL

The film level number recorded is the film frame count. When this frame count is reached, a report of *film out* is sent to the remote monitoring company.

Relates to Camera count input types 23-26 and 36-39.

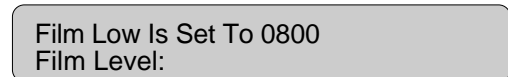
The display will show the existing area numbers recorded:
eg.



? Enter ~ Add/Delete an area.
If the area entered is not recorded it will be added and displayed.
If the area entered is already recorded it will be deleted and removed from the display.

and/or **Enter** ~ Save the displayed areas and go to the next system options display.

The display will show the existing frame count recorded for the film low or film out level:
eg.



? Enter ~ Enter and display a new film low or film out level.

and/or **Enter** ~ Save the displayed value and move to the next system options display.

SYSTEM OPTIONS

SYSTEM TEST MODE OPTION

The test mode determines if/when the access or secure tests will operate automatically. There are 4 options available, and an option is programmed using the reference number.

- 0 - No Auto Test : No tests will operate automatically. An access test can only be done via User menu option 13 - Start Auto Access test.
- 1 - Enable Auto Test: The access test commences automatically when the system is disarmed/ The secure test commences automatically when the system is armed.
- 2 - Manual Access Test/Auto Secure Test: The secure test will commence automatically when the system is armed /The access test can only be done via User menu option 13 - Start Auto Access Test.
- 3. - Auto Access Test Only : The access test will commence automatically when the system is disarmed/ The secure test does not operate.

- Notes:
- 1. For "Auto Access Test" to operate, the area/s which contain the inputs to be tested must be assigned as Vaults in Installer Menu Option 18: - Areas Assign To Vaults.
 - 2. This record does not affect manual testing of an individual input. (User Menu Option 12)

RELAY CONTROLLERS

This record sets the number of relay controllers which are fitted to the main control panel.

- This value is set at 0 (zero) when a 4 Way Relay Card is connected to the main panel.
- A value of 1 Relay Controller is entered for every 8 Relays. i.e. -A value of 2 must be entered if one 16 Way Open Collector Card is fitted to the main control panel. -A value of 1 must be entered for one 8 way Relay Card.
- No value is entered here for Relay Controllers fitted to DGPs.

EVENT TEXT

Records the text word number and text word which is shown as *event text*. Event text is shown when event text input types are activated. (Input types 57 & 58) Event text will appear on the LCD in the usual display, next to -- No Inputs In Alarm --.

eg. Sirens Isolated.

The display will show the existing test option:
eg.

1, Enable Auto Test
Option:

? Enter ~ Enter and display a new test option.

and/or **Enter** ~ Save the displayed test option and move to the next system options display.

The display will show the existing number of relay controllers recorded:
eg.

Number Of Relay Controllers: 2
How Many:

? Enter ~ Enter and display a new number of controllers.

and/or **Enter** ~ Save the displayed record and move to the next system options display.

The display will show the existing event test:
eg.

Text No: 0920, Sirens Isolated
Text No:

? Enter ~ Enter and display a text word number for a new event text.

and/or **Enter** ~ Save the displayed text and move to the next system options display.

SYSTEM OPTIONS

ALARM/DOOR CODE PREFIX LENGTH

The alarm prefix is the number of digits to be dropped from the front of your full alarm control PIN code for door access only.

(Or the number of digits that are required to be added to the front of your door access PIN for alarm control, depending on your point of view)

ie. If the Alarm Prefix is 3 and your full PIN code is 1324658 then you would enter 1324658 for alarm control and 4658 for door access only.

A value of 1 to 4 may be entered.

The display will show the existing alarm prefix:
eg.

No Alarm Prefix
Prefix Len:

? Enter ~ Enter and display the prefix length for a new length.

and/or **Enter** ~ Save the displayed length and move to the next system options display.

TIME BEFORE LCD TEXT ROTATION

This record is relevant to the LCD display text on Version 8, 16 Character LCD Arming Stations.

A value between 1 and 15 can be programmed to specify the period before the LCD text on 16 character LCD Arming Stations begins to rotate.

If left at the default setting of 0, the arming stations will assume a value of 8. If you wish to alter the period from default enter a value higher than 8 for a longer period or a value lower than 8 for a shorter period.

NOTE: This option can only be programmed if ALL LCD Arming Stations in the system are Version 8 types.
e.g TS0801, TS0804 etc.

The display will show the existing value:
eg.

Time Before Rotate Is 0
Time:

? Enter ~ Enter and display the value for a new period.

and/or **Enter** ~ Save the displayed value and move to the next system options display.

LCD TEXT ROTATION SPEED

This record is relevant to the LCD display text on Version 8, 16 Character LCD Arming Stations.

A value between 1 and 15 can be programmed to specify the speed at which the LCD text on 16 character LCD Arming Stations rotates.

If left at the default setting of 0, the arming stations will assume a value of 8. If you wish to alter the speed from default enter a value higher than 8 for a slower speed or a value lower than 8 for a faster speed.

NOTE: This option can only be programmed if ALL LCD Arming Stations in the system are Version 8 types.
e.g TS0801, TS0804 etc.

The display will show the existing value:
eg.

Rotate Speed Is 0
Time:

? Enter ~ Enter and display the value for a new rotate speed.

and/or **Enter** ~ Save the displayed value and move to the next system options display.

SYSTEM OPTIONS

Note: Programming for the remaining System Parameter records is the same on each display.

The display will show the existing setting:
e.g.

NO - Siren Testing
*-Change 0 - Skip

* ~ Change NO to YES or YES to NO. Display the new setting.

and/or 0 ~ Return to the Installer Menu.

and/or **Enter** ~ Save the displayed setting and move to the next System Options display.

TAMPER ALARM REPORTING

This record determines whether an alarm report to a remote monitoring company will indicate if the alarm is a tamper alarm. The following wiring parameters for end of line monitoring apply:

NO - Tamper not indicated
Seal = 10k
Alarm = Open or Short or 5k or 20k

YES - Tamper indicated
Seal = 10k
Alarm = 5k or 20k
Fault = Open or Short

Note: End of line monitoring resistors must be mounted in the input device.

Example of display:

NO - Input Tamper Monitoring
*-Change 0 - Skip

AUTOMATIC DE-ISOLATE

YES - Any sealed, isolated inputs are de-isolated when any of the areas assigned to the input are disarmed.

This is done to ensure that isolated inputs are not ignored/overlooked.

See also: Option 5: Alarm Groups - Disable Auto De-isolate.

NO-Auto Deisolate When Area Accessed
*-Change 0 - Skip

SYSTEM OPTIONS

INPUT DISPLAY

This record controls the way input names and numbers are displayed on the LCD during user functions.

- YES - One input at a time is displayed even though there may be more than one in the list of inputs to be displayed. The user must scroll through the inputs.
eg. Unsealed 2. Building 1 Workshop PIR
- NO - Inputs are displayed as a list of numbers and it is necessary to select the input number to display the individual input name.
eg. Unsealed 1, 2, 3.

Example of display:

NO - Display One Input at a Time
*-Change 0 - Skip

NAME FILE

This record determines whether a user's name is to be programmed with their PIN code.

- YES - The appropriate prompts etc. for programming a user name, will be displayed when programming user codes.

Refer to: User Guide - Menu option 14 - Program Users

NO - Name File
*-Change 0 - Skip

SYSTEM "TAMPER" ALARMS ACTIVATE SIREN & STROBE

- YES - The dedicated "Tamper" inputs on the main panel and the DGPs will activate Siren & Strobe when in alarm.
- NO - The system alarms report and activate event flags (if programmed) only.

NO - System Alarms Set Siren & Strobe
*-Change 0 - Skip

LATCHING SYSTEM ALARMS

System Alarms are RAS/DGP Offline, Cabinet tamper, Siren tamper, Mains fail, Fuse fail, Low Battery, etc.

- YES - System Alarms latch and require code to reset. If set to YES, ensure that users who have the appropriate authority are assigned an Alarm Group which has "Reset System Alarms" set to YES.
- NO - System Alarms automatically reset and report restoral when condition is no longer present.

NO - System Alarms Latch
*-Change 0 - Skip

SIREN TESTING

- YES - The sirens will operate for 3 seconds when the secure test is started.

See also: System Options - Test Mode.
V8 Challenger User Guide - Secure Test

NO - Siren Testing
*-Change 0 - 'Skip

SYSTEM OPTIONS

DISABLE 0 ENTER - CAMERA RESET

This record controls the ability to stop cameras operating (by using "0 Enter") after an alarm has occurred.

Refer to: User Guide - Alarm

YES - "0 Enter" is disabled and cannot be used to stop cameras operating. The cameras will continue to operate until someone who is authorized to control cameras, resets them.

NO - "0 ENTER" will stop cameras operating. (After ENTER, ENTER, entered for "Quick Alarm History")

Example of display:

NO-Disable 0 ENTER For Camera Reset
*-Change 0 - Skip

DISABLE AUTO INSERT OF USER CATEGORYS

YES - The special procedure for automatically timing on non vault areas when arming vaults, is disabled.

NO - The special procedure for automatically timing on non vault areas when arming vaults will be enabled, provided all the applicable values are programmed.

Refer to: Installer menu option 18 - Areas Assign to Vaults for complete information.

NO - Disable Insert of User Category
*-Change 0 - Skip

DISABLE AREA LEDS THAT DON'T REPORT

YES - Disables all LEDs for areas which are not recorded as *Areas To Report Open/Close* (As detailed in Installer Menu Option 9 - Comms Options)

NO-Disable Area LEDs That Don't Report
*-Change 0 - Skip

DISABLE CODE FROM DISPLAYING

This record disables the PIN code from being displayed when programming users.

Does not apply to Master Installer Code - User 50.

NO - Disable Code From Displaying
*-Change 0 - Skip

DISABLE FLASHING AREA LEDS

This record disables the area LEDs from flashing when there is an alarm and/or tamper in the area.

NO - Disable Flashing Area LEDs
*-Change 0 - Skip

DUAL CUSTODY CODE PROGRAMMING

This record forces the menu option, 14-Program Users to request a second user code to be entered before access to this option is granted.

User 50 (Master Code) is not required to have a second code to authorise the option.

NO - Dual Custody Code Programing
*-Change 0 - Skip

SYSTEM OPTIONS

DISPLAY ALARMS INSTANTLY ON LCD

This record determines whether alarms will be displayed instantly on the LCD.

- YES - Details of first alarm is displayed instantly on the LCD Arming Station. Details of other alarms can be viewed on the LCD Arming Station by pressing the ENTER key twice.
- NO - Details of all alarms can be viewed on the LCD Arming Station by pressing the ENTER key twice.

Example of display:

NO - Display Alarm Instant on LCD
*-Change 0 - Skip

SIRENS ONLY AFTER REPORT FAIL

If this record is set to YES, Siren Event Flags will only be activated on alarms if the Challenger Panel has failed to report to the Monitoring Station in any communication format.

Report Fail is registered at the end of the fourth failed dial attempt. The full siren time will run after report fail is registered.

Dial attempt sequence is as follows:

1st (30 sec) 2nd (60 sec) 3rd (5 mins) 4th REPORT
Attempt Attempt Attempt Attempt FAIL

Fifth and sixth dial attempts are also made, each after a 5 minute delay. The delay time between attempts is from the end of the previous attempt to the start of the next attempt.

NO - Sirens Only After Report Fail
*-Change 0 - Skip

FINANCIAL INSTITUTION OPTIONS

If this record is set to YES, three special options, generally applicable to financial institution installations are enabled.

1. Film Counters are enabled during Access test mode.
2. User Category 2 or User category 6 disables Delayed Holdup inputs.
3. Minimum PIN code length is set to 5 digits.

NO - Financial Options
*-Change 0 - Skip

DISPLAY USER FLAGS

Enables the special User Flags to be displayed when programming Users. (User Menu Opt. 14)

- YES - The special User Flags will be displayed in sequence after the "Floor Group" display when programming Users.
- NO - The special User Flags are not displayed.

NO - Display User Flags
*-Change 0 - Skip

DELAY HOLDUP LOCKOUT

NO - Delay Holdup Lockout
*-Change 0 - Skip

USER OFFSET

User Offset Set To 0
Enter Offset: _

See also: V8 Challenger User Guide - Program Users.

This function is used to program *The Challenger* to automatically reset alarms.

The alarms are for selected areas (determined by an alarm group) and are reset after a pre-determined time programmed by you.

Use this function in instances where it may not always be possible to reset an alarm manually.

Note: It may be necessary to program a special alarm group for this function.
Refer to: Installer menu option 5 - Alarm Groups.

Auto Reset can be programmed to only occur during certain period/s by assigning a Timezone in the Alarm Group.

The display will show the existing reset time. This is the amount of time that elapses between the alarm occurring and the reset.

eg.

Auto Reset Time (Mins):15
Time (Mins):

? Enter ~ Enter and display a new auto reset time.

and/or **Enter** ~ Save the displayed time and move to the next auto reset display:

The display will show the existing alarm group which records the areas to reset. (You will need to determine the areas by checking the alarm group).

eg.

Reset Alm-Grp: 20,Low Priority Areas
Alm-Grp:

? Enter ~ Enter and display a new alarm group.

and/or **Enter** ~ Save the displayed alarm group and return to the Installer menu.

This page intentionally left blank.

This function is used to record details of the communications link between *The Challenger* and the remote monitoring company.

TELEPHONE NUMBERS

These are the telephone numbers which the system will use to communicate. Up to 10 digits can be entered for each record. The area code may be included in the telephone number entry if the total length is still 10 digits or less.

PABX Access Code or Telephone No Area Code:

The first display allows you to enter a PABX Access code. This is the number used by the company where the installation is located, to obtain an outside line via their switchboard. This field is optional and may be omitted if the system is not connected via the switchboard.

In the case of STD Telephone Numbers, the Area Code may be entered in this option, or in some remote areas, the Satellite Access Code etc.

It is recommended to include one or two pauses after the PABX Access Code.

Dial Sequence:

It is possible to record 2 telephone numbers. If the initial dial attempt fails, the system will dial the first number again twice and if connection is not made on either occasion, the second number will be dialled 3 times. If connection is still not made, the attempt ceases.

Time between dial attempts: 30 seconds, 60 seconds, 5 minutes, 5 minutes, 5 minutes.

Pause:

A pause in the dialling sequence is indicated by P and can be inserted anywhere. *eg.* after the PABX access code.

SERVICE NUMBER

This is the telephone number that will be dialled by the system if the Dial For Service option is selected.

Used to connect to a remote PC for programming.

Used in conjunction with User Menu Option 7 - Service Menu.

Note: If the Challenger Panel is reporting in a Direct Line format, the reporting format must be disabled and the line lead temporarily connected to a dialler line for the service connection to be made.

The display will show the existing telephone numbers:

eg.

*-Pause, Ph No: 0P
PABX:

? Enter ~ Enter and display a new PABX access code.

and/or **Enter** ~ Save the displayed PABX access code and move to the next display.

The next 2 displays will allow you to enter new telephone numbers:

eg.

*-Pause, Ph No: 8706209
Ph1 No:

? Enter ~ Enter and display a new telephone number 1.

and/or **Enter** ~ Save the displayed telephone number 1 and move to the display to enter a second telephone number.

Note: The display for the second telephone number is the same as above.

The display will show the existing service telephone number:

eg.

*-Pause, Phone No:
Ser No:

? Enter ~ Enter and display a new service telephone number.

and/or **Enter** ~ Save the displayed telephone number and move to the next option.

COMMUNICATION OPTIONS

CALL BACK NUMBER

This is the telephone number that will be dialled by the system when it detects a call-back trigger.

Used to connect to a remote PC for programming.
If a Callback Number is programmed "No of Calls" & "No of Rings" must also be set.

A Callback number **MUST NOT** be programmed if you wish to Dial in to the panel for Direct connection.

COMPUTER PHONE NUMBER

This is the telephone number that will be dialled by the modem connected to the Challenger Panel Computer Interface (TS0091, Port A) if the Option "Computer is Via Dialler" is set to YES.

Used to connect to a remote PC with System Management Software installed.

See also: Computer is via Dialler & Computer Address.

ACCOUNT NUMBER/S

This is a unique number which identifies your system to the monitoring company when reporting in DIALLER formats and will be provided by that monitoring company.

These Account numbers are only valid for Dialler formats.
The Securitel Hard ID IS NOT programmed here.

The number of digits required for the account number will vary depending on the communication format selected.

- **Tecom Dialler formats** only require the "Area 1" Account No. to be programmed with a **6 digit number**.
- **DTMF Dialler Formats** require a **4 digit number** for the System Account No. (optional) and the 16 Area Account numbers.*
Program 9999 in "System Account" if System reports are not to be sent, and in any of the areas that you do not wish reporting of alarms to occur on, except for Area 1.
- A number must be entered for every area that you wish to report on. (For alarms and any areas specified in "Areas to Report Open/Close")
For Systems with a single account number, the same number is entered for all the areas that you want to report on.
- If 0000 is entered as the Account number, alarms in that area will be reported on the Area 1 Account number.

* - **Area 1 Account Number MUST be programmed.**

See Communication Formats.

The display will show the existing call back telephone number:

eg.

"*" -Pause, Ph No:
CBack:

? Enter ~ Enter and display a new call back telephone number.

and/or **Enter** ~ Save the displayed telephone number and move to the next option.

Example of display:

"*" -Pause, Ph No:
Comp:

The display will show the existing system account number :

eg.

System Account - 0000
Account:

? Enter ~ Enter and display a new account number.

or **Enter** ~ Save the displayed account number and move to the display for the area account numbers.

The display will show the existing system account number for area 1:

eg.

"*" -Next, Area 1 Account - 1234
Account:

***** ~ Scroll through the areas 1-16.

or **? Enter** ~ Enter and display a new circuit number.

or **Enter** ~ Save the displayed circuit number and move to the display for the next area.

Note: The programming for each area is the same.

COMMUNICATION OPTIONS

FORMAT SELECTION

There are 11 reporting format options:

- 0 - Reporting Disabled
- 1 - High Speed Extended Dual Round
- 2 - High Speed Extended Checksummed
- 3 - Contact ID - Small
- 4 - Contact ID - Large
- 5 - Securitel Serial Data
- 6 - Securitel Pin
- 7 - Tecom Dialler V1
- 8 - Tecom Dialler V3 (NOT Currently Supported)
- 9 - Tecom Direct Line - Small
- 10 - Tecom Direct Line - Large
- 11 - EDL Direct Line (Only available in Special Version)

For Radio Communication Format see *Installer Menu Option 36*.

NETWORK ADDRESS (DIRECT LINE)

A Network Address is the *Challenger* panel identification number and identifies the client to the remote monitoring company.

You must record a network address if the system is communicating to the monitoring station via a direct line.

The Network address is the last digit or last 2 digits of the client number supplied by the remote monitoring company.
Format 9-Tecom Direct Line requires only the last digit.

Note: Set the Network address to zero if a direct line is not being used.

Refer to: Format Selection

COMPUTER ADDRESS

A computer address is the *Challenger* panel identification number and identifies the client to the access control/monitoring computer.

You must record a computer address between 1 and 1024 if the system is communicating to the access control/monitoring computer via the Computer & Printer Interface fitted to the Challenger Panel.

Note: Set the computer address to zero if a computer is not being used.

See also: Computer is via Dialler & Computer Phone Number.

The display will show the existing reporting format:

eg.

ADEMCO Contact ID - Large
Format No:

? Enter ~ Enter and display a new reporting format option.

and/or **Enter** ~ Save the displayed format type and move to the display for test calls.

The display will show the existing direct line address:

eg.

Network Address: 2
Address:

Enter ~ Save the displayed Direct Line Address and move to the next comms options display.

or **? Enter** ~ Enter a new Direct Line Address and move the next comms options display.

The display will show the existing computer address:

eg.

Computer Address: 0
Address:

Enter ~ Save the displayed Computer Address and move to the next comms options display.

or **? Enter** ~ Enter a new Computer Address and move the next comms options display.

COMMUNICATION OPTIONS

AREAS TO REPORT OPEN/CLOSE

The function of this record will vary (as detailed below) depending on the Communication option setting - Common Open/Close.

1. A report will be sent to the remote monitoring company whenever an area which is recorded here is armed or disarmed (provided 2 below is not functional).
2. If Common Open/Close is set to YES, then:
 - disarm report will be sent when the first disarm area occurs for any one of the areas recorded. No report will be sent when the remaining areas are disarmed.
 - arm report will be sent when all the areas recorded have been armed.

See also: Option 7: System Options - Disable Area LEDs that don't report

The display will show the existing area numbers recorded:

eg.

1,2,3,6,7,8,
O/C Areas:

? Enter ~ Add/Delete an area.
If the area entered is not recorded it will be added and displayed.
If the area entered is already recorded it will be deleted and removed from the display.

and/or **Enter** ~ Save the displayed areas and go to the next comms options display.

SECURITEL HARD-ID

Records a number between 0001 and 9999 which identifies the Securitel Interface Units.

Note:

If your system reports to the remote monitoring company via a Securitel Interface unit, a flashing COMMS light on *The Challenger* Arming Station indicates that *The Challenger* cannot communicate with the monitoring company.

The cause may be:

- A Securitel address has not been programmed.
- There is a hardware fault with the Securitel Interface Unit connected to *The Challenger*.
- The communications line between the Securitel Interface board and the scanner is faulty.

The display will show the existing setting:

eg.

SECURITEL ID Set To : 0010
STU ID:

***** ~ Delete the displayed hard id and display No STU hard id for systems not using Securitel.

or **? Enter** ~ Enter and display a new STU hard id.

and/or **Enter** ~ Save the displayed hard id and move to the next comms options display.

ENCRYTION KEY

Records a number between 0 and 255 which is used to encode data being sent to the remote monitoring company in the Direct Line format. (Format 9, 10 or 11)

The encryption key number will be provided by the monitoring company. (The same number must be entered for this unit at the monitoring station Direct Line receiver)

Unless otherwise instructed by the monitoring company it is recommended to leave the encryption key at 0 until communication has been established.

The display will show the existing setting:

eg.

Encryption Key Is : 0
Enter Key:

or **? Enter** ~ Enter and display a new Encryption Key.

and/or **Enter** ~ Save the displayed key and move to the next comms options display.

COMMUNICATION OPTIONS

NUMBER OF RINGS

This record holds the number of rings that are required before a call is detected.

The normal telephone "Ring Tone" which consists of a double tone (brrr-brrr) is counted as 2 rings.

Used when accessing the Challenger Panel via dial-up modem for "Callback" or Auto Answer.

The display will show the existing rings:
eg.

Number Of Rings: 0
Rings:

? Enter ~ Enter and display the number of rings.

and/or **Enter** ~ Save the displayed count and move to the next comms options display.

NUMBER OF CALLS BEFORE ANSWER

This record holds the number of calls that are required before the system answers or initiates a call back.

If "Callback" is NOT being used, and "Answering Machine Defeat" is set to NO, the Challenger Panel will answer as soon as the specified number of Calls/Rings has been met. e.g. If set for 3 Calls and 4 Rings, the Panel will answer after the fourth Ring on the third Call. (As long as the first two Calls exceeded four rings)

Used when accessing the Challenger Panel via dial-up modem for "Callback" or Direct connection.

The display will show the existing calls:
eg.

Number Of Calls Before Answer: 0
Calls:

? Enter ~ Enter and display the number of calls.

and/or **Enter** ~ Save the displayed count and move to the next comms options display.

Note: Downloading Via Line.

- In all formats, reporting is suspended while panel is being accessed via modem.
- When the panel is accessed via modem on Securitel formats the Securitel Interface sends PIN 15, then stops communicating panel messages until the modem disconnects. Any events that occur while modem was connected are then reported.
- On Direct Line Formats, set the communication format to 0 - Reporting Disabled. Disconnect the line from the Direct Line socket and connect to a telephone socket. When complete, the Direct Line connection must be restored and the Direct Line communication format selected. Any events that occur while modem was connected are reported when Direct Line connection is re-established.

COMMUNICATION OPTIONS

TEST CALL OPTION

This record determines whether *The Challenger* activates test calls to the monitoring company and if so, how often.

The test call ensures that communications are operating correctly and can be programmed to only be made if there have been no events to initiate a call since the last test call.

There are 5 test call options:

- 0 - No test calls
- 1 - Test call once a day
- 2 - Test call once a week
- 3 - Test call once a day if no events
- 4 - Test call once a week if no events

For "once a week" options, the test call will go through on the same day as the day on which the option was selected.

To specify a particular day for the "once a week" options, set the system clock to the day of the week on which you want the test call to occur, before selecting the option required. (2 or 4). The system clock must then be reset to the correct time and date.

TEST CALL TIME

This record specifies the time of day in hours & minutes that the test call will be made.

MAXIMUM EVENTS IN COMMS BUFFER

This record holds the number of events (0-255) that the Challenger Panel will hold in its communications buffer.

This is to limit the number of events that would be reported in the event of a system detecting a high level of alarm activity in a short period of time.

If the buffer overflows the excess messages will be lost.

The display will show the existing test call setting:
eg.

Test Call Once A Day
Option:

? Enter ~ Enter and display a new test call option.

or **Enter** ~ Save the displayed option and move to the next display.

The display will show the existing test call time:
eg.

Send a Test Call At 23:55
Hours:

? Enter ~ Enter and display the hours for test call time and move on to the minutes display.

or **Enter** ~ Save the displayed option and move to the minutes display.

The programming sequence for hours and minutes is the same

The display will show the existing events:
eg.

Max Events in Comms Buffer: 255
Events:

? Enter ~ Enter and display the number of events.

and/or **Enter** ~ Save the displayed number and move to the next comms options display.

COMMUNICATION OPTIONS

ALARM REPORTING

This record controls the way in which multiple alarms from one input are reported to the remote monitoring company.

- YES - When an individual input alarms more than once before being reset by a user, each alarm is reported to the remote monitoring company.
- NO - When an individual input alarms more than once before being reset by a user, only the first alarm is reported to the remote monitoring company.

Note: This record is not applicable if the reporting is High Speed Extended or High Speed Extended Checksumed *Refer to:* Installer menu option 9 - Communication Options.

Note: Programming for the remaining Communications Options records is the same on each display.

The display will show the existing setting:
e.g.

NO - Multi Break Alarms
*-Change 0 - Skip

* ~ Change NO to YES or YES to NO. Display the new setting.

and/or 0 ~ Return to the Installer Menu.

and/or Enter ~ Save the displayed setting and move to the next Comms Options display.

ALARM RESTORAL

- YES - When *Alarm Reporting* (see previous record) is set to YES and multiple alarms are reported to the monitoring station, this record, if set at YES, causes a restoral message to be sent to the monitoring company each time the input is re-sealed.

Example of display:

NO - Multi Break Restorals
*-Change 0 - Skip

DIRECT LINE TERMINATION

If the Challenger Panel is reporting to the monitoring station in Direct Line format, and is the only device on the end of the Direct Line connection from the monitoring station this option is set to YES.

- YES - Ensures that Direct Line connection is always terminated.
- NO - The Direct Line is shared with other Challenger Panels and termination is switched automatically.

NO - Always Terminate Direct Line
*-Change 0 - Skip

REMOTE SYSTEM CONTROL

- YES - If the system communicates to the remote monitoring company via a direct line, setting this record at YES will allow that company to control certain functions in the system. eg. Arm/disarm the system, reset alarms, isolate inputs etc.
- NO - Only monitoring is available on the direct line format.

NO - Network Commands
*-Change 0 - Skip

COMMUNICATION OPTIONS

OPEN/CLOSE REPORTING

This record defines the condition required to report armed/disarmed.

There are 2 options:

Open Follows Each Area:

Reports open/close (disarmed/armed) on each circuit number but only on *Areas to Report Open/Close* as programmed earlier in this option.

Common Open Close:

Reports open (disarmed) on the area circuit number of the first area disarmed from the *Areas To Report Open/Close* programmed earlier in this option. Reports closed (armed) on the area circuit number which is armed last (all others armed) from *Areas to Report Open/Close*.

Note: If you do not want to report open/close, no areas should be programmed in *Areas To Report Open/Close*.

Example of display:

NO - Common Open/Close
*-Change 0 - Skip

TONE OR DECADIC DIALLING

YES - DTMF Tone dialling is enabled in all dialler formats.

NO - Decadic dialling is enabled in all dialler formats.

YES - Tone Dialling
*-Change 0 - Skip

DISABLE INPUT ISOLATES FROM TRIGGERING DIALLER

YES - Isolating inputs will not trigger the dialler to report. Isolates will be reported when the next Alarm function triggers the dialler.

NO - Isolating inputs will trigger the dialler to report.

NO - Disable Isolates Triggering Dialler
*-Change 0 - Skip

ANSWERING MACHINE DEFEAT

This option is used when dialling in to a Challenger Panel that shares a line with an answering machine.

YES - After the required "Number of Calls" & "Number of Rings" has been met, the Challenger Panel will answer instantly on the next call.

See also "Number of Calls"

NO - Answering Machine Defeat
*-Change 0 - Skip

COMMUNICATION OPTIONS

ENABLE PSTN LINE FAULT MONITOR

YES - The Challenger Panel will monitor the integrity of the dialler telephone line. If the line is cut it will be indicated immediately on the LCD Arming Station, and the Report Fail Event Flag will be activated to provide local indication and/or to enable a backup cellular phone interface. A Line fail report will be generated for use with a backup cellular phone interface if used.

NO - Report Fail will only be generated after 4 failed dial attempts and no line fail message is generated for the backup cellular dialler.

NOTE: Must always be set to NO in Version 7 Panels.

See also: Installer Menu Option 34: - Program Summary Event Flags, "Report Fail Event Flag"

Example of display:

NO - Enable PSTN Line Fault Monitor
*-Change 0 - Skip

COMPUTER PORT CONNECTED VIA MODEM

YES - The Challenger Computer interface is connected to the system management computer via modem.

NO - Computer Port Connected Via Modem
*-Change 0 - Skip

DIAL ALARM EVENTS TO COMPUTER INSTANTLY *

This option is relevant to a system reporting events to a management computer via dialler.

YES - The system will dial an alarm event to the computer instantly when the alarm occurs.

NO - The system will wait until the communications buffer is full before dialling through the events to the computer.

NO - Dial Alarm Events to Comp Instant
*-Change 0 - Skip

DIAL ACCESS EVENTS TO COMPUTER INSTANTLY *

This option is relevant to a system reporting events to a management computer via dialler.

YES - The system will dial an access event to the computer instantly when the event occurs.

NO - The system will wait until the communications buffer is full before dialling through the events to the computer.

* See also: "Computer Address", "Computer Phone No", "Dial Events Via Computer Port" & "Dial Events Via On Board Modem".

NO - Dial Access Events to Comp Instant
*-Change 0 - Skip

COMMUNICATION OPTIONS

DIAL EVENTS VIA COMPUTER PORT

YES - The system will communicate to an access control/monitoring computer via a dial-up modem connected to the Computer Interface module fitted to the Challenger Panel.

The computer must have special Challenger management system software installed.

The modem must have the following features and be capable of performing the AT commands listed:

- full duplex operation
 - V.32
 - 4800 Baud
- | | |
|-------|---|
| ATF6 | 4800 BPS QAM V.32. |
| SO=3 | Set answer to 3 rings. |
| AT&A0 | Disables Auto rate detect. |
| AT&D2 | Modem goes on-hook and returns to command state when DTR drops. |

See also: "Computer Address", "Computer Phone No", "Dial Alarm Events Via Comp Instant" & "Dial Access Events Via Comp Instant".

DIAL EVENTS VIA ON BOARD MODEM

YES - The system will communicate to an access control/monitoring computer via the Challenger Panels On-board modem.
i.e. The Panel's normal dialler line connection.

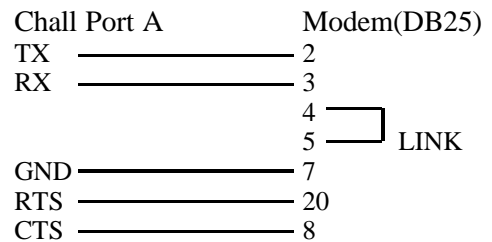
The Line lead supplied with the panel is connected to a telephone socket as it would for a normal dialler reporting format.

The computer must have special Challenger management system software installed.

Example of display:

NO - Dial Events Via Computer Port
*-Change 0 - Skip

Challenger to Modem Wiring.



NO - Dial Events Via On Board Modem
*-Change 0 - Skip

This function is used to add words to *The Challenger* word library. (Refer Table 2 for explanation).

All words in the library are identified by a reference number. The existing word library (Table 2) uses reference numbers 001 to 899. You can program up to 100 additional words numbered from 900 to 999.

Words are considered any configuration of 16 characters. They can include numbers, spaces (making 2 words for one reference number) or punctuation.

The display will show reference number 900 and the word programmed to it (if any):

eg.

0900 : Snack Bar, (*) - End
Word No.:

***** ~ Scroll through the programmable words 900 to 999.

or **Enter** ~ Return to the Installer menu.

or **? Enter** ~ Enter the reference number of the word you wish to change/add.

If you entered the reference number for a word, the display will show the existing word (if any) for the reference number:

eg.

"ENTER"-Next Letter, "*" -End
Shop_

Use the text option on the keypad to enter a word or words up to 16 characters. Keys 1 to 9 have alphabetical characters printed above them. To enter a letter, press the key the number of times relative to the position of the letter. Both upper and lower case letters are available as well as numerical values and spaces. Refer to Figure 2.

? Enter ~ Enter each letter (ENTER moves the cursor to the next position - ensure that it is pressed after entering the last character so that the cursor does not remain on a letter).

then ***** ~ Save & display the text word.

and/or ***** ~ Exit the display and return to the first word in the programmable list.

Note: When this key is used, only letters preceding the cursor will be saved. If you wish to save an existing word, you must key it again or, using Enter, move the cursor to the end of the word.

Figure 1 : Keypad Layout for entering text

| Key | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----|---------|--------|--------|-------|--------|--------|---------|
| 1 | A | B | ... C | ... 1 | a | b | c |
| 2 | D | E | ... F | ... 2 | d | e | f |
| 3 | G | H | ... I | ... 3 | g | h | i |
| 4 | J | K | ... L | ... 4 | j | k | l |
| 5 | M | N | ... O | ... 5 | m | n | o |
| 6 | P | Q | ... R | ... 6 | p | q | r |
| 7 | S | T | ... U | ... 7 | s | t | u |
| 8 | V | W | ... X | ... 8 | v | w | x |
| 9 | Y | Z | ... sp | ... 9 | y | z | sp |
| 0 | | - | ... & | ... 0 | - | & | |

(sp=space)

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This function is used to display which version of *The Challenger* software and which database revision are being used in the system.

Note: If updating to a later software version, the database revision of the new version must be the same as the database revision currently installed. If it is not, the panel will require a total re-programming after the new version is installed.

The display shows the software version:
eg.

(C) Copyright 1988-94 Tecom Systems
V8-C-MF.103 E

(Indicates Version 8 Panel, Version 1.03 Software, Database Revision E)

Enter ~ Return to the Installer menu.

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This function is used to test all LEDs (lights) in the system. This includes LEDs on arming stations, card readers, etc.

The function allows you to turn all the LEDs on, exit the Installer menu, check the LEDs, then return to the menu option to turn the LEDs off.

The display will show the current setting:
eg.

Lamp Test is Off
Code:

1 2 3 4 **Enter** ~ Enter your PIN code to turn on/off all LEDs in the system.

and/or **Enter** ~ Return to the Installer menu.

The condition of the lamp test is toggled ON to OFF or vice versa each time that PIN <ENTER> is used.

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This function is used to program time zones.

Time zones are used in conjunction with alarm groups, door groups, floor groups, relay mapping, Arm/Disarm timers and Out of Hours Access reporting in order to restrict/enable some *Challenger* operations during specific time periods.

There are two main types of Timezone, however both have the same function.

a/ Timezones programmed for specific times - as detailed in this menu option (numbers 0 to 24).

NOTE: Time zone 0 (zero) is a 24 hour time zone (always valid) and is not programmable.

b/ Timezones programmed to be active when a relay is active (numbers 26-41). *Refer to:* Installer menu option 22 - Timezone To Follow Relay.

A third type of timezone - Timezone 25 is valid while "Service Tech" is enabled, and can be used to control functions required during that period.

See "Service Time" in Installer Menu Option 6 & "Enable/Disable Service Tech" in User Guide - User Menu Option 17.

Notes: - Time zones are numbered 1 to 24.

- Each time zone is made up of four sub-zones, each containing a record of a start and end time, and days.
- Each sub-zone may operate individually, or the subzones may be linked to each other to form a more complex record.
- Where the start time for a time zone is on a different day to the end time, consecutive sub-zones can be linked.
- A time of 24:00 or 00:00 is not recognized and can therefore be used to carry the record over to the next sub-zone.
- The time zone becomes valid commencing at the start time on any day listed in the same sub-zone.
- The time zone becomes invalid (stops) at the end time on any day listed in the same sub-zone.
- A time zone is invalid on any holiday which has been declared in the holiday date file (User menu option 21) unless HOL is included as a day in the sub zone. If HOL is included, the timezone is valid on any holiday (even if the day of the week that it falls on is not included in the sub-zone) but only during the times recorded in the sub-zone.

The display will show:

Time Zones
TimeZone No:

? Enter ~ Enter the time zone number to be programmed and move to the first time zone display.

or **Enter** ~ Return to the Installer menu.

Each of the 4 sub-zones is programmed using 5 displays.

See next page for programming procedure.

TIME ZONES

Examples:

- Time zone to be valid 8.00 am to 5.00 pm
Monday to Friday
8.00 am to Noon
Saturday

Tz 1.1 Start - 08:00 End - 17:00
Days --,Mo,Tu,We,Th,Fr,--,--
Tz 1.2 Start - 08:00 End 12:00
Days --,--,--,--,--,Sa,--
- Time zone valid 6.00am to 6.00pm
Saturday, Sunday and
Holidays.

Tz 2.1 Start - 06:00 End 18:00
Days Su,--,--,--,--,Sa,Hol
- Time zone to be valid at any time.

Tz 0

or

Tz 3.1 Start - 00:00 End - 24:00
Days Su,Mo,Tu,We,Th,Fr,Sa,Hol
- Time zone to be valid at any time between 7.00 am
Monday and 7.00 pm Friday and between Noon and
9.00 pm on holidays.

Tz 1.1 Start - 07:00 End - 24:00
Days --,Mo,--,--,--,--,--
Tz 1.2 Start - 00:00 End - 24:00
Days --,--,Tu,We,Th,--,--,--
Tz 1.3 Start - 00:00 End - 19:00
Days --,--,--,--,Fr,--,--
Tz 1.4 Start - 12:00 End - 21:00
Days --,--,--,--,--,Hol

A timezone will always time out the last minute of the time programmed and once timed out, can take up to 30 seconds to cancel.

- e.g. A timezone programmed with an End time of 17:00 will be valid until 17:00:59 and will cancel between 17:01:00 and 17:01:30.

The first 4 displays show the times for starting and ending the time period and allow you to record the start time hours, start time minutes, the end time hours and end time minutes.
eg.

Tz 1.1 Start - 08:00 End - 00:00
Start Hours:

* ~ Skip this timezone without changing and move to the next time zone to be programmed.

or **Enter** ~ Save the time values displayed and move to the days display.

or **? Enter** ~ Enter a new value for start hour and move to start minutes display.
eg.

Tz 1.1 Start - 09:00 End 17:30
Start Minutes:

Program start minutes, End hours, end minutes in the same way as you did Start hours.

Note: If you wish to change one section of the time values only eg. End time from 20:00 to 21:00 you must key each value again until the one you wish to change is displayed.

The next display will show the days of the week on which the time zone will be valid, and also whether it is valid on holidays.
eg.

Tz 1.1 Days: --,Mo,Tu,We,--,--,Hol
(1)Sun-(8)Hol:

? Enter ~ Add/Delete a day.
To add or delete a day enter the numerical value 1 to 7 for days of the week commencing Sunday, and/or 8 for holiday.
If the day entered is not recorded, it will be added and displayed.
If the day entered is already recorded, it will be deleted and removed from the display.

and/or **Enter** ~ Save the days displayed and move to the next sub-zone to be programmed or, if this is the last sub-zone for this time zone, to the select time zone display to program another timezone.

This function is used to reset some of the system records to various default values.

99- All

This option resets all the system records to the factory default. All programming will be erased and the only options set will be the standard default values.

Refer to:

Table 4 for default values for alarm groups and the programming sheets for all other default values, where applicable. Where no default value is recorded on the programming sheet, it is set to zero or NO.

98-STD (Standard)

This option resets some of the system records to the factory default. The following records are defaulted:

- Area database
- Alarm Groups (11-29)
- Times
- System Options
- Auto Reset
- Time Zones
- User Categorys
- Arm/disarm Timers
- Areas Assigned to Vaults
- Areas linking
- Relay to Follow Time Zone

Refer to:

Table 4 for default values for alarm groups and the programming sheets for all other default values, where applicable. Where no default value is recorded on the programming sheet, it is set to zero or NO.

Note: The input database is NOT reset.

97- Relays & Groups

This option resets the relay mapping and Door & Floor groups records to the factory default. The following records are defaulted:

- Relays to No Event Flag
- (Except for: Relay 16 defaulted to Event Flag 1
Relay 2 defaulted to Event Flay 2)
- Door Groups
- Floor Groups

2-History

This option deletes all events (messages) in the history and computer buffer.

The display will show:

99-All, 98-STD, 97-Rly/Grps, 2-History
Option:

Enter ~ Return to the Installer menu.

or **?Enter** ~ Enter the required option and return to the Installer menu.

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A User Category may be used when a user needs to control some or all of the areas in their alarm group in a manner different to that specified in the alarm group.

e.g. Use the timed access function on certain area/s.
Restrict alarm control to "Arm/Reset only" on certain area/s.
Utilize the "User Count for each area" or "Dead Man Alarm" function.

The User Category is used to group together a number of areas and define certain alarm system control functions or restrictions for those areas.

By allocating a user category to an alarm group, it is then possible for the users who have been assigned that alarm group, to perform the specified alarm system control functions for all the areas in the user category, by entering their code.

i.e. The user category feature can be programmed to allow a user to control various areas differently. A user, by entering a code, may perform different alarm system control functions on different areas.

The way the user category data is programmed will determine the alarm system control functions available to the user for each of their areas.

Examples:

1) A User's **alarm group** restricts the user to Disarm only on Areas 1, 2, 3, & 4.
A **User Category can be assigned to the alarm group** that will cause Areas 1 & 2 (but NOT Areas 3 & 4) to **automatically re-arm** after a programmed time whenever the user Disarms those areas.

2) A User's **alarm group** allows full alarm control (Arm, Disarm, Reset) on Areas 1, 2, 3, & 4.
A **User Category can be assigned to the alarm group** that will restrict the user to **Arm & Reset functions only** on Areas 3 & 4 while still allowing full control of areas 1 & 2.

User Category functions are described in full on the following page.

USER CATEGORY DATA

USER CATEGORY FUNCTIONS

1. Time Disarm of areas

Areas which are assigned to an alarm group and are programmed as *Areas To Time On* in User Category Data will have Time Disarm functions applicable.

User Categories 1 to 6:

When a user enters a code, it will disarm the programmed areas and set a timer running.

- The area will arm again when the timer has expired unless other timers are running.
- The area may be armed by the user by re-entering their code, provided the display does not show *Ending*. If other timers are running and the code is re-entered, the individual user category is cleared but the area is not armed.
- The timer may be extended by the user re-entering their code when the display shows *Ending* for their user category.
- A buzzer will be sounded as a warning when the timer is running out and the area is about to arm.

User Category 7:

Operates exactly as per User Categories 1 to 6 above, except that when the timer expires and the area/s re-arm a "Dead Man Alarm" (Guard Failed to Check In) message is reported to the monitoring station in all formats except for Securitel PIN.

User Category 8 - Special Function : User Count for each Area

When a user enters a code to disarm, it will disarm the programmed areas and increment a user count, for each area, by 1.

- When the user enters their code again to arm, the user count for each area will be decreased by one.
- The display will always show the user count.
- The area may be armed by the user by re-entering their code to arm, provided the user count for each of the areas to be armed, is down to 1 before the code is entered. i.e. The next code will reduce the count to 0 & arm the area/s.
- Timers do not operate for user category 8.
- Can count a maximum of 255 Users per Area.

2. Arm/Reset of areas

Areas which are assigned to an alarm group and are programmed as *Areas to Arm/Reset* in User CategoryData will have only Arm/Reset functions applicable.

When a user enters a code it will arm the programmed areas, regardless of any timers running, (but cannot disarm),or it will reset alarms in the programmed areas.

3. Time Disarm/Arm Reset

Areas which are assigned to an alarm group and are programmed both as *Areas To Time On* and *Areas To Arm/Reset* will have both Time Disarm and Arm/Reset functions applicable.

When a user enters a code, all of the Time Disarm functions are applicable except that when re-entering a code, the Arm/Reset function will apply and the system is armed regardless of any timers running.

4. No user category Function

Areas which are assigned to an alarm group but are not included in the user category data, will have standard alarm system control functions applicable as specified in the alarm group. eg. code Enter to arm/disarm etc.

- Notes:*
1. The amount of time that the timer runs is programmed on Installer menu option 6 - Times or 2 - Area Database. If the timer is set to zero, the user category will not time out. The user category functions in exactly the same way except a timer does not run and will therefore not arm areas on expiry.
 2. The amount of time that a warning appears and an audible alert sounds is programmed on Installer menu option 6 - Times.
 3. User Category are assigned to alarm groups in Installer menu option 5 - Alarm Groups.
 4. A user cannot operate user categorys unless the arming station they are using has the same user categorys in it's alarm group.

USER CATEGORY DATA

USER CATEGORY NUMBER

User Categorys may be numbered 1 to 8.

The display will show :

User Category Programming
Cat No:

? Enter ~ Enter the category number to be programmed.

or **Enter** ~ Exit to the Installer Menu.

USER CATEGORY NAME

The name of a User Category is selected from a list of words already held by *The Challenger*. These words can be from the standard word library - *Refer to*: Table 2 or from a list of words which you have programmed - *Refer to*: Installers Menu Option 10 - Text Words.

To program the User Category name, the word is recorded by using it's reference number.

The name given to a User Category should reflect the function of the User Category.

The display will show the existing name of the User Category and the word reference number for that name:

eg.

Category Name: 0352, Cleaner
Word No:

? Enter ~ Enter the reference number for the word which will be used to describe this User Cat.. Display the new name.

and/or **Enter** ~ Save the displayed name and move to the next display.

AREAS TO TIME ON

This record lists areas programmed for Time Disarm.

When a user enters a code, it will disarm the programmed areas and set a timer running.

The area/s listed in this option must also be listed in the Alarm Group that the User Category is assigned to, in order for the function to be enabled on those areas.

The display will show the existing list of areas programmed to *time on* for that user category:

eg.

1,2,3,6,7,
1, Time Area:

? Enter ~ Add/Delete an area.
If the area entered is not recorded, it will be added and displayed.
If the area entered is already recorded, it will be deleted and removed from the display.

and/or **Enter** ~ Save the displayed areas and move to the next user category data display.

USER CATEGORY DATA

ARM/RESET

This record lists areas programmed for Arm/Reset.

When a user enters a code, it will arm the programmed areas or reset alarms in the programmed areas.

The area/s listed in this option must also be listed in the Alarm Group that the User Category is assigned to, in order for the function to be enabled on those areas.

The display will show the existing list of areas programmed to Arm/Reset:

eg.

1,2,3,4,5,
1,A/R Area:

? Enter ~ Add/Delete an area.
If the area entered is not recorded, it will be added and displayed.
If the area entered is already recorded, it will be deleted and removed from the display.

and/or **Enter** ~ Save the displayed areas and move to the next user category data display.

ALTERNATES

It is possible to program two sets of alternate values to apply when alternate alarm groups are in use.

eg. Alarm group 31 has been assigned User Category 4. Alarm group 31 has an alternate alarm group-32. User category 4 can be programmed with alternate Areas To Time On/ or Arm/Reset which will be used when alarm group 31's alternate alarm group (32) is in use. The User Category 4 function must be set to YES in both the main & alternate alarm group, 31 & 32.

See diagram on the following page.

Note: The remaining 4 displays for the selected user category are for *Areas To Time On* and *Areas To Arm/Reset* which apply when each of the alternate alarm groups are in use.

eg.

9,10,
2,Time Area:

To program alternates, follow the same procedure as shown above.

USER CATEGORY DATA

Example of Alternates:

Whether the Main or Alternate User Category values are used is determined by whether the Alarm Group is being used as the User's main Alarm Group, or an alternate.

In this example:

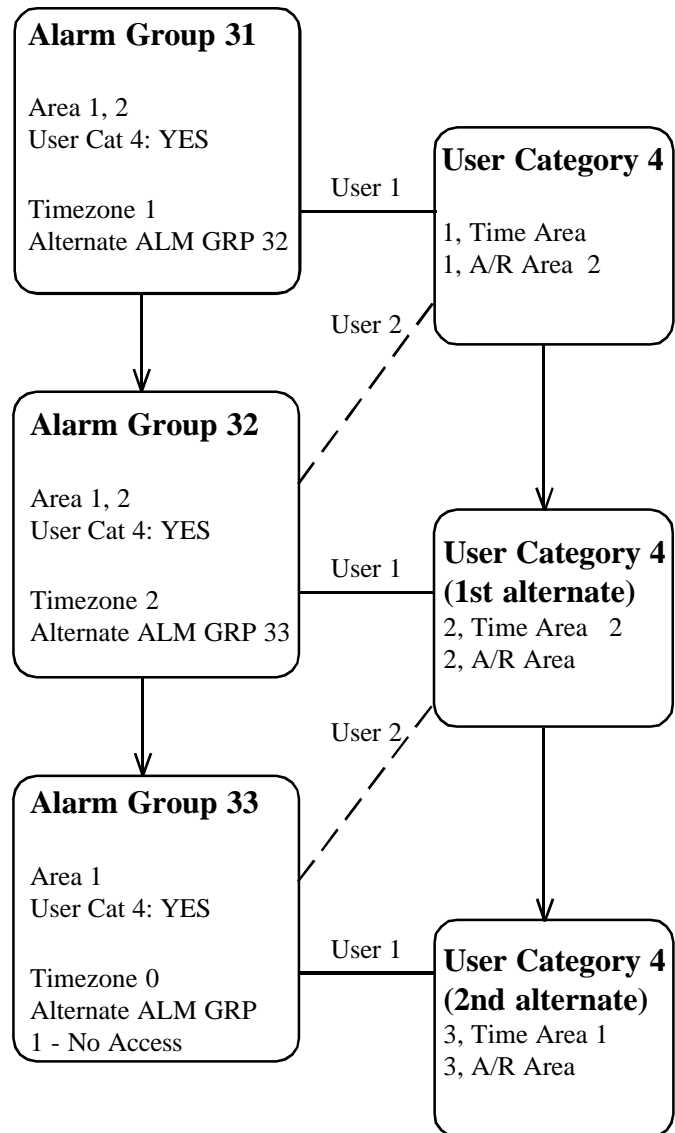
User 1 is assigned **Alarm Group 31** as their **main** Alarm Group. Their Alternate Alarm Groups are therefore Alarm Groups 32, then 33. In this example All three Alarm Groups have User Category 4 assigned.

The User Category 4 functions valid for each of their Alarm group alternatives are shown by the **solid lines**.

User 2 is assigned **Alarm Group 32** as their **main** Alarm Group. Their alternate Alarm Group is therefore Alarm Group 33.

The User Category 4 functions valid for each of their Alarm group alternatives are shown by the **broken lines**.

(Since Alarm Group 32 is this user's Main Alm Grp, the Main User Cat functions are used when Alm Grp 32 is valid for this user)



User 1 has Alarm Group 31 assigned in "Program Users":

- | | | |
|--|---|--|
| Timezone 1 is valid (Alm Grp 31 valid) | - | Has full Alarm Control on Area 1. |
| | - | Has ability to Arm & Reset Only on Area 2. |
| Tz 1 is invalid, but Tz 2 is valid (Alm Grp 32 valid) | - | Has full Alarm Control on Area 1. |
| | - | Has ability to Time Disarm on Area 2. |
| Tz 1 & 2 are invalid, but Tz 0 is valid- (Alm Grp 33 valid) | - | Has ability to Time Disarm only on Area 1. |
| | - | Has no control on Area 2. |

User 2 has Alarm Group 32 assigned in "Program Users":

- | | | |
|--|---|---|
| Timezone 2 is valid (Alm Grp 32 valid) | - | Has full Alarm Control on Area 1. |
| | - | Has ability to Arm & Reset Only on Area 2. |
| Tz 2 is invalid, but Tz 0 is valid (Alm Grp 33 valid) | - | Has full Alarm Control on Area 1 only. |
| | - | Time Disarm on Area 2 is invalid as the area is not listed in Alm Grp 33. |

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This function is used to record details of settings which control the activity of relays.
See logic diagram on the following page.

RELAY NUMBER

Each relay has a specific number which will physically identify it.
The relay number is determined by the address of the device the relay card is connected to.

Refer to: Numbers - Inputs/DGPs/Relays/Doors.

EVENT FLAG NUMBER

The event number recorded is the event flag which will activate this relay.

An event flag is a signal activated by an input condition, area condition, system status or fault condition, door command (on doors 1 to 16) or shunt timer condition.

The relays will follow the logic of the event flags unless the timezone (if programmed) is valid.

If Event number 0 is programmed, the relay will not follow any Event Flag.

Defaults:

In version 7 or 8 software the only relay mapping defaults are as follows:

| | | |
|--|-----------|---------------|
| Relay 2 (Strobe O/P) | mapped to | Event Flag 2. |
| Relay 16 (Panel Siren O/P) | mapped to | Event Flag 1. |
| Relay 32, 48, 64, 80, 96, 112, 128, 144, 160, 176, 192, 208 | | |
| 224, 240 (DGP Siren O/P's) | mapped to | Event Flag 1. |

TIMEZONE

The timezone number recorded will control the times that a relay is active/inactive.

If a timezone is programmed, it will set the relay when the time is valid. The status of the event flag is irrelevant when the timezone is valid.
When the timezone is not valid, the relay follows the logic of the event flag.

If no timezone is programmed the relay follows the logic of the event flag.

The display will show:

Relay Mapping
Relay No:

? Enter ~ Enter the number of the relay to be programmed and move to the next display.

or **Enter** ~ Return to the Installer menu.

If you entered a relay number, the display will show the event flag currently recorded for that relay:
eg.

Relay 3 Mapped to Event Flag ?
Event Flag.:

? Enter ~ Enter and display a new event flag number.

and/or **Enter** ~ Save the displayed event flag number and move to the next relay assignment display for this relay.

and/or ***** ~ Save the displayed event flag number and move to the same display for the next relay number.

If you pressed Enter, the display will show the timezone currently assigned to the relay:
eg.

Relay 3 Timezone 12
Timezone No:

? Enter ~ Enter and display a new timezone number.

and/or **Enter** ~ Save the displayed timezone number and move to the next relay assignment display for this relay.

The display will show the existing setting:

RELAY MAPPING

ACTIVE/INACTIVE DURING TIMEZONE

Active: If this record is set at *Activate During Timezone*, the relay will activate when the timezone is valid regardless of the status of the event flag and provided the relay is not inverted.

Inactive: If this record is set at *Inactive During Timezone*, the relay will not activate when the timezone is valid regardless of the status of the event flag and provided the relay is not inverted.

If the timezone is not valid, the relay follows the logic of the event flag.

RELAY IS INVERTED

Inverted: If the relay is inverted, the logic controlling the relay is reversed.
eg. If the previous logic determines that the relay is to be ON, this record would change it to OFF.

eg.

Relay 3 InActive During Timezone
*-Change

*

~ Change the status Active to Inactive or Inactive to Active and display the new status.

and/or **Enter**

~ Save the displayed setting and move to the next relay assignment display.

The display will show the existing setting:

eg:

Relay 3 is NON-Inverted
*-Change

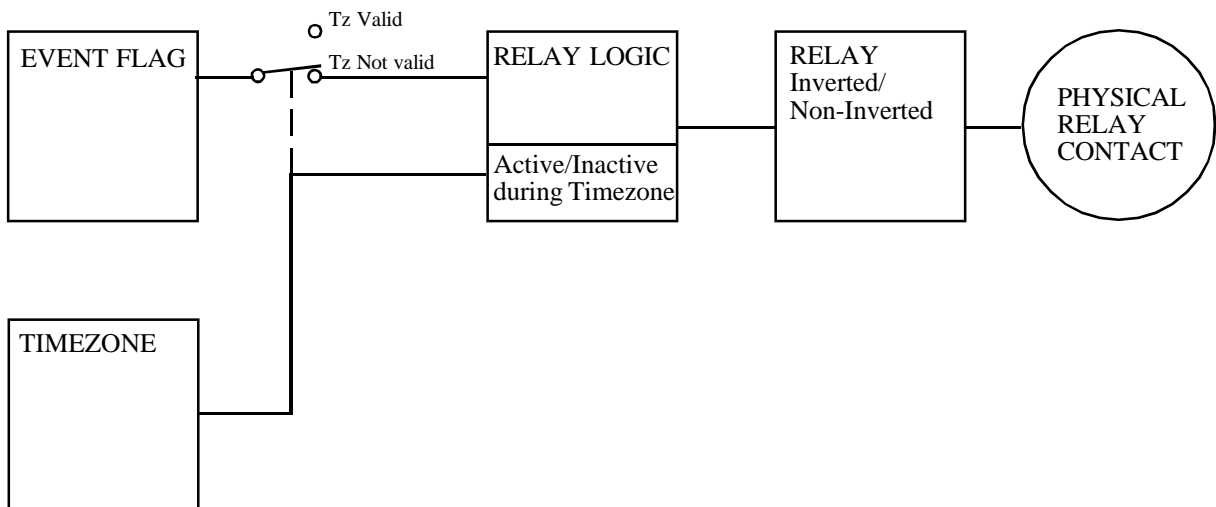
*

~ Change the status Non-Invert to Inverted or Inverted to Non-Invert and display the new status.

and/or **Enter**

~ Save the displayed setting and return to the initial display to program another relay number.

RELAY LOGIC DIAGRAM



An Arm/Disarm Timer is used when you wish to ensure that areas are armed and/or disarmed at a particular time without the need to enter a user code.

This function is used to relate a time zone and alarm groups to the arm/disarm functions. When this is done, the areas assigned to the alarm group will arm/disarm in accordance with the time zone designations.

When the specific time zone becomes valid (the recorded time commences) the area will disarm.
When the specific time zone expires (the recorded time ends) the areas will arm.

Note: 1. The records in the alarm group determine the exact operation of this function. The function will follow all the guidelines of the alarm group regarding alarm control etc.

- eg.
- If the alarm group shows YES for Arm & Reset only, then this function will only arm areas.
 - If the alarm group shows YES for disarm only, then this function will only disarm areas.

Refer to: Installer menu option 5 - Alarm Groups, for further information.

- If the alarm group shows YES for a User Category, then this function may allow a user to extend the time that the area/s are disarmed for a specified period.

Refer to: Notes on the following page.

2. Each timezone/alarm group connection is called a program. There are 16 programs, one for each possible area. A different program must be completed for each area, or set of areas, where you require different functions. eg. disarm at different times.
3. When programming Alarm Groups, a Timezone can be assigned to the Alarm Group to specify when the alarm group is valid.
The Alarm Group assigned to an Arm/Disarm timer program does not require a Timezone. The Timezone is linked to the alarm group in these Arm/Disarm timer programs.

The display will show:

Arm/Disarm Tz
Program No.:

? Enter ~ Enter the number of the arm/disarm program that you wish to update and move to the next arm/disarm timers display.

or **Enter** ~ Return to the Installer menu.

If you entered a program number, the display will show the current timezone for the selected program:

eg.

Pgm: 1 TimeZone 2
TimeZone No.:

? Enter ~ Enter and display a new timezone.

and/or **Enter** ~ Save the displayed timezone and move to the next arm/disarm timers display.

The display will show the current alarm group for the selected program:

eg.

Pgm: 1 Alm-Grp: 14-Area One
Alm-Grp:

? Enter ~ Enter and display a new alarm group.

and/or **Enter** ~ Save the displayed alarm group and return to the first display to select another program number.

ARM/DISARM TIMERS

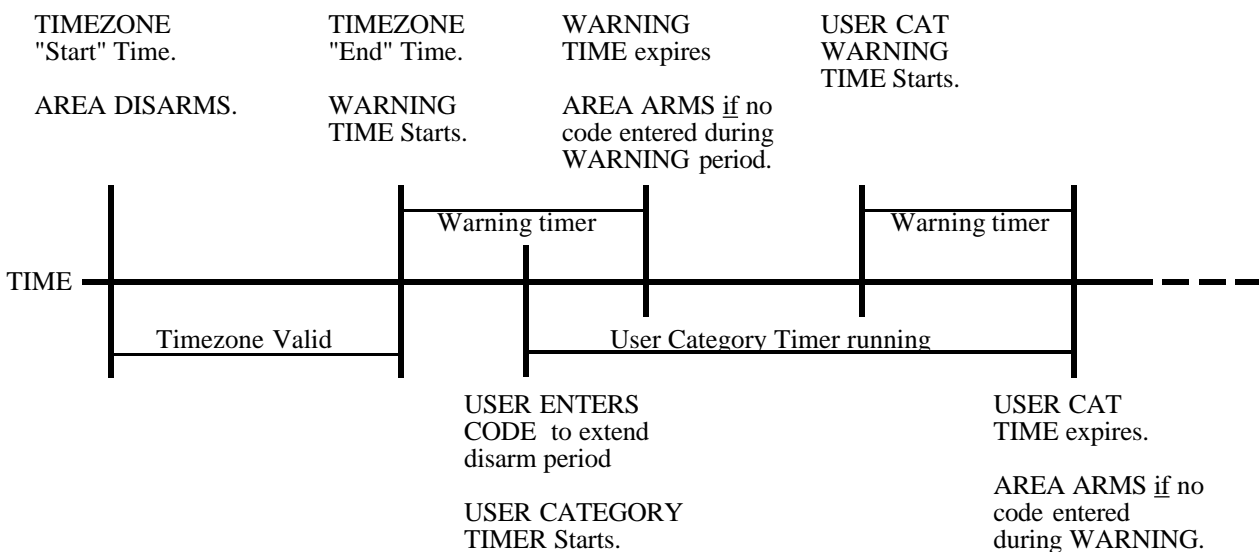
USING USER CATEGORIES IN CONJUNCTION WITH ARM/DISARM TIMERS.

By assigning a User Category function with area/s programmed as "Area/s to Time On" to the Alarm Group used in the Arm/Disarm Timer program, it is possible for users to be able to extend the time that the area/s are disarmed by entering their code (or presenting their card) during the "Warning Time".

The following Options must be programmed to achieve this function:

- 1) A User Category must be programmed with the area/s required to time disarm.
(The area/s must also be included in any Alarm Groups that the User Category is assigned to - see below)
- 2) The **same** User Category (as programmed above) must be set to YES in:
 - The Alarm Group used in the Arm/Disarm timer program.
 - The Alarm Group assigned to the Arming Station/s or Door Reader/s at which the user is required to perform the function.
 - The Alarm Group assigned to the user/s who will perform the function.
- 3) The required times must be programmed in Installer Menu Option 6: -Timers:
 - "User Category Time". The time that the disarm period will be extended by.
 - "Warning Time". The time that the console warning will sound before the area/s automatically arm.
The code/card must be presented during the warning period to extend the disarm time.
- 4) If a separate warning beeper is required to be activated from a relay, map the relay to the "Warning Event Flag" which is programmed in the "Area Database/s" for the area/s specified in the User Category.
- 5) Ensure that the programming of the User's & Arming Station's Alarm Groups and the Arming Station details allow the disarming procedure.

Refer to: Installer Menu Option 15: - User Categories.
 Installer Menu Option 5: - Alarm Groups.
 Installer Menu Option 6: - Timers.
 User Menu Option 14: - Program Users.



This function is used to record areas which are to be treated as vaults. This then allows a special procedure to be used for automatically timing on non vault areas when arming vaults.

When all of the areas assigned to vaults are armed, a timer will commence so that the area the vaults are linked to will arm at the expiry of the timer.

eg. A building has 3 office areas (areas 2, 3 & 4) and a common foyer (area 1). Assigning the office areas as vaults would allow the foyer to be armed at a set time after the last office is armed.

Note: For the special procedure for vaults to operate:

- Areas must be assigned to vaults on this option.
- The record *Disable Auto Insert of User Categorys* must be set at NO on Installer menu option 7 - System Options.
- The area to be timed on must be linked to the areas designated as vaults on Installer menu option 19 - Area Linking.
- The areas designated as vaults must be included in a user category to *Arm/Reset* in Installer menu option 15 - User Category Data.
- The time required before the area to be timed on arms is programmed in Installer menu option 6 - Times. The time is programmed for the same User Category as mentioned above.
- The User category is then inserted into the necessary Alarm Groups (Assigned to Users/RASs) to enable the function to be used. The alarm group must include the area/s assigned to the user category function/s if the user category functions are to operate.

The display will show areas presently assigned as vaults:

eg.

2, 3, 4,
Area:

? Enter ~ Add/Delete an area.
If the area entered is not shown on the display, it will be added and displayed.
If the area entered is already shown on the display, it will be deleted and removed from the display.

and/or **Enter** ~ Save the displayed areas and return to the Installer menu.

This page intentionally left blank.

This function is used to link an area to a number of other areas.

This enables the status of any one of the linked areas to control the status of the one area they're linked to.

eg. Area 1 is a foyer.
Area 1 is linked to areas 2, 3, 4,
When any of areas 2, 3 or 4 is disarmed, area 1 will be disarmed.
When all of areas 2, 3 and 4 are armed, area 1 will be armed.

The linked status operates for all system functions.
eg. Area 1 is linked to areas 2, 3, 4.
A user with area 3 can therefore reset an alarm in area 1.

The display will show:

Area Linking
Area:

? Enter ~ Enter the area number for the area that you wish to link other areas to and move to the next areas linking display.

or **Enter** ~ Return to the Installer menu.

The display will show the areas currently linked:
eg.

Area 1: 2,3,4
Areas:

? Enter ~ Add/Delete an area.
If the area entered is not recorded it will be added and displayed.
If the area entered is already recorded, it will be deleted and removed from the display.

and/or **Enter** - Save the displayed areas and return to the first display.

This page intentionally left blank.

SITE CODE (Facility Code)

This function is used to record the site identification number used by access control cards being used with Card Readers connected to the Challenger System LAN. (i.e. Arming Stations 1 to 16). The Site Code for readers on Door/Lift Controllers is NOT recorded here.

Each system has a unique site ID which is provided by *The Challenger* manufacturer/distributor.

SITE CODE (OR SITE CODE A)

(Site code is also called facility code)

Records the site identification number used in cards.
Each system has a unique site ID.

NOTE: THE FOLLOWING OPTIONS ARE ONLY AVAILABLE IN V7.08 / V8.08 OR LATER.

Two Site code numbers and associated Card Offsets can be programmed.

This is to enable the system to be used with two sets of cards on different Site codes. e.g. For ease of use during a changeover period when a system has been commissioned using a set of standard cards while awaiting delivery of customised cards.

CARD OFFSET A

This record specifies a number that is added to, or subtracted from the actual card ID number, for cards on Site Code A. The resultant card ID after processing is the number which is used when programming users; and which is reported to the printer and computer.

e.g. Card offset is programmed as -5000.
Actual physical card ID number is 5001.
Card will be programmed as User 1; and will report as User 1.

SITE CODE B

Records a second site identification number used in cards.
Each system has a unique site ID.

CARD OFFSET B

This record specifies a number that is added to, or subtracted from the actual card ID number for cards on Site Code B. See explanation above.

See over page for Site Code lengths for Card formats.

The display will show the Site Code currently recorded:
eg.

Site Code A: 004346
Site Code:

? Enter ~ Enter and display a new card site number.

Note: For most card formats, the complete 6 digit number must be entered, including leading zeros. (See next page)

and/or **Enter** ~ Save the displayed site number and return to the Installer menu.

The display will show the existing card offset:
e.g.

Card Offset A +0
*-Neg, No:

***** ~ Change the displayed option from negative to positive or vice versa.

and/or **??** ~ Enter the Card Offset required.

and/or **#** ~ Save the displayed setting and move to the next display.

Site Code B: 005678
Site Code:

Card Offset B +0
*-Neg, No:

SITE CODE

SITE CODE LENGTH

This table specifies the number of digits required to be programmed for the Site Code, for various Card formats available.

Where a format specifies a larger number of digits for the site code than that specified with the cards supplied, leading zero's are inserted to make up the correct number of digits.

e.g. Proximity & Wiegand formats.

| Card Format | Site Code Length |
|-------------------------------|------------------|
| Indala Proximity | 6 digits |
| Wiegand Swipe/Key Insert | 6 digits |
| Magnetic Swipe - Tecom format | 6 digits |
| Magnetic Swipe - Club format | 2 digits |

This function is used to program details of a shunt timer which controls a shunt procedure.

A shunt procedure inhibits an input from being activated when in an unsealed condition and for a set time period. eg. shunt stops a door generating an alarm when it is opened.

Each shunt procedure is controlled by a shunt timer and each shunt timer must be individually programmed.

SHUNT TIMER NUMBER

Records the number of the shunt timer.
There are 16 Shunt Timers available.

Note: Where a keypad is used to start the timer, the shunt timer number must be the same as the arming station number (1 to 16).

INPUT NUMBER

Records the number of the input which is to be shunted.

An input CANNOT be assigned to more than one Shunt timer.

RELAY NUMBER

Allows the option of recording the number of the relay which is connected to the shunt timer.

The relay condition controls whether the input remains shunted or not. If the relay is active, the input is always shunted.

When the relay de-activates, the Shunt timer continues to run for the programmed "Shunt time".

The display will show:

Shunt Timers
Shunt No:

? Enter ~ Enter the shunt timer number to be programmed and move to the next display.

or **Enter** ~ Return to the Installer menu.

The display will show the current input number which relates to this shunt timer:
eg.

Shunt 1 : Shunts Input 200
Input No:

? Enter ~ Enter and display a new input number.

and/or **Enter** ~ Save the displayed input and move to the next Input Shunt display.

The display will show the relay assigned to this shunt timer:
eg.

Shunt 1 : Shunts Input by Relay 2
Relay No:

? Enter ~ Enter and display a new relay number.

and/or **Enter** ~ Save the displayed relay and move to the next Input Shunt display.

INPUT SHUNTS

SHUNT TIME

Records the amount of time that the input will be shunted. If the time expires and the input remains unsealed, an "input active" condition will be processed. (e.g. alarm condition will occur) Actual result will depend on the input type.

If the value entered is less than 128, the time is in seconds. i.e. 1 to 127 seconds.

To set the time in minutes the value entered is 128 plus the time required in minutes.

e.g. For 30 minutes enter 158. (128 + 30 = 158)

A value of 128 is invalid and cannot be used.

For accurate timing of 1 or 2 minute periods, set the time in seconds. i.e. 60 or 120 seconds.

WARNING TIME

Records the amount of time before the shunt expires that the shunt warning event will be active.

If the shunt time is in seconds, then the warning time is also in seconds.

If the shunt time is in minutes, then the warning time is also in minutes.

SHUNT EVENT FLAG

The event flag assigned in this record will be activated when the shunt timer is running.

SHUNT WARNING EVENT FLAG

The event flag assigned in this record will be activated when the shunt warning time is active.

The display will show the current shunt time:
eg.

Shunt 1 : Time Is Set For (Sec) 30
Shunt Time:

? Enter ~ Enter and display a new shunt time.

and/or **Enter** ~ Save the displayed time and move to the next Input Shunt display.

The display will show the current shunt warning time:
eg.

Shunt Warning is 0
Warn Time:

? Enter ~ Enter and display a new shunt warning time.

and/or **Enter** ~ Save the displayed time and move to the next Input Shunt display.

The display will show the current shunt event:
eg.

Shunt Event Flag is 4
Event Flag:

? Enter ~ Enter and display a new shunt event flag number.

and/or **Enter** ~ Save the displayed event and move to the next Input Shunt display.

The display will show the current shunt warning event:
eg.

Shunt Warning Event Flag is 12
Event Flag:

? Enter ~ Enter and display a new shunt warning event flag number.

and/or **Enter** ~ Save the displayed event and move to the next Input Shunt display.

INPUT SHUNTS

DOOR OPEN COMMAND

YES - A keypad or shunt relay is required to start the shunt timer. If a keypad is used, the user must have a valid door group assigned.

NO - The condition of the input - sealed to unsealed, triggers the timer.

Notes: 1. If this option is set to YES and the keypad or shunt relay starts the shunt timer, the timer will reset if the input does not go unsealed within the time shown below.
3 Seconds if shunt time programmed for 1 to 127 secs.
3 Minutes if shunt timer programmed for 1 to 127 mins.

2. If this option is set to YES, "Entry/Exit Shunting" must be set to NO.

DOOR SHUNTED IN ACCESS *

Records whether the door shunt procedure operates when one or more of the areas assigned to the shunted input, is in access.

DOOR SHUNTED IN SECURE *

Records whether the door shunt procedure operates when **all** the areas assigned to the shunted input, are secure.

* **At least one of these two options MUST be set to YES before any shunting will occur.**

CANCEL DOOR EVENT FLAG

YES - As soon as the input allocated to the shunt timer is active (unsealed) and then sealed, it cancels the door unlock event and cancels the shunt timer.

The programming for the next 7 records is the same.

The display will show the existing setting:
eg.

NO - Door Open Command Start Shunt
*-Change 0 - Skip

* ~ Change NO to YES or YES to NO.

and/or 0 ~ Return to the original display to select another shunt timer number.

and/or Enter ~ Save the displayed setting and move to the next shunt timer display for this shunt timer.

Example of display:

NO - Door Open Command Start Shunt
*-Change 0 - Skip

NO - Door Shunted in Access
*-Change 0 - Skip

NO - Door Shunted in Secure
*-Change 0 - Skip

NO - Cancel Door Event Flag
*-Change 0 - Skip

INPUT SHUNTS

INPUT HOLDS EVENT FLAG AT 2 SECS

This record is used for doors with magnetic locks and drop bolts.

YES - To allow time for a door to be properly closed, there is a 2 second delay after the input seals and before it cancels the door event and shunt timer.

Example of display:

NO - Input Holds Event Flag At 2 Sec
*-Change 0 - Skip

ENTRY/EXIT SHUNTING

YES - A code is required to be entered to start the shunting or if it is not then it must be entered before the shunting expires or an alarm will be activated.

Note: If this option is set to YES, the "Door Open Command" must be set to NO.

NO - Entry Exit Shunting
*-Change 0 - Skip

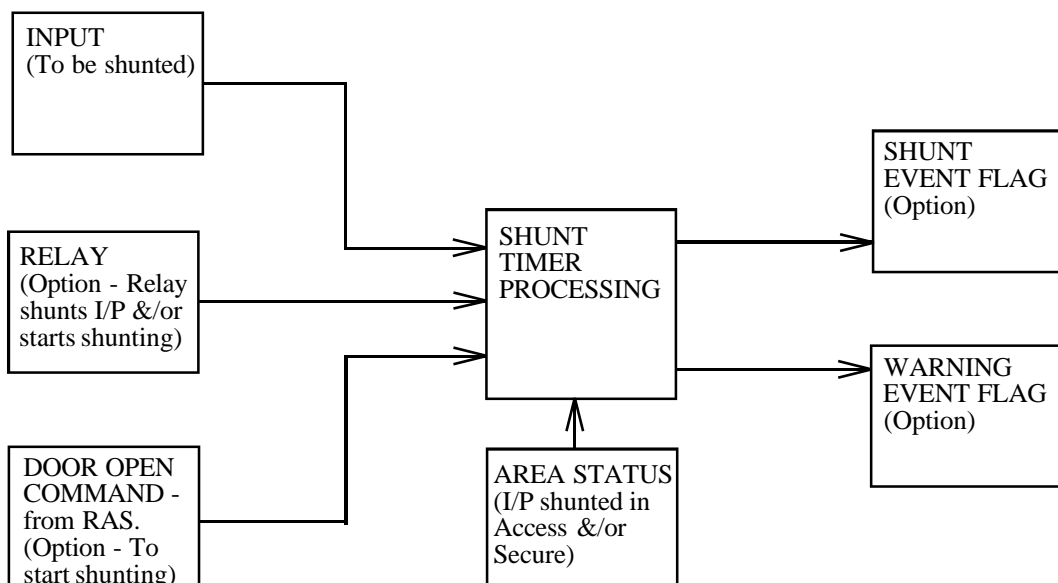
REPORT DOOR OPEN/CLOSE

YES - This will cause the input to report to the printer each time it changes from sealed to unsealed and visa versa.

Note: If "Print Input When Unsealed" is set to YES in Option 1 - Input Database, for the input assigned to the Shunt timer, a Door Open message will be sent twice.

NO - Report Door Open/Close
*-Change 0 - Skip

SHUNT TIMER LOGIC DIAGRAM



TIME ZONE TO FOLLOW RELAYS

This record is used to program a timezone to be active only when a relay is active.

If this timezone is then assigned to an alarm group, the functions of that alarm group are only enabled when the relay is active.

The timezones programmed here do not record times as shown in Installer menu option 13.

Note: When programming **Door Groups**, Timezones 26 to 41 can only be used with Doors 1 to 16. Doors 17 to 64 connect to Intelligent Door Controllers which only recognize Timezones 0 to 24.

Timezones 26 to 41 cannot be used in **Floor Groups** at all.

The display will show:

Relay To Time Zones
TZ. (26-41):

? Enter ~ Enter the timezone number to be programmed and move to the next display.

or **Enter** ~ Return to the Installer menu.

The display will show the existing relay/timezone assignment:
eg.

Tz 27 To Follow Relay 3
Relay No:

? Enter ~ Enter and display a new relay number to activate this timezone.

and/or **Enter** ~ Save the displayed relay number and return to the Installer menu.

This page intentionally left blank.

This function is used to indicate how many errors have been detected in communications between *The Challenger* and units connected to it.

Unit numbers are as follows:

| | |
|----------|-----------------------------------|
| RAS 1-16 | Arming Stations 1 to 16 |
| DGP 0 | Panel Comms to Monitoring Station |
| DGP 1-15 | Data Gathering Panels 1 to 15 |

Note: The error count for all units should be set to zero when the system is deemed to be error free after installation. If this is not done, errors which occurred during installation may distort any error count.

The maximum error count that can be recorded is 255.

The display will show :

eg.

1-Ras, 2-Dgp, 3-Clear All Counters
0-Exit, Menu:

3 Enter ~ Clear all counters.

or **? Enter** ~ Enter the number of the unit type (Ras or Dgp) to be checked and move to the next display.

or **Enter** ~ Return to the Installer menu.

If a unit type is selected ("Ras" or "Dgp") the display will show :

Ras 1, Poll Error Count Is 0
0-Exit, Ras No.:

or **? Enter** ~ Enter the number of the unit to be checked and display error count.

or ***** ~ Scroll forward through the unit numbers and display error counts.

or **Enter** ~ Return to the Unit type selection display.

or **0 Enter** ~ Return to the Installer menu.

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This function is used to download data relating to access control functions to the Intelligent Access Controller DGPs e.g. 4 Door Controllers and Lift Controllers.

If the Intelligent Controller/s are programmed to be polled and are On-line while the relevant database options are being programmed in the Challenger, the information will be downloaded automatically as it is programmed.

If, however, an Intelligent Controller is added to the system at a later date, or has had to be defaulted or replaced, then the relevant User, Door/Floor Group, Timezone and Holiday data can be downloaded using this Installer Menu Option.

This database information is stored in the Intelligent Controllers as well as in the Challenger Panel database to enable the Intelligent Controllers to operate as stand-alone access controllers if LAN communication with the Challenger Panel is interrupted.

DOWN LOAD ALL

This option is used to select the database to be downloaded.

- 1 Kill - Terminates any Downloading in progress; and in the Intelligent controller, erases the current database being downloaded .
- 2 Users - Users.
- 3 Groups - Door Groups & Floor Groups.
- 4 Timezones - Timezones 0 to 24.
- 5 Holidays - Holidays.

DISPLAY STATUS

This option is used to indicate the status of the download.

This display will show:

- The Database Option being downloaded
- The total number of records to be downloaded for the option in progress.
- The number of records already downloaded
- The number of records in the Queue

The display will show :
eg.

1-Display Status 2-Down Load Options
Option:

? Enter ~ Enter the number of the option required and move to the next display.

or **Enter** ~ Return to the Installer menu.

If "Down Load All" is selected the display will show :

1-Kill 2-Users 3-Grps 4-Tz 5-Hol
Option:

? Enter ~ Enter the number of the option to download and return to the previous display.

or **Enter** ~ Return to the previous display.

If "Display Status" is selected after a database option has been selected to be downloaded (e.g. 3-Groups) the display will show :

Add Door Group 0012 - 0128
Que = 0005

0 ~ Update the status display

or **Enter** ~ Return to the previous display.

This page intentionally left blank.

DISPLAY CARD

25

This function is used to indicate the Site Code and I.D number of the last card presented to a Reader connected to the Challenger LAN.

i.e. At Arming Stations (Doors) 1 to 16 only.
Not at doors 17 to 64 on Intelligent Access controllers.

- Notes:
1. The card must be of a valid format that the system is programmed to recognise.
 2. If the correct Site Code is not entered in Option 20, only the Site No. will be displayed & not the Card ID.
 3. If the correct Site Code is programmed in Option 20, the Site Code and Card ID will be displayed.

The display will show :
eg.

Last Card FC=0000 User=0000
Press ENTER

Enter ~ Return to the Installer menu.

EDIT

26

CAUTION. DO NOT USE.

This function is used to access the Challenger Database using a special keypad procedure, and is only for factory diagnostic functions.

The display will show :

Contact Tecom Before Using
Enter

This page intentionally left blank.

This function is used when the Challenger Panel is reporting to the remote monitoring company using the Tecom Direct Line format.

It is used to display:

1. The Direct Line Number that the Panel has been programmed to report on. (Programmed at the Network Receiver)
2. The Number which indicates the Panel's physical position in the Direct Line Network.
i.e. Highway, Link, Sub-link, Line and Panel number.

The display will show :
eg.

Report Number:-000000 Physical:-00000
Press ENTER

Enter ~ Return to the Installer menu.

REMOTE CONTROLLERS

28

This function is used to access the Programming Options for Intelligent Access Controller DGPs.
e.g. 4Door Controllers and Lift Controllers.

When a Remote Unit Number is selected, a programming connection will be established on the Challenger LAN which enables programming of the Intelligent Access Controller DGP selected.

The Intelligent Access Controller **must be:**

1. Connected to the Challenger LAN.
2. Addressed as a DGP with on-board DIPswitches.
3. Programmed to be polled and correct DGP type selected in Installer Menu Option 4 - DGPs.
4. Fitted with Version 7 or Version 8 Software.

The Remote Unit Number selected is the DGP Address number of the Intelligent Access Controller.

Refer to the: Version 7/8 4 Door controller
 Programming guide or
 Version 7/8 Lift controller
 Programming guide
 for programming details.

Note: **Version 6 Challenger Upgrades.**
If Version 7 Software is fitted to the V6 Challenger Panel, corresponding Version 7 Software MUST be fitted to any Intelligent Access Controllers, and the controllers reprogrammed.

The display will show :
eg.

Remote Controller Setup
Remote No:

? Enter ~ Enter the number of the remote unit and move to the next display.

or **Enter** ~ Return to the Installer menu.

This page intentionally left blank.

SECURITY PASSWORD

Records the 10 digit Security Password required to access the Challenger Panel via the Upload/Download PC software.

The PC can connect to the Challenger Panel via dial-up or direct connection to the computer interface. (If fitted to the Panel)

The default Password is 0000000000.
TS9000 software will always connect to a panel with the default password, but will update the password to the password programmed in the TS9000 software for the Challenger currently opened.

The display will show the existing Security Password:

eg.

Security Password 0000000000
Pass:

? Enter ~ Enter the new Security Password number and display the new number.

or **Enter** ~ Return to the Installer menu.

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This option records details of the printer output options. To obtain a printer output from the Challenger Panel, a Serial Printer Interface (TS0094) or Serial Computer & Printer Interface (TS0091) must be fitted.

ENABLE REAL -TIME PRINTER

Records the details of the printer function.

- YES - This will enable the printer port on the Challenger to print each event as it happens. ("Print History" may still be used if required)
- NO - A printer is not connected or you do not require the printer to run in real time. "Print History" must be used to obtain a print-out.

PRINT ALARM EVENTS

- YES - This will enable all alarm events to be printed.

PRINT ACCESS CONTROL EVENTS

- YES - This will enable all access control events to be printed.

Note: At least one of these two questions must be set to YES before anything will be printed.

DUMP PRINT DATA OUTSIDE TIMEZONE

- YES - If a timezone is specified in the following option, the printer will only be active OUTSIDE that timezone. i.e. When the timezone is not valid.
- NO - The printer will only be active during the specified timezone.

TIMEZONE

The printer will only be active during the timezone specified unless "Dump Print Data Outside Tz" above is set to YES.

The default timezone is Tz 0 (Always valid)

Programming Procedure:

The display will show the current printer function: eg.

NO - Enable Real Time Printer
*-Change 0-Skip

* ~ Change YES to NO, or NO to YES.

or 0 ~ Skip to the Timezone display.

or ~ Save the displayed setting and move to the next Printer display.

Example of display:

NO - Print Alarm Events
*-Change 0-Skip

NO - Print Access Control Events
*-Change 0-Skip

NO - Dump Print Data Outside Tz
*-Change 0-Skip

NO - Print During Timezone 0
Tz No:

PRINTER

PRINTER TYPE

The printer interface can be programmed for an Epson dot matrix or HP II laser printer with optional communication settings.

| Option | | Baud | Word | Parity | Stop |
|--------|-------------|-------|-------|--------|------|
| 1 | Epson | 9600 | 7 bit | Even | 1 |
| 2 | Laser HP II | 9600 | 8 bit | None | 1 |
| 3 | Laser HP II | 19200 | 8 bit | None | 1 |
| 4 | Epson | 9600 | 7 bit | Odd | 1 |
| 5 | Epson | 9600 | 7 bit | None | 1 |
| 6 | Epson | 9600 | 8 bit | None | 1 |
| 7 | Epson | 9600 | 8 bit | Odd | 1 |
| 8 | Epson | 9600 | 8 bit | Even | 1 |

The display will show the current printer settings:
eg.

Epson Printer 9600,7,e,1
Option:

? Enter ~ Enter a new printer option and return to the Installer menu.

or **Enter** ~ Save the displayed printer option and return to the Installer menu.

Battery Test records the details of the automatic battery test procedure and enables manual battery test to be started.

For the period of the Battery Test, the panel and/or DGPs and all aux. driven devices will be powered from the battery.

The start of the battery test for each of the devices to be tested is staggered, so that all devices don't switch to battery test at once.

BATTERY TEST FREQUENCY

Records how often the automatic battery test will occur.

Options: Disabled
Every Working Day
Every Monday
First Monday of the Month

BATTERY TEST START TIME

Records the time of day, in hours and minutes, that the battery test will start.

BATTERY TEST PERIOD

Records the period, in minutes, that the automatic battery test will run for.

If a battery test on any device fails, that device will immediately restore AC power.

The display will show the battery test menu:
eg.

Battery Testing; 1-Program, 2-Test
Menu:

? Enter ~ Enter the option required and move to the next display.

or **Enter** ~ Return to the Installer Menu.

If "Program" selected the display will show:
eg.

Batt Test Frequency - Disabled
*-Change, 0-Skip

0 ~ Skip to the next Battery test display.

or ***** ~ Scroll through Battery test frequency options.

and/or **Enter** ~ Save the displayed setting and move to the next Battery test display.

Battery test start time display will show:
eg.

Start Battery Test 00:00
Hours:

??Enter ~ Enter and display the hours and move to the minutes display.

or **Enter** ~ Save the displayed setting and move to the minutes display.

Programming is the same for hours and minutes.

Battery test period display will show:
eg.

Run Battery Test For 000
Minutes:

??Enter ~ Enter and display the battery test period in minutes.

and/or **Enter** ~ Save the displayed setting and return to the Installer Menu.

BATTERY TEST

MANUAL BATTERY TEST

Allows the Battery Test to be started manually by the Installer.
Does not affect the auto battery testing.

If "Test" selected the display will show status of manual battery test:
eg.

No DGP Battery Testing In Progress
ENTER

Enter ~ Move to the next manual Battery test display.

BATTERY TEST REPORT

Displays the results of previous manual battery testing.

The display will show the result of previous manual battery test:
eg.

All DGP Batterys Tested OK
ENTER

and/or **Enter** ~ Move to the next manual Battery test display.

SELECT DGP NO. FOR BATTERY TEST

This record the DGP Number of the unit to be tested.

DGP 1-15 = DGP 1-15
Challenger Panel = DGP 16

Only 1 unit can be selected at a time.

The display will show:
eg.

Manual Battery Test For DGP # 1-16
0-Skip, DGP:

0 ~ Skip to the Battery test period display.

or **?Enter** ~ Enter the DGP number of the unit to test and move to the Battery test period display.

or **Enter** ~ Move to the Battery test period display.

MANUAL BATTERY TEST PERIOD

Records the period, in minutes, that the manual battery test will run for.

Battery test period display will show:
eg.

Run Battery Test For 000
Minutes:

?Enter ~ Enter and display the battery test period in minutes.

and/or **Enter** ~ Save the displayed setting and return to the Installer Menu.

CUSTOM TEXT

32

CUSTOM TEXT

Records a 32 character word of customised text which will be displayed on the LCD Arming Station/s in place of the normal Alarms display.

Words are considered any configuration of 16 characters. They can include numbers, spaces or punctuation.

Use the text option on the keypad to enter a word or words up to 32 characters. Keys 1 to 9 have alphabetical characters printed above them. To enter a letter, press the key the number of times relative to the position of the letter. Both upper and lower case letters are available as well as numerical values and spaces. Refer to Figure 2.

Note: When the "*" key is used, only letters preceding the cursor will be saved. If you wish to save an existing word, you must key it again or, using Enter, move the cursor to the end of the word.

The display will show the current text word programmed (if any):

eg.

Tecom Factory, (*) - End
Tecom Factory

? Enter ~ Enter each letter (ENTER moves the cursor to the next position - ensure that it is pressed after entering the last character so that the cursor does not remain on a letter).

and ***** ~ To indicate end of the word. Cursor returns to first letter.

and/or ***** ~ Save displayed text and return to Installer Menu.

MAINTENANCE

33

MAINTENANCE DATE

Records the date on which the next routine service call is due.

The display will show the existing date for next routine service call:

eg.

Service Required At 0/0/0
Enter Day:

? Enter ~ Enter the day for next service.

or **Enter** ~ Save the displayed setting & move to month display.

Programming for Day/Month/Year is the same.

MAINTENANCE MESSAGE

Records a 32 character word of customised text which will be displayed on the LCD Arming Station/s on the date specified as the Maintenance date.

The display will show the current text word programmed (if any):

eg.

Routine Service Due, (*) - End
Routine Service Due

Text is programmed in the same manner as described in "Custom Text" above.

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PROGRAM SUMMARY

EVENT FLAGS

34

EVENT FLAGS

There are up to 11 Summary Event Flags that can be assigned to system functions and system alarm/fault conditions.

These event flags are activated when any of the conditions specified, exist in the system.

Default setting is "No event"

The system alarm/fault event flags will be latching if "Latching System Alarms" is set to YES in Installer Menu Option 7 - System Options

Note: Take care not to assign Event flag numbers which are pre defined (Event Flags 1 to 16) or Event Flag numbers which have been assigned by the Installer in the Input Database, Area Database, RAS Database, or Shunt Timers.

For list of pre-defined event flags - *Refer to:*
Table 6 - Pre-set Event Flags.

MAINS FAIL EVENT FLAG

This event flag is activated when a Mains Fail condition is detected on the Challenger Panel or a DGP.

LOW BATTERY EVENT FLAG

This event flag is activated when a Low Battery condition is detected on the Challenger Panel or a DGP.

FUSE FAIL EVENT FLAG

This event flag is activated when a Fuse Fail condition is detected on the Challenger Panel or a DGP.

TAMPER EVENT FLAG

This event flag is activated when a Panel Tamper condition is detected on the Challenger Panel or a DGP.

SIREN FAIL EVENT FLAG

This event flag is activated when a Siren Fail condition is detected on the Challenger Panel or a DGP.

PROGRAMMING

The programming is the same for all the output event flags.

The display will show the existing setting:
eg.

Mains Fail Event Flag ??
Event Flag:

? Enter ~ Enter and display a new output number.

and/or **Enter** ~ Save the displayed output number and move to the next area database display.

Example of display:

Mains Fail Event Flag ??
Event Flag:

Low Battery Event Flag ??
Event Flag:

Fuse Fail Event Flag ??
Event Flag:

Tamper Event Flag ??
Event Flag:

Siren Fail Event Flag ??
Event Flag:

PROGRAM SUMMARY EVENT FLAGS

DGP ISOLATE EVENT FLAG

This event flag is activated when a DGP has been isolated via the User Menu Option 16 - Isolate/Deisolate RAS/DGP.

Example of display:

DGP Isolate Event Flag ??
Event Flag:

DGP OFFLINE EVENT FLAG

This event flag is activated when a DGP which is programmed to be polled, is not replying to polling.

DGP Offline Event Flag ??
Event Flag:

RAS OFFLINE EVENT FLAG

This event flag is activated when a Remote Arming Station which is programmed to be polled, is not replying to polling.

RAS Offline Event Flag ??
Event Flag:

DURESS EVENT FLAG

This event flag is activated when a Keyboard Duress Alarm occurs.

Duress Event Flag ??
Event Flag:

FILM OUT EVENT FLAG

This event flag is activated when the film count for a camera exceeds the programmed "Film Out" level. See "Film Out" in Installer Menu Option 7 - System Options.

Film Out Event Flag ??
Event Flag:

REPORT FAIL EVENT FLAG

This event flag is activated when the Challenger Panel fails to report to the remote monitoring company.

Report Fail Event Flag ??
Event Flag:

TESTMODE EVENT FLAG

This event flag is activated when the Challenger Panel is in Test mode.

Testmode Event Flag ??
Event Flag:

ALL SECURED EVENT FLAG

This event flag is activated when no areas (from "Areas to report Open/Close") are in access, there are no alarm conditions and no entry/exit timers are running.

All Secured Event Flag ??
Event Flag:

CONSOLE TRIGGER EVENT FLAG

When the event flag specified here is activated, the console warning beepers are activated. The event flag also has to be assigned to the event/s that you want the console warning to sound on.

Console Trigger Event Flag ??
Event Flag:

This function is used to activate an Event Flag or an Input under specific logic conditions.

Up to four Relays or Event Flags can be included in the logic equation. Each Relay or Event Flag in the logic equation can be programmed as an AND or OR function and can also be programmed to invert the logic.

Programming options are provided so that the Event Flag or Input will pulse, time, on delay, off delay or latch when activated.

MACRO LOGIC PROGRAM NUMBER

Records the number of the Macro logic program. There are 24 programs available.

FUNCTION

Selects the function of the Event Flag or Input when activated.

| | |
|-----------|---|
| Disabled | Macro logic program disabled. |
| Non Timed | Follows the result of the logic equation only. |
| On Pulse | Activates for the programmed time or the active period of the logic result, whichever is the SHORTEST. |
| On Timed | Activates for the programmed time regardless. |
| On Delay | Activates after the programmed time period unless logic result is no longer active. |
| Off Delay | Follows the result of the logic equation, but remains active for the time programmed after the logic result is no longer active. |
| Latched | Activates on any of the first three inputs in the logic equation and is only reset by the fourth input. (AND / OR function not used) |

TIME

Records a time period which is used when any of the timed functions are selected.

A value of 2 or greater should be used. When programming 1 to 4 minute periods, program in seconds. i.e. 60, 120, 180 or 240 seconds.

CAUTION!
It is very important to plan out a Macro Logic program carefully on paper, noting all details, and the origin of every input, before attempting to program.

The display will show:

Macro Logic
No:

? Enter ~ Enter the program number and move to the next display.

or **Enter** ~ Return to the Installer menu.

The display will show the current output function selected:

eg.

M1 Disabled
*-Chg, 0-Exit

***** ~ Enter and display a new function.

or **0** ~ Return to menu.

and/or **Enter** ~ Save the displayed input and move to the next display.

The display will show the current time programmed

eg.

M 1 Times for 0 Seconds
Time:

? Enter ~ Enter and display a new time.

and/or **Enter** ~ Save the displayed time and move to the next display.

PROGRAM MACRO LOGIC

EVENT FLAG OR INPUT TO BE ACTIVATED

Enables the Event Flag Number or Input Number to be specified. The programmed Event Flag or Input will be activated when the result of the logic equation is active and any timing conditions are met.

LOGIC EQUATION

Enables programming of up to four logic inputs, which can be Event Flag Numbers or Relay Numbers. The logic connecting the four inputs can be programmed for AND or OR functions. A NAND or NOR function can be achieved by inverting the logic of the particular input.

When all conditions of the logic equation are met, the result is active and the Event Flag or Input programmed in the previous step will be activated. (Depending on any timing function programmed)

Note that any inputs not used MUST be left as an OR function.

The display will show the current Event Flag or Input to be activated.
eg.

M 1 Activates Event Flag 0
*-Chg, No:

? Enter ~ Enter and display a new Event Flag Number or Input Number.

***** ~ Select "Event Flag" or "Input".

and/or **Enter** ~ Save the displayed details and move to the next display.

The display will show the current logic equation.
eg.

M 1 = E0 Or E0 Or E0 Or E0
*-Chg, Input 1:

? Enter ~ Enter and display a new Event Flag Number or Relay Number when prompted for "Input".

Entering the same number a second time will invert (NOT) the logic of that particular input. This is indicated by an "!" appearing before the input number.

***** ~ Selects between Event Flag (E) and Relay (R) for "Input" and between And and Or for "Logic".

and/or **Enter** ~ Save the displayed details and return to the original Macro Logic display.

PROGRAM MACRO LOGIC

Example:

Prevent door 1 from being unlocked via card reader while other doors (doors 2 or 3) are opened. (e.g. Airlock doors)

System configuration:

Contacts on doors 2 & 3 are wired to challenger inputs - Inputs 1 & 2.

Inputs 1 & 2 are programmed as Type 20 - Input to Event Flag 24Hr., and Event Flag 17 is programmed as the "Selected Event Flag" in both inputs.

The reader at door 1 activates Event Flag 18 to unlock the door when a valid card is presented.

The relay which activates the lock is relay 19 and is mapped to Event Flag 19.

Program:

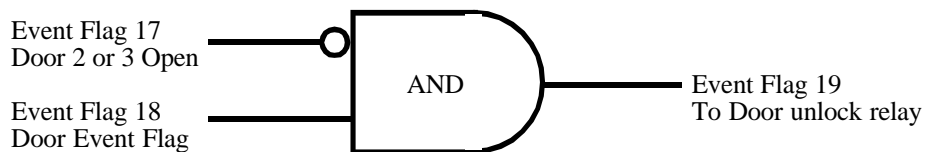
The Macro Logic program can be used to ensure that Event Flag 19 does NOT activate to unlock the door unless the other two doors are closed.

The logic equation below states that Event Flag 19 will only activate to unlock Door 1 if:

- AND 1) Event Flag 17 is INACTIVE - specified by the "i" before the Event number. (Both Doors 2 & 3 are NOT open)
 2) Event Flag 18 is ACTIVE (Door Event Flag activated by valid card at reader)

| | | | | | | |
|---|--------------------|---|-----------------|----------------------|-----------------|----------------------|
| Macro Logic Program No: <u> 1 </u> | Function: | Disable NO | | | | |
| | (One only) | Non-Timed YES | | | | |
| | | On Pulse NO | | | | |
| | | On Timed NO | | | | |
| | | On Delay NO | | | | |
| | | Off Delay NO | | | | |
| | | Latching NO | | | | |
| | Time | _____ Seconds / Minutes (0) | | | | |
| | Activate: | Event Flag Number .. <u> 19 </u> | | | | |
| | | OR | | | | |
| | Input Number | _____ | | | | |
| Logic Equation: | | | | | | |
| Input 1 | Logic 1 | Input 2 | Logic 2 | Input 3 | Logic 3 | Input 4 |
| RLY/EVENT | | RLY/EVENT | | RLY/EVENT | | RLY/EVENT |
| * ! No. E17 | AND | * ! No. E18 | AND / OR | * ! No. _____ | AND / OR | * ! No. _____ |
| * Enter "!" before input number if input is inverted logic. | | | | | | |

i.e.



This function is used to record the communication parameters when the system is reporting to the remote monitoring company using the Radio Interface.
This option is only available in Version 8.16 or later.

MENU OPTIONS

Allows selection of the Programming function or the Radio Status function.

ENABLE RADIO COMMUNICATIONS

YES - Reporting to the remote monitoring company via the Radio Interface is enabled.

NO - The reporting format is determined by the programming in Installer Menu Option 9: - Communication Options.

RADIO ID

Records the ID number which identifies the Radio Interface to the Remote Monitoring Company.
The ID number to be entered here will be supplied by the Remote Monitoring Company.

SESSION ID

Records an ID which identifies the Remote Monitoring Receiver. This ID usually remains at the default setting of "AK".

The display will show :
eg.

Radio Comms: 1-Program, 2-Status
0 - Skip, Menu:

? Enter ~ Enter the number of the option required and move to the next display.

or **Enter** ~ Return to the Installer menu.

If "Program" is selected the display will show :

NO - Enable Radio
* - Change 0 - Skip

***** ~ Change NO to YES, or YES to NO and display the new setting.

or **Enter** ~ Return to the previous display.

Radio ID - 0000
ID:

? Enter ~ Enter & display a new ID number.

or **Enter** ~ Save the displayed ID and move to the next option.

Session ID - AK, (*) - End
AK

? Enter ~ Enter & display a new ID.

or **Enter** ~ Save the displayed ID and move to the next option.

RADIO COMMUNICATIONS

ACCOUNT NUMBER/S

The unique number/s which identify your system to the monitoring company. The number/s will be provided by that monitoring company.

Refer to Installer Menu Option 9: - Communication Options (DTMF Dialler Formats) for details on how the Account number/s are programmed.

The display will show the existing system account number :

eg.

System Account - 0000
Account:

? Enter ~ Enter and display a new account number.

or **Enter** ~ Save the displayed account number and move to the display for the area account numbers.

The display will show the existing system account number for area 1:

eg.

"*-Next, Area 1 Account - 1234
Account:

***** ~ Scroll through the areas 1-16.

or **? Enter** ~ Enter and display a new circuit number.

or **Enter** ~ Save the displayed circuit number and move to the display for the next area.

Note: The programming for each area is the same.

BACKUP DIALLER TIME

Records the period in minutes before the backup dialler will be activated in the event of a radio communication failure.

The backup dialler format and account number/s are programmed in Installer Menu Option 9: - Communication Options.

Use Backup Dialler After: 0
Minutes:

? Enter ~ Enter & display a new backup dialler time.

or **Enter** ~ Save the displayed time and move to the next option.

RADIO COMMUNICATIONS

RADIO STATUS

Allows the status of the Radio Communication System to be displayed.

STATUS MESSAGES:

| | |
|--------------------------|--|
| RPM OK | The Radio Communication network is functioning correctly. |
| RPM Not Connected | The Radio Packet Modem is not connected to The Challenger Panel. |
| No Response From Network | RPM connected but no response from network. |
| Host Down | The Network Receiver at the remote monitoring station is out of service. |
| Not Registered | The RPM is not registered on the network. |

If "Status" is selected the display will show :

Radio Status - RPM OK
* - Update, 0 - Exit

*

~ Update the Status display.

or

0

~ Exit the Status display.

Programming Sheet

RADIO COMMUNICATIONS

(Refer to: Installer menu option 36)

(Default)

Enable Radio: YES/NO (No)

Radio ID: _____

Session ID: _____ (AK)

Account (Cct) Number/s: Area Account No. (4 Digits)

- System _____
- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____
- 11 _____
- 12 _____
- 13 _____
- 14 _____
- 15 _____
- 16 _____

Use Backup Dialler After: Minutes _____ (0)

Panel Link arranges and connects a series of Challenger Panels into a complete system. The most obvious difference is the numbering system and the increase in the number of inputs and outputs. Up to 16 panels can be connected using Panel Link, with PC or printer interface connected to one or all of the panels. Panel Link programming is accessed from menu option 37 of the installer menu (19).

This option is only available in Version 8 or later.

MENU OPTIONS

Installer Menu option 37 allows selection of the Panel Link programming functions.

The numbers represent each linked panel in the system. Panel 0, the Master Panel must be linked.

The Master Panel broadcasts time to the linked panels on a regular basis and therefore must be able to talk to all linked panels.

SENDING PRINTER EVENTS TO THE MASTER PANEL

- Yes** - All printer events sent to master panel.
- No** - All printer events printed locally via the TS0862 fitted onto the TS0890 Panel Link board.

The master printer must be connected to the panel addressed as zero. All events, from all panels, can be sent to this printer.

LOCAL COMPUTER PORTS

- Yes**- Computer events come via TS0892 fitted onto the TS0890 Panel Link board. Cant have local printer.
- No**- Computer events come from Panel Link LAN. Can have local printer.

COMMUNICATIONS PRIORITY

Order of panel redundancy should a panel fail, messages (alarms) will be routed to the next priority panel to be sent to the monitoring station. Priority 00 is the highest priority. Priority 15 is the lowest. The panel through which these events will be sent is selected from this option.

The display will show :
eg.

0,1,2,3,4,5,
Panel Linked:-

? Enter ~ Enter the number of the panel to be linked.

or **Enter** ~ Return to the Installer menu.

NO - Printer Events to Master
* - Change 0 - Skip

***** ~ Change NO to YES, or YES to NO and display the new setting.

0 ~ Return to installer menu.

or **Enter** ~ To next menu.

No - Use Port B for Comp
* - Change 0 - Skip

? Enter ~ Change NO to YES, or YES to NO and display the new setting.

0 ~ Return to installer menu.

or **Enter** ~ To next menu.

Comms Port Priority - 00, Panel - 0
* - Next, Pri: _

***** ~ Scroll through panels.

? Enter ~ Priority Number.

followed by

? Enter ~ Panel Number.

or **Enter** ~ To next menu.

PANEL-LINK

For example;

- Panel 0 is priority 00, Panel 1 is priority 02, Panel 2 is priority 03.
- All messages to the monitoring station will go out through Panel 0.
- If Panel 0 should fail then Panel 1 will send messages for the entire system to the monitoring station.
- If Panel 0 and 1 should fail then Panel 2 will send messages for the entire system to the monitoring station, and so on.

COMMON AREA

Only one area can be selected as common per Challenger Panel.

0 = No common area.

LINKED AREAS

Areas to be linked to create a common area. (Maximum of 16 linked areas).

Where the display shows : * - Nxt, 0 - Areas: _

The 0 will reflect the Challenger number, 0 to 15.

Press * -Select next Challenger to choose area from,
Number -Select the areas to link.

EVENT MAPPER NUMBER

Event mapping programs event flags on the current/local Challenger to be tripped when an area associated with another Challenger is accessed, in alarm or secured. Mapping a remote condition to a local event.

For example;

- Enter a number for the event
- Select the Challenger ID associated with the required area
- Select the type of state the area must be in to trigger the local event flag - 0 = None
1 = Access
2 = Secure
3 = Alarm
- Select the area (areas are selected using standard area numbering 1 to 16)
- Select the local event flag that will be activated when the area is in the selected state

Common Area - 0
Area: _

? Enter ~ Type number of common area, display will reflect change.

or **Enter** ~ To next menu.

No Link Area for this Challenger
* - Nxt, 0 - Areas: _

***** ~ Scroll through Challengers.

or **Number** ~ Type number of area directly. Display will reflect change.

Enter ~ To next menu.

Event Mapper
No: _

? Enter ~ Enter number of event.

or **Enter** ~ To next menu.

PROGRAMMING PANEL-LINK

Selecting the Panel which will be programmed as part of the Panel Link system.

Program Panel Link
Panel: _

? Enter ~ Type the number of the panel to be programmed.

or **Enter** ~ Return to Installer menu.

INSTALLER MENU

Install Menu
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

INPUT DATABASE

1 - Input Database
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Input Database page 1.

AREA DATABASE

2 - Area Database
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Area Database page 7.

REMOTE ARMING STATION DATABASE

3 - RAS Database
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Arming Stations page 11.

DGP DATABASE

4 - DGP Database
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Data Panels page 17.

ALARM GROUPS

When assigning alarm groups to users the alarm group numbers are universal to all Challengers. Therefore it should be noted that the contents of alarm groups, although they may have the same ID, will vary from panel to panel.

5 - Alarm Groups
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Alarm Groups page 19.

TIMERS

6 - Timers
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Timers page 27.

SYSTEM OPTIONS

7 - System Options
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See System Options page 31.

AUTO RESET

8 - Auto Reset
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Auto Reset page 39.

COMMUNICATION OPTIONS

9 - Communications
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Communication Options page 41.

TEXT WORDS

10 - Text Words
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Text Words page 51.

VERSION NUMBER

11 - Version
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Version Number page 53.

LAMP TESTING

12 - Lamp Test
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Lamp Testing page 55.

TIME ZONES

13 - Time Zones
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Time Zones page 57.

DEFAULTS

14 - Defaults
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Reset Defaults page 59.

USER CATEGORY

15 - User Category
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See User Category Data page 61.

MAP RELAYS

16 - Map Relays
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Relay Mapping page 67.

ARM/DISARM TIMERS

17 - Arm/Disarm via Tz
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Arm/Disarm Timers page 69.

AREAS ASSIGNED TO VAULTS

18 - Vaults
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Areas Assigned to Vaults page 71.

AREA LINKING

19 - Area Linking
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Area Linking page 73.

SITE CODE

20 - Site No.
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Site Code page 75.

INPUT SHUNTS

21 - Input Shunts
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Input Shunts page 77.

TIME ZONE TO FOLLOW RELAYS

22 - Tz to Follow Relays
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Input Shunts page 77.

POLL ERRORS

23 - Poll Errors
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Poll Errors page 83.

DOWNLOAD

24 - Download
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Download page 85.

DISPLAY CARD

25 - Disp Card
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Display Card page 87.

EDIT

26 - Edit
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Edit page 87.

TECOM ADDRESS MAPPING

27 - Tecom Address Mapping
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Tecom Address Mapping page 89.

REMOTE CONTROLLERS

28 - Remote Controllers
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

SECURITY PASSWORD

29 - Security Password
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Security Password page 91.

PRINTER

30 - Printer
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Printer page 93.

BATTERY TESTING

31 - Battery Testing
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Battery Test page 95.

CUSTOM MESSAGE

32 - Custom Message
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Custom Text page 97.

MAINTENANCE

33 - Program Next Service
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Maintenance page 97.

PROGRAM SUMMARY EVENT FLAGS

34 - Program Summary Event Flags
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Program Summary Event Flags page 99.

PROGRAM MACRO LOGIC

35 - Program Macro Logic
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Program Macro Logic page 101.

RESERVED FOR RADIO COMMUNICATIONS - only with MRF chip.

36 - Reserved
3/0 - Ex, Menu: _

? Enter ~ Type the number of the menu.

or **Enter** ~ To next menu.

See Radio Communications page 105.