



Solution-8
Control Panel

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(MA 800 0)

Important Note

As there are many different types of consoles available for use with this control panel, please refer to the following table and substitute the correct button and indicator names to suit your particular console.

CP5	=	CP3 & CP4
STAY button	=	HOME button
STAY Indicator	=	HOME Indicator

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Introduction

Congratulations on choosing the **Solution-8** security control system to protect you and your property. So that you can get the most from your alarm system we suggest that you take the time to read through this manual and familiarise yourself with the **Solution-8** and its many outstanding operating features.

You will notice that in all aspects of planning, engineering, styling, operation, convenience and adaptability, we have sought to anticipate your every possible requirement.

Features

The **Solution-8** security control system uses the very latest in microprocessor technology to provide you with more useful features and superior reliability and performance.

Following is a list of some of the features and why they will be of benefit to you.

- Operating codes may be up to six digits long. This allows for a far greater combination of codes and therefore a higher degree of security.
- Dynamic battery testing continually tests and monitors the standby batteries condition. As batteries do not last forever this feature will warn you of poor battery condition before an alarm occurs.
- Day alarm warning allows you to monitor the opening of a front door in a shop or to prohibit access into a particular area while the system is still disarmed.
- Remote arming is a unique feature that allows you to arm your alarm system from any telephone in the world. This is very useful if you forget to arm your system.
- The built in telephone dialler will alert you or your monitoring station of any alarm or adverse event 24 Hours a day. This highly sophisticated communications system is capable of identifying and reporting many different events. For full details please contact your installer.
- All of the system configuration information is stored in non volatile memory which means that many of the options can be programmed on site by the installer to best suit your needs. This data is retained even when the power is disconnected to the system.
- Stay mode allows you to arm the system with predetermined areas disabled. This means that you can arm your system at night while you are still at home thus giving you personal protection.

Basic System Operation

The overall purpose of your alarm system is to deter any would be intruder from entering your premises.

Before leaving your home or office make sure all the windows and doors are closed. Key in your designated code followed by the AWAY button. Your alarm system will now arm and commence counting down the pre-programmed exit time.

You should exit the building during this time closing the exit path on your way.

After the exit time expires, a long beep will be heard and any unsealed zones will automatically be isolated.

The system is now ready to accept alarms.

If a sealed zone is now opened, a number of pre-programmed events will occur. Following is a typical sequence of events.

The alarm system will activate the audible devices such as sirens and trigger strobe and the dialler. The dialler will then transmit all relevant alarm information via the telephone line alerting the respective persons of the current state of events.

The siren timer will commence counting down as soon as an alarm occurs. When the time expires the siren will be automatically turned off and placed into a ready state for the next alarm.

Upon your return, the strobe light will be operating informing you that there has been an alarm.

One or a number of zones will be flashing allowing you to identify the particular zone that has caused the alarm condition.

The next time the alarm system is armed the indicators will be cleared automatically.

This is a very basic outline of the general system operation. As there are many features available in the *Solution-8*, there could be numerous variations from the above sequence.

These would be determined and explained by your installer.

Controls & Indicators

The Console

The console is the communications interface between you and your alarm system. It allows you to issue commands and offers both visual and audible indications that guide you through the general operation.

Visual Indicators

The console incorporates twelve indicators. Eight of which are used to indicate the condition of each zone and four for general status. The following is a list of situations and the relevant indications that will be seen.

Zone Indicator

Indication	Definition
Off	Zone Sealed
On	Zone Unsealed
Flashing Fast	Zone Alarm Condition
Flashing Slow	Zone Isolated

Away Indicator

The AWAY indicator is used to inform you that the system is in the armed condition.

Indication	Definition
Off	System is not in the Away mode
On	System Armed in the Away mode
Flashing	System in code change mode awaiting command

Stay Indicator

The STAY indicator is used to indicate that the system is armed in the Stay mode.

Indication	Definition
Off	System is not in the Stay mode
On	System Armed in the Stay mode
Flashing	System in Isolate mode awaiting command

Mains Indicator

The MAINS indicator is used to indicate that the system mains power is normal or has failed.

Indication	Definition
Flashing	Power Failure
On	Power Normal

Fault Indicator

The FAULT indicator is used to indicate that the system has detected a battery fault and that you should contact your installer.

There are however some modes of operation such as changing a user code where the FAULT indicator is used to represent the digit '9'. This should not be considered as a fault but interpreted as intended, according to the current mode of operation.

Indication	Definition
Off	System Normal
On	System Failure or displaying the digit '9' during programming

Audible Indications

In general the audible indicators given out by the console are as follows.

Indication	Definition
One short beep	Indicates that there has been a button pressed or that there is a Mains failure.
Two short beeps	Indicates that the system has accepted your code.
Three short beeps	Indicates that the requested function has been executed.
One long beep	Indicates end of exit time or that the requested operation has been denied or aborted.
One short beep / second	Indicates that you are currently in the walk test mode.
One short beep / minute	Indicates that a mains failure exists, this will coincide with a flashing mains indicator.

Extinguish Mode

This option when programmed by your installer will cause the indicators on your console to automatically extinguish if the console is not used for a period of sixty seconds. At any time the indicators can be brought back to an illuminated state by pressing a button, an alarm condition or when the system is in entry time. The indicators will not illuminate if a silent alarm is triggered.

NOTE:

This option can only be programmed by your installer.

Console Operations

Introduction

The following pages will describe how to use and interpret the many console functions that are available on the *Solution-8*.

Most functions are performed using the master code.

Before attempting to enter any of the master code functions ensure that the system is in the disarmed state and that there are no alarm memory indicators flashing. If this is not the case the following will be required.

If the zone indicators are flashing fast at three pulses per second, key in your master code followed by the AWAY button.

If the panel becomes armed, (ie. the AWAY indicator is illuminated) key in your code followed by the AWAY button again. This will place the system back into the disarmed state.

If the system is not disarmed, (ie. the AWAY or STAY indicators are illuminated) key in your code followed by the AWAY button.

The factory default master code is **2580**. This code can be changed at any time therefore if your system master code differs from the default, please substitute your existing master code in the following examples.

This code allows you to change any users code and even the master code itself. It is also the only code that allows the execution of special functions as detailed later in this manual.

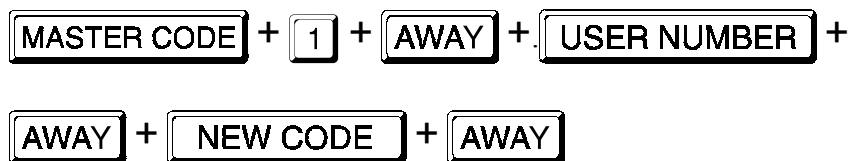
Codes can be up to six digits in length. This is dependent on the configuration set up by you installer.

It should also be noted that for any code that has trailing zeros, the zeros need not be entered when arming or disarming the system.

Example: If your code is 2670 then you only need to enter 267 AWAY to turn the system on and off.

The trailing zeros must however be entered whenever a special master code operation is to be performed. The following operations require any trailing zeros to be entered.

Altering or Adding codes



To enter the CODE CHANGE mode, key in the current MASTER CODE followed by the number '1' then AWAY.

You will hear three beeps and the AWAY indicator will flash fast at three pulses per second to indicate a successful entry.

Now key in the user number that you wish to alter followed by AWAY button. You will hear two beeps and the corresponding zone indicator will illuminate. User number nine will be indicated by the FAULT indicator. If user five is being altered then zone indicator number 5 will illuminate. If user thirteen is being altered then the FAULT and Zone 4 indicators will illuminate

Example: Fault indicator (9) + Zone 4 indicator (4) = 13.

Now proceed to key in your new code followed by AWAY button.

Three beeps will be heard, the AWAY indicator will extinguish and the system will return to normal.

Output Codes

Output codes one and two are treated as user codes sixteen and seventeen respectively. To alter output codes one or two follow the same procedure as above.

WARNING!

Care should be taken when altering user code '1' as this is the systems MASTER CODE. If this code is forgotten or incorrectly programmed no other code changes can be carried out and your installer will need to be called to rectify the problem.

If you wish to alter any more codes, repeat the above procedure.

One long beep in the code alteration mode indicates an error. An error will occur if the code entered already exists or an incorrect user number was selected.

The code change mode will automatically terminate if an entry is not made within sixty seconds. This is normal and is applicable to almost every programming procedure.

Erasing codes

MASTER CODE + **1** + **AWAY** + **USER NUMBER** +
AWAY + **0** + **AWAY**

To enter the CODE ERASING mode, key in the current MASTER CODE followed by the number '1' then AWAY.

You will hear three beeps and the AWAY indicator will flash fast at three pulses per second to indicate a successful entry.

Now key in the user number that you wish to erase followed by AWAY. Two beeps will be heard and the appropriate zone indicator will illuminate.

User number nine will be indicated by the FAULT indicator. If user five is being erased then zone indicator number five will illuminate. If user thirteen is being erased then the FAULT and zone four indicators will illuminate.

Example: Fault indicator (9) + Zone indicator (4) = 13.

To erase, press the '0' button followed by the AWAY button and three beeps will be heard to indicate that the user has been erased and that the system has returned to normal.

If you wish to erase any further codes, repeat this procedure as many times as required.

Arming in Away mode

CODE + **AWAY** or **0** + **AWAY**

To arm the system in AWAY mode, key in your code followed by AWAY button.

The AWAY indicator will illuminate, two beeps will be heard and your pre programmed exit time will now begin.

At the end of this exit time any unsealed zone will be excluded, for example if a window is left opened.

If the window is closed, this zone now becomes an active part of the system. Opening the window after this time will cause an alarm condition.

If the AWAY indicator does not illuminate and a long beep is heard, forced arming is not permitted. If this is the case then you must ensure that all zones are sealed or manually isolated before the system will arm.

Arming in Stay mode

CODE + **STAY** or **0** + **STAY**

STAY mode is when the system is armed with predefined zones automatically isolated (these zones must be defined by your installer).

When there is a need to arm the system perimeter only, this mode is extremely handy. It automatically disables the interior detection zones allowing for movement within the protected area while at the same time arming the perimeter zones.

To activate the system in STAY mode key in your code followed by the STAY button. The STAY indicator will illuminate and two beeps will be heard. Any zones that have been programmed for STAY mode will be automatically isolated and their respective indicators will begin to flash slowly until exit time expires. At the end of exit time the zone indicators will extinguish.

The pre programmed exit timer will now start. When this timer expires, any unsealed zone, say a window with a reed switch being left open, will be ignored at the end of exit time and placed into automatic exclusion.

If the window is then closed, this zone becomes an active part of the system. Opening the window after this time will cause an alarm condition.

If the STAY indicator does not illuminate and a long beep is heard this means that forced arming is not permitted. Any unsealed zones will need to be sealed or manually isolated before the system will arm.

Disarming

CODE + **AWAY** or **CODE** + **STAY**

To disarm the system key in your code followed by the AWAY or STAY button.

The STAY or AWAY indicators will extinguish and two beeps will be heard.

Isolating zones

STAY + **ZONE NUMBER** + **ZONE NUMBER** + **AWAY**

When a zone is isolated access is allowed into that zone at all times. This can be useful if you wish to leave a pet in the garage for one evening while you are out.

When you need to isolate zones press the STAY button. Three beeps will be heard and the STAY indicator will begin to flash indicating entry to the isolation mode.

Key in the numbers corresponding to the zones that need to be isolated. As each zone is isolated, the corresponding zone indicator will begin to flash slowly at one pulse per second.

If a mistake is made, key in the zone number that was incorrectly entered. This zone is now no longer isolated, and the zone indicator will stop flashing as the zone returns to normal.

When the correct zones are isolated press AWAY button to exit the isolation mode. The STAY indicator will extinguish and three beeps will be heard to indicate a successful exit from the isolation mode.

Any isolated zones will now continue to flash.

If a zone is programmed as a twenty four hour type, it cannot be isolated. If isolation of this zone is attempted a long beep will be heard to indicate a disallowed isolation.

Arming the system will now cause only those zones which are not isolated to become active.

The next time the system is disarmed the isolated zones will be cleared automatically. This procedure can be repeated as many times as required. See STAY mode operation for automatic isolation of frequently isolated zones.

Day Alarm

MASTER CODE + **7** + **AWAY** or **99997** + **AWAY**

Day alarm is a feature capable of indicating that one or a number of zones are currently opened (the specific zones will need to be assigned by your installer).

Let us assume that your installer has programmed the front door for Day Alarm, an indication will be given every time the front door is opened.

This indicator could be your console buzzer or any other external warning device of your choice.

It should be noted that this feature only works while the system is in the disarmed state and will not give any indication when the system is armed in either the AWAY or STAY modes.

As there may be a need from time to time to disable this feature, you have the ability to do so via the console. Simply turn the day alarm on and off as is required.

To turn Day Alarm on key in your MASTER code or special function code 9999 followed by the number '7' then the AWAY button. Three beeps will be heard to confirm a valid activation of day alarm mode.

Please note that there is no visual display on the console informing you that Day Alarm has been turned on.

To verify correct operation violate one of the Day Alarm zones and ensure that your indicator is working appropriately.

To turn day alarm off key in the MASTER code or special function code 9999 followed by the number '7' then the AWAY button. Two beeps will be heard to indicate that day alarm mode has been disabled.

Alarm Memory Recall

MASTER CODE + **3** + **AWAY**

This feature allows you to playback the last ten events that have occurred to the system. The RECALL mode reports all alarms and arming or disarming of the system in the STAY or AWAY modes. This function helps with trouble shooting of the system. The alarm memory events are displayed via the console indicators.

To enter the ALARM MEMORY RECALL mode key in your MASTER CODE followed by the number '3' then the AWAY button. Three beeps will be heard to indicate successful entry to the ALARM RECALL MODE.

The events will be played back via the zone indicators on the console in reverse chronological order.

Example:

If the events were as follows:

1	System armed
2	Alarm zone 3
3	Alarm zone 4
4	System disarmed

Then the alarm memory playback will report as follows:

1	All indicators off except mains indicator	System disarmed
2	Zone 4 indicator illuminates	Zone 4 alarm
3	Zone 3 indicator illuminates	Zone 3 alarm
4	Away indicator illuminates	Zone armed in away mode

Each event is indicated by a beep and an illuminated indicator. Resetting a 24 hour alarm in the disarmed state is indicated by a beep only.

After the tenth event three beeps will be heard to indicate the end of playback. The replay can be terminated at any time by pressing AWAY.

Walk Test Mode

MASTER CODE + **4** + **AWAY**

Using Walk Test Mode you can test detection devices to ensure that they are functioning correctly, eg: to check a reed switch on a door.

To turn Walk Test on, isolate any zones that are not required for walk testing (see manually isolating one or more burglary zones).

Now key in the MASTER CODE followed by the number '4' then AWAY button. Three beeps will be heard indicating successful entry into the Walk Test mode. The console will beep once every second while the system is in the walk test mode.

Every time a zone is sealed or unsealed the external siren (SPK1 & SPK2) will sound a single beep and the system console will give a long beep indicating that the zone is functioning correctly.

To turn Walk Test off press the AWAY button, two beeps will be heard and the system will return to normal.

Console Duress Alarm

CODE + **9** + **AWAY** or **CODE** + **9** + **STAY**

This function allows the system to be disarmed and at the same time initiate a duress signal via the dialler to the monitoring station.

A Duress alarm will only work when you are disarming the control panel and no visual display will be given to indicate that a duress alarm has been successfully activated.

To initiate this silent alarm key in any of the system codes followed by the number '9' then the AWAY button.

The system will appear to disarm normally but will in fact activate the dialler (where programmed) causing it to call the monitoring station.

Console Panic Alarm

A PANIC ALARM can be triggered by pressing any two buttons in the outside columns simultaneously on the console. The buttons must be horizontally adjacent.

This function can be programmed by the installer to either be a silent or an audible alarm. Once the panic alarm has been initiated it will be sent via the dialler to the monitoring station.

Example; Press buttons '1' and '3', '4' and '6' or '7' and '9' simultaneously to cause a panic alarm.

NOTE:

A panic alarm is a 24 hour alarm and can be activated any time of the day and no visual display will be given by the console to indicate that a panic alarm has been activated. However a long audible beep will be given at your console to indicate that your panic request has been accepted.

Console Tamper

An alarm can be triggered if the console is being tampered with. Such an event might be someone repeatedly entering the incorrect code.

The number of incorrect attempts that are required before triggering this alarm would be programmed by your installer.

The alarm can be programmed to be an audible or silent event.

Auxiliary Codes

AUXILARY CODE + **AWAY**

The *Solution-8* has two auxiliary codes which can be programmed to do many different functions. For example you could have a code that opens a computer room door where restricted access is required.

It should be noted that Auxiliary codes only operate when the system is in the disarmed state.

When an auxiliary code is entered a pre-programmed sequence of events will occur. This sequence will have been programmed by your installer.

To activate an auxiliary code simply key in your programmed auxiliary code followed by the AWAY button, two beeps will be heard and the programmed events will occur.

Domestic Dialling

Programming

MASTER CODE + **2** + **AWAY**

There are 32 data locations set aside for domestic dialling, each of which is capable of storing 1 digit. This will allow up to four 7 digit phone numbers to be programmed.

To program the desired phone numbers, first ensure the system is disarmed and that there are no alarm memories present. If this is not the case then turn the system on and off to clear and alarm memories.

Enter the Master code + 2 + the AWAY button. Three beeps will be heard and the STAY and AWAY indicators on the console will flash simultaneously indicating a successful entry to the domestic phone number programming mode.

If one long beep is heard entry has been denied and you should check with your installer to see if domestic dialling has been enabled on your system.

After a successful entry, if phone numbers have already been programmed, the panel will begin to display the numbers via the system console using the zone indicators.

The first number will be displayed for two seconds and then a beep will be heard as the next number is displayed. You may watch as all stored numbers are displayed before programming any new numbers, or start to program a new phone number by simply entering the new number.

After all the digits in the first phone number have been entered, press the STAY button to indicate the end of the first phone number.

You may now enter a second, third or fourth phone number if required by following the above procedure.

NOTE:

If there is more than one phone number programmed and you wish to change one of them, then you will need to re-program all of the stored phone numbers as well as the new number.

When all required phone numbers have been programmed, exit the programming mode by pressing the AWAY button.

If at any time you wish to view the stored numbers then enter the Master code + 2 + the AWAY button.

Three beeps will be heard and then the numbers will be displayed. When finished, the first digit of the first number will be displayed. If no buttons are pressed within 10 seconds then the mode will be exited automatically or you can press the AWAY button to exit at any time.

NOTE:

When viewing the numbers via the console note that a 9 is represented by the fault indicator. A zero in the phone number is represented by the fault and zone 1 indicators. The end of the number is represented by the fault and zone 4 indicators.

Dialling Function

When the *Solution-8* is triggered, it will commence dialling the first programmed phone number. If a busy or engaged tone is detected then the panel will hang up and commence dialling the second number, if there is one programmed.

The first call will however be counted as 1 unsuccessful dialling attempt. A maximum of 6 calls per alarm event will be made. This count includes any unsuccessful calls and will reset if the zone re-triggers causing a further 6 attempts to be made.

The control panel will automatically stop calling after 6 attempts or 3 successful calls.

If busy tone is not detected then the panel will assume that the phone has been answered and will begin sending its transmission.

The transmission consists of a siren tone followed by a unit identification beep. The identification beep will allow the customer to verify which panel has made the call if more than one panel is reporting to the same phone number. For example your home and office could be reporting to your holiday house.

Once the call has been received, if it is not acknowledged using an EDM call acknowledger, (Part Number CC911) then the panel will continue sending its transmission for a period of 2 minutes, after which it will hang up and commence dialling the next phone number. If the call is acknowledged then the control panel will hang up and no further calls will be made for that alarm.

If the panel is not programmed for upload/download then it is possible to interrogate it after the call has been acknowledged.

To do this, simply call the phone number that the panel is connected to. The control panel will answer the call after the pre-pre-programmed ring count has elapsed. A siren tone will again be heard as well as an alarm type indication beep. The alarm type beeps will indicate whether a burglary or 24 Hour alarm has occurred.

When interrogating the panel, if 1 beep is heard between the bursts of siren tone then a 24 Hour zone alarm has occurred. If 2 beeps are heard then a burglary zone alarm has occurred. If more than 1 zone has alarmed, ie. a burglary and a 24 Hour zone, then only the 24 Hour zone alarm will be indicated.

If upload/download is programmed, then it is not possible to interrogate the panel as the upload/download feature will take precedence.

NOTE:

If an alarm is triggered you may stop the dialling sequence at any time by simply entering your code followed by the AWAY button.

Pager Dialling Formats

Pager reporting formats have been introduced so that alarm and system information can be transferred to a pocket pager allowing you to receive information from your alarm system at any time.

Two transmission formats are available, the first being Basic Pager Format which is the simplest to interpret. The client identification number followed by zone information and system status information. *See the example below.*

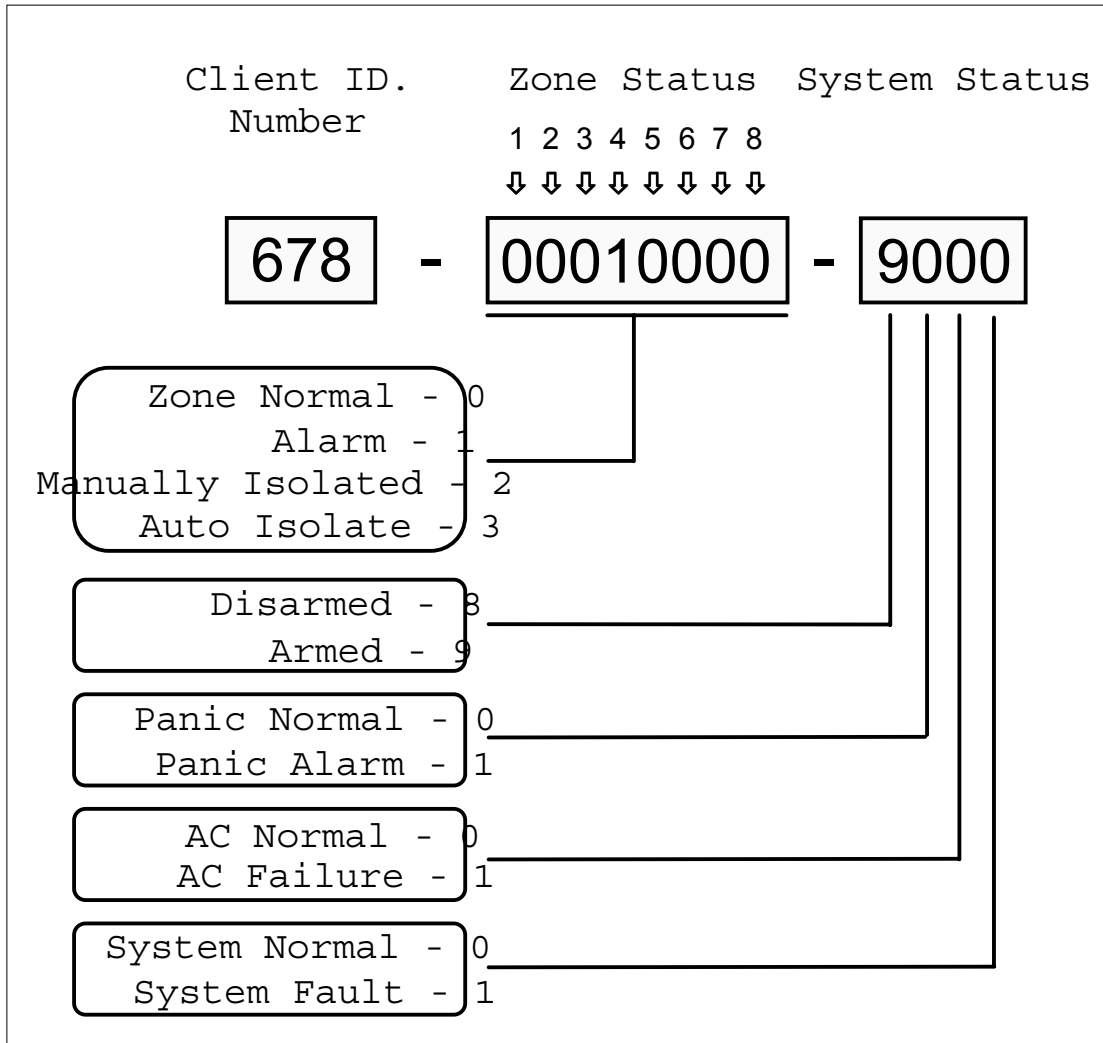
The second format is the Advanced Pager Format, the information displayed is largely dependent on how the system has been programmed and should be explained by you installer.

Both formats transmit 3 digits for the client identification number making it possible to differentiate between 999 different systems when a number of alarm systems are reporting to the one pager number.

Basic Pager Format

Example:

A typical transmission would appear on your pager as follows describing the system condition. The example shows client 678 with an alarm on zone four while the system is armed and all other events are normal.



Advanced Pager Format

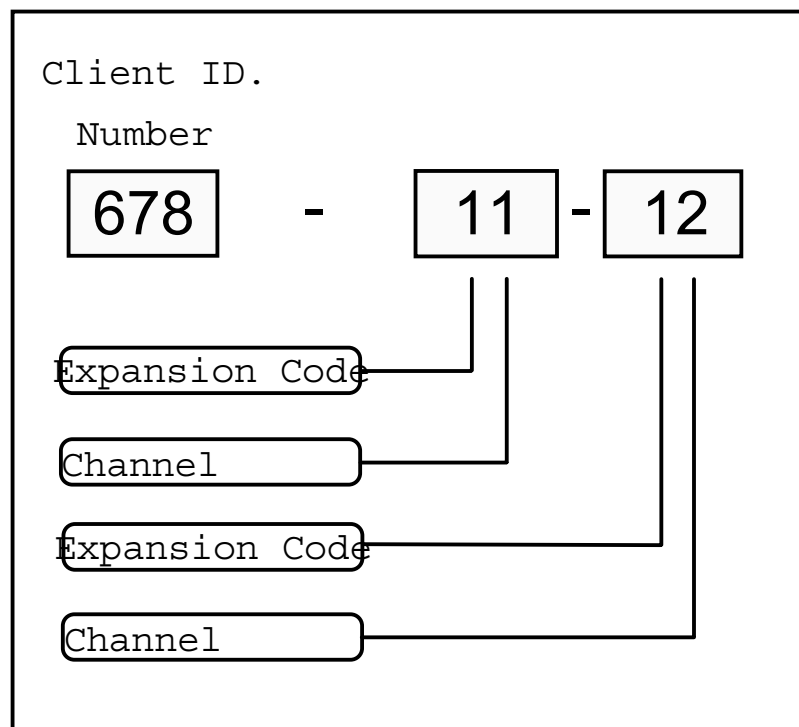
The Advanced Pager Format allows for more detailed and tailored information to be transferred to your pocket pager.

This format is not easily deciphered and therefore is only recommended for use in advanced situations. The format is client identification number followed by a two digit event code.

On a single telephone call up to four events can be transmitted simultaneously. In situations where more information is needed to be transferred then multiple calls will occur.

Example:

This example shows that the transmission has come from client number 678 and that 2 new events have occurred. As this format is similar to basic 4+2 format the actual event types are installation dependent. For example the transmission could represent an alarm on zone 1 and an alarm on zone 2.



NOTE:

To date only the Telecom Telefinder and Hutchinson (QLD) pager services have been tested and operate correctly with both Basic and Advanced pager formats.

Remote Arming via the Telephone Line

This function allows you to arm the system from anywhere in the world via the telephone. For obvious security reasons the system cannot be disarmed using this method.

To arm the system simply call the *Solution-8* on the telephone number that it is connected to. The *Solution-8* will answer the incoming call after a pre programmed number of rings and two beeps will be heard.

Hold the EDM phone controller to the mouth piece of the telephone and press the button on the controller. The tone generated by the phone controller will arm the system and one long beep will be heard to indicate that the system has become armed.

Now hang up the telephone and the system will remain armed.

If the *Solution-8* control panel does not answer the call, this means that the system is already armed.

Where both remote arming and upload/download have been selected, the system may answer the call expecting the download computer, however this is easily noticed as the tone heard will be constant and not the usual pulsing tone as is required for remote arming.

NOTE:

In situations where both upload/download and telephone remote arming are selected the *Solution-8* will answer for remote arming if the system is disarmed. If the system is armed the *Solution-8* will answer in the upload/download mode where it will start looking for the upload/download computer.

Optional Equipment

- To enhance the security of your system an EDMSAT (Satellite siren) is available. When tampered with or even totally disconnected from the *Solution-8* control panel, it will still continue to emit its ear shattering warning sound.
- Numerous consoles can be fitted giving you the ability to control your system from not only the entry point but even from your bedroom or anywhere else that you may require.
- The kewswitch interface unit will give you the ability to connect your system to a remote control radio receiver.
- This equipment when fitted will enable you to control the general operation of your system from a portable hand held transmitter. It can even be used for basic arm/disarm where there is a requirement for a kewswitch.
- A Phone controller can be used for remote arming of your system. Where this feature is required the Phone controller can be used to generate a specific tone that will arm your system via the telephone network.

- EDMSAT (Satellite Siren)
- Additional Consoles
- Kewswitch Interface
- Radio Control
- Radio Panic
- Fire Detectors
- Strobe Lights
- Photoelectric Beams
- Passive Infrared Detectors
- Magnetic Switches
- Phone Controller

Terminology

Alarm condition	Is when the security system is ARMED and a detection device is violated.
Armed	When the system is in a state ready to accept alarms. (System “ON”)
Away	This is a console button used to execute any given command.
Away mode	Is when the system is fully armed.
Console	The console allows users to access all system functions such as Arming, Disarming and/or configuration of the alarm panel.
Detectors	Devices connected to the alarm system used to cause an alarm condition. Some common forms of detection devices are : passive infra red, smoke, photo electric, reed switches, vibration sensors.
Dialler	Device incorporated into the design of the <i>Solution-8</i> used for communicating to a BASE STATION.
Disarmed	When the system is in a state that will not accept alarms.
Dynamic Battery Testing	Used to monitor and test internal battery conditions.
EDMSAT (Satellite Siren)	A self contained siren unit complete with strobe light and back up battery. Offers a higher level of security for the alarm system.
Entry Time Entry Delay	The time allowed for entering the ARMED premises, to DISARM the system before an alarm occurs.
Entry Warning	For the duration of ENTRY TIME a buzzer can be used as a reminder to DISARM the system.
Exit Time Exit Delay	The time allowed to leave the premises after the system has been armed.
External Equipment	Any device connected to the system such as detectors, remote codepads and sirens.
Forced arming	A situation where the panel is permitted to be ARMED when one or more zones are unsealed.
Hand Over Delay	When the <i>Solution-8</i> is ARMED and zone one is violated the entry delay starts timing. If zone two is then violated the entry delay time is HANDED OVER to zone two and so on through zones three and four. This is known as SEQUENTIAL hand over delay. Zone one will not hand over to zone three or four.
Hand Held Remote Control	Is used to ARM and DISARM the system or raise a PANIC ALARM via radio transmission of digitally encoded messages.

Master code	Is a numerical code used for ARMING and DISARMING the system as well as allowing access to all functions that are programmable through the main codepad.
Monitoring station	Is a secure location where a DIGITAL RECEIVER monitors numerous alarm systems and deciphers their alarm transmission reports so that the operator can advise the appropriate authorities to take immediate action. Also known as central monitoring station.
Panic	This is a type of alarm raised by the system user to indicate to the MONITORING STATION that there is an emergency situation at the premises.
Phone Controller	Is a device used for ARMING the <i>Solution-8</i> via the Telephone line
Sealed	Refers to a zones status. If the zone is SEALED the detection devices are not violated and the zone indicator will be extinguished. ie a reed switch is closed or a detector is on stand by waiting for an intrusion.
Silent alarm	When programming the <i>Solution-8</i> it is possible to program an individual zone for SILENT ALARM this means that when the zone is violated the control panel will communicate with the BASE STATION without sounding the sirens.
Siren time	A pre-programmed time which the sirens will sound for, once an alarm condition has been generated.
Stay mode	Is a condition that automatically isolates certain zones when the system is ARMED.
Unsealed	Refers to a zones status. If the zone is unsealed the detection devices are violated and the zone indicator will be illuminated, ie a reed switch is open or a detector has noted an intrusion.
User code	A numerical code used to arm and disarm the system.
Zones	A monitored input used to trigger an alarm condition.
24 hour zone	A monitored input where tamper switches and emergency switches may be connected. If at any time, whether the control panel is ARMED or DISARMED, one of these switches is violated an ALARM CONDITION will be generated.

Warranty Statement

Electronics Design & Manufacturing warrants this product to be free from defects in material and workmanship for a period of three years from the date of manufacture as indicated by the date stamp and/or the serial number on the product. Defective units returned by the purchaser at their own expense during this period will be repaired or replaced at the option of the manufacturer. The repair or replacement will be free of charge provided that the damage was not due to causes beyond the control of Electronics Design & Manufacturing, such as lightning damage, excessive voltage, mechanical shock or damage arising out of abuse, alteration or improper application of the equipment.

Quality Policy

AS 3901 Clause 4.1.1 Refer to Procedure No 1

The operations of Electronics Design & Manufacturing include design, development and manufacturing of electronic equipment.

Electronics Design & Manufacturing recognises that it is the responsibility of suppliers and contractors to meet their contractual obligations and carry out works which comply fully with the relevant specifications, drawings and contract documents.

It further recognises that the diligent operation of a Quality Management System leads to efficient and effective execution of the works with a minimum of errors and rework.

Electronics Design & Manufacturing and its Employees are committed to the implementation of this Quality Management System in accordance with Australian standard AS3901-1987, European standard ISO9001-1987 and New Zealand standard NZS9001-1990 implementing quality systems for design, development and production to the mutual benefit of the customers and Electronics Design & Manufacturing.

Meirad Formosa

Managing Director

Installation Notes

Installation Company _____

Technician _____

Phone Number _____

Installation Date _____

Warranty Expires _____

Description

	Stay Mode	Day Alarm
Zone 1 _____	<input type="checkbox"/>	<input type="checkbox"/>
Zone 2 _____	<input type="checkbox"/>	<input type="checkbox"/>
Zone 3 _____	<input type="checkbox"/>	<input type="checkbox"/>
Zone 4 _____	<input type="checkbox"/>	<input type="checkbox"/>
Zone 5 _____	<input type="checkbox"/>	
Zone 6 _____	<input type="checkbox"/>	
Zone 7 _____	<input type="checkbox"/>	
Zone 8 _____	<input type="checkbox"/>	

Entry Time 1 _____ Seconds

Entry Time 2 _____ Seconds

Siren Run Time _____ Minutes



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