

HOLDUP / DURESS ALARM - DELAYED REPORTING (V2 OR LATER)

This feature enables special Input processing in Area/s designated as a “Holdup” Area.

Holdup processing uses a form of Pulse count processing. When a Holdup button (or Kick bar, Note clip, etc.) goes into alarm it will only activate local alarm processing and start the Area Pulse timer running. The alarm will not report until the Pulse timer expires, or another Holdup input goes into Alarm.

If the first Holdup input activation is a false alarm (i.e. Was accidentally triggered), Specified User Types can cancel the alarm altogether by entering their PIN code at an LCD Terminal.

The local alarm activation allows devices such as Cameras, CCTV, Alarm indicators, Bandit screens, etc. to be activated locally without sending an instant alarm report to a Central Monitoring Station. This allows the staff a short period of time (e.g. 60 seconds) to cancel the alarm if it was triggered accidentally, ensuring that patrols and police are not sent to attend false alarms.

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1. Program the Input/s that the Holdup button/s are connected to. [MENU 7, 0]

- 1.1 Select the Input to be programmed/edited and program a name and other attributes as described in “Alarm Processing” in the Basic Programming Guide.

2. Mini Expanders (8 Zone) [MENU 7, 2, 6]

Mini Expander Modules provide several special Holdup input processing features.

- Programmable Zone de-bounce for input devices that require faster processing. e.g. Momentary pushbuttons.
- Special fast Auxiliary output activation option.
- Input processing options for special combined Holdup/Suspicion buttons and Suspicion only buttons.

IF Mini Expanders are used for Holdup inputs, program the Mini Expander options.

- 2.1 Adjust the Mini Expander “Poll Time” and “LAN Priority” IF this is considered necessary. LAN Priority programming is accessed by pressing the <ON> key when the “Poll Time” is displayed.
- 2.2 Check that the Zone Type is set to the appropriate option for each Zone used.
 - Normal Zone. May be used for Holdup Inputs if no special Mini Expander Aux. output processing is required.
 - Counter. Not relevant to Holdup processing.
 - Holdup. Same as Normal Zone except that a Seal to Alarm transition on an enabled “Holdup” Zone will unconditionally turn on Auxiliary 1 on the same Module, and report “Mxx:X01 On” to the Control Module. This provides an Auxiliary output that is activated within several milliSeconds of the Alarm, meeting regulatory requirements for triggering devices such as Bandit screens.
 - Suspicion. Provides a corresponding System input for additional processing on each of Zones 1 to 7.
 - Zone Input state: Same as normal Zone except that Short circuit Tamper state is regarded as a Seal.
 - System Input state (“Zone ?? Extra”): Short circuit Tamper state is regarded as an Alarm state. All other states regarded as Sealed.
 - See Mini Expanders [MENU, 7, 2, 6] in the Programmer’s Reference section for more details.*
 - Holdup+Suspicion. Combines operation of “Holdup” and “Suspicion” Zone Types for special combination Holdup and Suspicion button assemblies where:
 - Seal = Seal.
 - Alarm = Holdup.
 - Short Cct = Suspicion.
 - Open Cct = Tamper.
- 2.3 Set the Zone De-bounce to an appropriate period for each Zone used. 300mS is typical for normal detectors (PIRs, Door Reeds, etc.) Faster de-bounce times may be required for fast acting momentary pushbutton switches, etc.

3. Initialize the LAN

Following any programming changes to Mini Expanders, the LAN must be re-initialized.

If all modules are connected and operational, perform the **Secure LAN [MENU 7, 8, 1]** or **Initialize LAN [MENU 7, 8, 2]** functions. (“Secure LAN” Initializes the LAN and sets the Encryption)

4. Program the Process Group. [MENU 2, 4, 3]

For this function, the Input/s should be assigned to a separate Area that is only used for Holdup processing. A dedicated Process Group can therefore be programmed.

- 4.1 Select the Process Group to be programmed/edited and program a name. e.g. Holdup buttons.
- 4.2 Program the required “Input Type” options. [T A E X U P L S]
 - Set the “T” (Tamper) option to Yes.
 - Set the “A” (Alarm) option to Yes.
 - Set the “U” (PULSE count) option to Yes.
 - Set the “S” (Single Pulse) option to Yes IF only one Pulse per Zone input will be processed. This means that two “hits” on the same Holdup button will not cause alarm to be reported. i.e. Alarm will only be reported after Pulse timer expires, or when at least two different Inputs are triggered.
- 4.3 Program the required “Communications Reporting” options. [I T A R E X U S]

Typically the **I**solate, **T**amper, **A**larm and **R**estore options are set to Yes.
- 4.4 IF reporting via Contact ID, you may program the Contact ID Event Code to be sent for Inputs with this Process Group assigned. If left at “000” a default message will be sent (140 for Zone Input Alarms). *Consult with the Central Monitoring Station and See Tables section for Contact ID Event Type details.*
- 4.5 Program the Area Auxiliaries to activate. [T 1 2 3 4 I]

This will be required IF devices such as Cameras, Alarm indicators, Strobe, etc. are to be triggered.

 - Set Alarm 2 Auxiliary to Yes IF you require the Auxiliary to be On while the Input is in Alarm and automatically turn Off when the Input Seals. (V3 or later)
 - Set any other Alarm Auxiliary to Yes IF you require the Auxiliary to turn On when the Input goes into Alarm and turn Off by another mechanism. e.g. Area Off, Auxiliary Timer, Calculated Auxiliary, etc.
- 4.6 IF Sirens are required:
 - Program the Siren Tone selection for the Alarm and Tamper states.
 - Set Siren Lockout to Yes IF Zones that caused the Siren activation are to auto isolate when the Siren timer expires.

Note that Sirens are often not used for Holdup alarms as they may cause the Bandit to panic, thereby putting the victims at risk.

- 4.7 Program the LCD Terminal message Types to generate. Typically Type 1 set to Yes.

5. Program the Holdup Area. [MENU 7, 1]

Owing to the special Area processing requirements, in most cases it is recommended that a separate dedicated Area is used for Holdup processing.

- 5.1 Create a new Area and program a name. It is recommended that a discreet Area name (e.g. Day Mode.) be used, as the Area name will be displayed on the LCD Terminal when the User is prompted to Enter their code to cancel an alarm.

5.2 IF Sirens are required:

- Select the required “Internal Siren Mode” and/or “External Siren Mode” option/s.
- Assign a Siren List to the Area.
- Program the Siren Time. (1 to 255 minutes)

Note that Sirens are often not used for Holdup alarms as they may cause the Bandit to panic, thereby putting the victims at risk.

5.3 Program the “Pulse Time”.

This will be the time period that reporting of the Holdup alarm will be delayed to allow Users the opportunity to cancel the alarm.

Typically set to 60 seconds for Holdup processing.

5.4 Program the “Maximum Pulse Count”.

This is the number of “hits” required on Pulse Count Zones to cancel the Pulse timer and report the alarm.

Typically set to 2 for Holdup processing.

5.5 Select the required “Open/Close Reporting” options and “Area Client Code” if required.

5.6 Program the “Area Options”. [T H D N P]

-Set the “H” (Holdup Area) option to Yes. This modifies the Pulse Count operation for Holdup processing.

-Set the “P” (Pulse Count processing) option to No.

5.7 Program the Area Auxiliaries to activate.

-Entry Auxiliary. (“Pre-alarm” Auxiliary) Will turn On whenever the Pulse timer is started. (V3 or later) Can be used to activate Cameras and other local alarm warning devices as required.

-Alarm 1 to Alarm 4 Auxiliaries. Will turn On when the Holdup Alarm reports (Pulse timer expires or second Holdup input activated) if selected in the Process Group assigned to the Input in this Area.

-Tamper Auxiliary. Will turn On when an Input is in Tamper if selected in the Process Group assigned to the Input in this Area.

5.8 Assign the Input/s to the Area using the Process Group programmed for this function.**6. LCD Terminals [MENU 7, 2, 1]**

At the start of the Pulse timer all Terminals with the “L” option (Level messages) set to Yes, will show a Holdup warning message “<Area Name> Enter Code”. This message will be displayed with the backlight on (without a beep) for the duration of the Pulse timer. This prompts the Users to enter their code to cancel the Holdup alarm if it was triggered accidentally.

6.1 Program the “Default Display message” options. [S M D L I A . O]

Ensure that the “L” (Level messages) option is set to Yes for all LCD Terminals where the “Enter Code” prompt is to be displayed.

7. Check/Program Menu Groups. [MENU 2, 4, 1]

Before any User Types can Cancel a Holdup Alarm, the function must be enabled in their Menu Group.

7.1 Check the “Menu Group Options” programming in the relevant Menu Groups. [R I D C S A M T]

Ensure that the “C” option (Cancel Holdup) is set to Yes.



