

Area Programming

**Area to
program: A001**

This screen allows an Area to be selected for programming. There can be up to 250 Areas in a large system.

**Find Area ^
HOUSE**

By pressing the mode key (ON-key) the operator is allowed to search alphabetically for Area names using the digit keys and the up and down arrows.

**Area 001 Name:
HOUSE**

This screen allows an optional Area name to be entered up to 16 characters long. It is recommended that all Areas be named for ease of identification for both the installer and the end user.

**A001 IntSir(S1)>
Mode: No Siren**

This screen determines how Internal Sirens (S1) will work if required. Pressing the right arrow key cycles through all the choices. Pressing the OFF key selects no Internal Sirens. Note that "S1" in this screen only refers to the Siren output number on the Module, not the Siren numbers used in creating Siren Lists.

Mode:
No Siren
Instant
2nd Hit
Backup

Description

No Siren will sound.
Siren will sound immediately a siren Input is triggered.
Siren will sound after the 2nd hit of a siren Input.
Siren will only sound if the 3000 is in dialer backup mode.
(See Comms Task Programming [MENU 7,3,1])

**A001 ExtSir(S2)>
Mode: No Siren**

This screen determines how External Sirens (S2) will work if required, and is programmed exactly the same as the Internal Sirens above. Note that "S2" in this screen only refers to the Siren output number on the Module, not the Siren numbers used in creating Siren Lists.

**A001 Siren List
SL001**

This screen determines what sirens will sound when a siren Input is triggered. A Siren List of 000 specifies no sirens to sound. Siren Lists allow a number of sirens to be included in the list so that a single trigger from an Area can operate a number of sirens. (Refer to "Siren List Programming" for details)

**A001 Siren
Time: 000 min**

This screen determines the Siren activation time for Sirens allocated to this Area via the Siren List above. The Siren time can be programmed from 0 to 255 minutes. The Siren timer has been designed to be accurate to the nearest second. This is important particularly when times of only a few minutes are chosen. E.g. When a Siren time of 2 minutes is programmed, the Sirens will activate for 2 minutes +/- 1 second. Note that the time is the same for both Internal and External Sirens. See relevant Authorities for maximum Siren Time allowed.
CAUTION: If set to 0, the Siren time will be 255 minutes.

**A001 Exit
Delay: 060 sec**

This screen determines the exit delay to apply to Inputs which have been flagged as exit Inputs via their Process Groups in this Area. The exit delay is programmable up to 255 seconds, accurate to the nearest second.
Note that if a Zone or System Input is not flagged as an exit Input, then that Input is enabled immediately the Area is turned ON.

**A001 Entry
Delay: 030 sec**

This screen determines the entry delay to apply to Inputs which have been flagged as entry Inputs via their Process Groups in this Area. The entry delay is programmable up to 255 seconds, accurate to the nearest second.

**A001 Pulse
Time: 000 sec**

This screen determines the pulse count time to apply to Inputs which have been flagged as pulse Inputs via their Process Groups in this Area. The pulse count time is programmable up to 255 seconds, accurate to the nearest second. To cause an alarm, a pulse count Input must have the required number of pulse counts within the time specified above or still be in alarm at the end of the set pulse time, regardless of the number of hits.

**A001 Max. Pulse
Count: 00**

This screen determines the number of pulse counts required within the pulse count time above to cause an alarm. This applies to Inputs which have been flagged as pulse Inputs via their Process Groups in this Area, and is programmable from 1 to 15 counts.

**A001 OCAN2S
Comms: nnnnnn**

Reporting Options.

This screen allows open/close reporting options to be programmed:

- | | | |
|---|--------------------------|--|
| O | Report <u>O</u> penings | Causes Area Openings to be reported even if no alarms have been received. (This reporting option is dependent upon CommsTask filters [MENU 7,3,1]) |
| C | Report <u>C</u> losings | Causes Area Closing's to be reported even if no alarms have been received. (This reporting option is dependent upon CommsTask filters [MENU 7,3,1]) |
| A | Open after <u>A</u> larm | Selecting this option will cause opening reports for this Area only if an Alarm has been reported in this Area since the Area was last turned on. The "O" flag must also be set. |
| N | Not General Area | Selecting this option will cause this Area to be ignored as part of a general Area calculation for any Comms Task that is reporting General Open/Closes. (i.e. Open/Close will not be reported on this Area in a Comms Task programmed for "General Open/Close reporting")
Open/Close can still be reported on this Area by programming another Comms Task with General Open/Close reporting set to NO. Assign an Area List Filter to this Comms Task, to specify which Area/s are to trigger individual Area Open and Close reports. (This is only possible in Dialer formats, or with two communications formats that can be active at the same time. e.g. Direct Line & Securitel, Dialer & Securitel) |
| 2 | 24 Hour Off report.* | Selecting this option will cause a report to be sent to the Central Station whenever the 24 Hour part of the Area is turned OFF. This is useful to inform the Central Station that no more 24 Hour (Tampers) processing will take place in the specified Area.
Note that if the 24 hour part of the Area is turned back on then no report is sent. (The Central Station can interpret the next Area closing as the 24 hour part being re-enabled as 24 hour is automatically re-enabled when an Area is turned on. |
| S | Area Still Open * | Selecting this option will cause a report to be sent to the Central Station if this Area is OFF and any other Area is turned ON. The "Area Still Open" report is used to warn Central Stations that an Area that should normally be on all the time such as a system Area is turned off. |

* Not all reporting formats can handle "Area Still Open" and Area "24 hour off" reports. For this reason an option has been added in Comms Task Report Options to disable these types of reports for any Comms Task if required. (Refer to "Comms Task Programming" for details)

A001 Client Code: 0000

This option selects the client code that will be used for reporting all alarms, opens and closes from this Area.

This option will only need to be used if it is necessary to report separate client codes for different Areas.

e.g. A single system installed in a shopping centre or an office block, may be programmed to report different tenancies on separate client codes.

(If this client code is set to 0000 then the CommsTask client code will be used for whatever Comms Task is being used)

A001 THDNPWF . Opts -> nnnnnnnn

Miscellaneous Options.

This option selects miscellaneous options for this Area:

Test for Users.

Selecting this option will cause the Area to be tested for the presence of any Users when the Area is armed. Only select this option in an access situation where entry and exit from the Area is via PIN code or Card so that the tracking of Users is possible.

Holdup Area.

Selecting this option will cause the Pulse count processing to be altered for this Area. When the Pulse time expires, or the Pulse count is met, all zones that have had a pulse, will be processed. This option allows any zone to be allocated for use as a hold-up button with special area processing. (V2 or later only)
See the Applications Programming section for more details.

Defer Area.

If set to Yes, then this Area can be turned off for a specific time period and also be deferred from turning on again by an appropriate User logging on during the off time period (Defer Time) for this Area. (V2 or later only)
See the Applications Programming section for more details.

No Siren cancel.

This option, if set to Yes, will not allow sirens to be reset on a valid PIN entry. This is useful when lighting is run off the Siren output in Home Automation applications. (V3 or later only)

Pulse Timer processing.

If set to YES, then when the Pulse timer expires and the Pulse count equals 1, the Zone Input will be alarmed. If the Pulse count is less than or greater than 1, the Pulse timer will be re-started and the pulse count set to 1.
Primarily Implemented for simple DOTL alarms on normal Zone Inputs using one Zone per Area. (V3 or later only)

Important Note: If (P)ulse Timer processing set to YES, (H)oldup flag must be set to NO.

Warn Auxiliary (Alm4)

If set to Yes, and the Area is defined as a "(D)efer Area, the "Alarm 4 Auxiliary" will turn On when the "Area about to turn on" message is displayed on LCD Terminals, 250 seconds before the Area Defer Timer expires. (The Defer timer Warning period)

The Auxiliary will turn Off when: -The Area re-arms. (Turns On)
-The Area is turned Off again.

(Deferred Off by a "Defer" User, or fully Off by a normal User.)

This provides for an Auxiliary output to activate a warning device to indicate that the Area is about to turn on, in addition to the LCD Terminal beeper/s. (V4 or later only)

Function Zone Area.

V4 or later only. Selecting this option defines this Area as a Function Zone Area. If set to Yes, when a Zone Input assigned to the Area changes state, the Area will check whether the Zone is used in a Function Zone and then process the Zone accordingly. *See Function Zone Programming. MENU, 7, 5, 3.*

**A001 Self Test
"ON" count 001**

This option selects the number of times this Area must be switched ON before a Zone self test is performed. (See section on Zone Self Test for more details)

This Zone Self Testing feature operates independently of Pre-arm Walk Testing. In some cases settings of one test feature will conflict with the settings of the other test feature. Therefore, if zone testing is to be implemented in a particular Area, it is recommended that the Area be programmed to use either one test method or the other, not both.

Note: If Pre-arm Walk Testing is to be implemented in this Area, "Self Test ON Count" must be set to "000".

Area Auxiliaries.

Area Auxiliaries can be programmed so that various types of events that occur in this Area will activate specified Auxiliaries. The Auxiliary may be used to provide an output to activate a warning sounder, lamp or other device; or it may be utilised as a "phantom" Auxiliary in programming to provide other functions in the system.

The Pulsing Beeper in an Elite LCD Terminal can be switched on by activating Auxiliary 4 on that Terminal. e.g. T01:X04 on Terminal 1, T02:X04 on Terminal 2, etc. (Pulse Beeper Configuration must be enabled - Refer to LCD Terminal Programming or Elite Terminal Installation Guide).

If the Auxiliary is not being controlled by a function which has an inherent timer such as Entry delay or Exit delay, an Auxiliary Timer should be programmed for that Auxiliary, with a time period in seconds, to ensure that the Beeper turns off again. (*See "Auxiliary Timers" MENU, 5, 5 for details*)

Programming these auxiliaries on a "per Area" basis, allows for Auxiliaries to be unique to an individual Area whenever necessary. To provide Auxiliaries that will indicate a certain condition (or conditions) for multiple Areas, the same Auxiliary number is simply allocated to the condition/s required in each of the Areas.

**A001 Exit Aux
E02:X01**

This screen allows an optional exit Auxiliary to be programmed for this Area if desired. Following screens allow other Auxiliaries to be programmed in the same manner and are summarised in the following table:

Auxiliary Timers.

Note that any Auxiliary may be turned off by an Auxiliary timer if programmed, no matter how that Auxiliary was turned on. i.e. An Auxiliary turned On by an alarm in Area 1, that is also effected by an Auxiliary timer, will turn Off when the Auxiliary timer expires, even if the alarm remains unacknowledged (Area still ON).

Auxiliary List Assignment. (V3 or later only)

The following Area Auxiliaries can optionally have an Auxiliary List assigned. See "Using Auxiliary Lists" in Auxiliary List Programming. [MENU 2,3,6].

-Exit Auxiliary. (V4 or later only)	-Entry Auxiliary. (V4 or later only)
-Siren Auxiliary.	-Alarm1-4 Auxiliaries.
-Close Auxiliary.	

Area Auxiliary Actions.

Auxiliary	Turns On when	Turns Off when
Exit Aux ^	Area Exit delay begins	Timer expires/Area turned off
Entry Aux ^	Area Entry delay begins OR When Area is designated a "Hold-up" Area, turns on when the first pulse on any pulse count zone is detected (Pre-alarm Auxiliary Action)	Timer expires/Area turned off OR When Area is designated a "Hold-up" Area, turns off when pulse count conditions are met or Pulse Timer expires or Hold-up is cancelled by a User Code.
Siren Aux * ^	Area Siren turns on	Siren timer expires/Area off
Close Aux ^	Area turned on	Area turns off
24 Hr Aux *	Tamper occurs in Area with "T" flag set	Area turns off
Alarm1 Aux * ^	Alarm occurs in Area with "A1" flag set	Area turns off
Alarm2 Aux * ^	Alarm occurs in Area with "A2" flag set	Area turns off OR All Inputs in the Area that are assigned a Process Group that triggers the Auxiliary are in the sealed state. (Non-latching Auxiliary Action - V3 or later only)
Alarm3 Aux * ^	Alarm occurs in Area with "A3" flag set	Area turns off
Alarm4 Aux * ^	Alarm occurs in Area with "A4" flag set OR The "Area about to turn on" message is displayed on LCD Terminals, 250 seconds before the Area Defer Timer expires. (If the "(D)efer Area" and "(W)arn Aux" options are both set to Yes)	Area turns off OR Area Defer timer is re-started
Isolate Aux *	Input isolated in this Area with "T" flag set	Area turns off OR All Inputs in the Area that are assigned a Process Group that triggers the Auxiliary are in the De-isolated state. (Non-latching Auxiliary Action)
Count Aux	Turns On and/or Off as per the following Count Control screen	Turns On and/or Off as per the following Count Control screen
Test Aux	Area Pre-arm Test begins	Test ends or Aux Timer expires (if programmed)

* The Siren, 24Hr (Tamper), Alarm 1, 2, 3 & 4, and Isolate Auxiliaries, will only be activated when an Input/Zone in this Area is in the condition specified AND the Process Group allocated to that Input/Zone in this Area enables the particular Auxiliary.

^ The following Auxiliaries allow an option to assign an Auxiliary List if required.
V3 or later: Siren, Close and Alarm 1 to 4. V4 or later: Exit and Entry.

**A001 Sub Area ->
None**

This option allows a sub-Area to be defined. A sub-Area will turn ON when all Areas specifying that sub-Area are turned on. A sub-Area will turn OFF when any Area specifying that sub-Area is turned off. Press the OFF key if you wish to specify no sub-Areas.

**A001 Sub Area ->
A008**

NOTE: The ON key may be used to change modes to allow an Area to be selected by number if you wish.

**A001 Number of
Users: 00000**

This option allows the Installer to view the number of Users currently in the specified Area. The number may also be edited or reset manually in order to accommodate any changes that have been made to Area Programming.

This feature requires Card or PIN access IN and OUT out through an Access Controlled Door. See "User Counting in Areas" in the Applications Programming section for further details.

Note: As the Installer Code is the only code with access to the Area database, only the Installer Code has access to this screen.

**A001 Count OFof
Control: -> nnnn**

This option allows the Installer to control the operation of the "Count Aux". See "User Counting in Areas" in the Applications Programming section for further details.

ON when Trigger Count met
OFF when Trigger Count met
on when Trigger Count +1 met
off when Trigger Count +1 met

Set the required option flags to "Y" in order to control the Count Auxiliary.

**A001 Trigger
Count: 00000**

This number may be set by the Installer to determine the number of users required to start the User Count Control feature. See "User Counting in Areas" in the Applications Programming section for further details.

Test Options

A001 . . FQXAW
T0pts-> nnnnnnnn

- This screen allows the Installer to set a number of Area Test Options.
See “Zone Input Testing” in Applications Programming for more details.
- | | | |
|---|-------------------|--|
| . | Spare | Not Used |
| . | Spare | Not Used |
| F | Force test | Forces all zones to be tested, even if a seal to alarm transition has occurred since last tested. |
| Q | Qualify for Exit. | Test is not allowed to finish unless the Qualify Auxiliary (defined as the Area Test Auxiliary earlier in Area Programming) is Off. |
| X | Test Aux | Turns On the Area Test Auxiliary at the start of the second phase of testing, and turns off at end of test. (Unless turned Off by another mechanism such as an Auxiliary timer beforehand) |
| A | Arm for Test. | Arm all zones at start of second phase of test. |
| W | Walktest on Arm. | Enable Walktest option. If this option is set to No, then only unsealed zone testing is performed. If set to Yes full Walktesting is performed. |
| E | Exit to Counters | At end of test, automatically exits to the “Display Counters” screen. |

NOTE: The “Q” and “X” flags should never be set to Yes at the same time or the test can never finish, unless the Test Auxiliary is turned off by another mechanism, such as an Auxiliary Timer, etc.

A001 Max Test
Count 000

This option sets the Maximum time for the test. The value entered is the number of 5 second periods that the test will run for. e.g. A setting of 60 will therefore result in a maximum test time of approximately 5 minutes. (60 X 5 = 300 seconds)
A valid test time must be entered if Area Testing is to be used. Area Testing will not function if Max. Test Count is set to “0”.

Area Defer Timer.

A001 Defer
Time: 000 min

Set this time to determine when the Area is automatically turned back On after having been previously deferred Off. For this feature to become active, both Area Option “D” and Option “D” in the User’s Menu Group must be set.

If the Area has been defined as a Defer Area and no value is entered here, the value entered for “Area Defer time” in the General System options (MENU 7, 5, 1) will be used.

Assigning an Input to an Area

To assign an Input to an Area, it must be given a Process Group. The Process Group determines how the Input will be processed in this particular Area. If no Process Group is allocated to an Input, that Input is not regarded as being in the Area at all.

The system has 12 pre-programmed Process Groups already available that are designed to cover many of your applications. Many more Process Groups may be created by the installer to cater for individual system requirements when necessary. (See "Process Group Programming" for more information and details of the pre-programmed groups)

Note that the same Input may be assigned to up to eight (8) Areas, and may be allocated a different Process Group in each of the Areas to which it is assigned.

For example, a Fire Door Zone is allocated the "Access Local" Process Group in an Area that is always turned ON so that a local alarm is raised whenever the Door is opened. The same Zone is allocated the "Burglary" Process Group in another Area that is only turned ON when the premises are unoccupied. If the Door is opened when this Area is ON it will generate an alarm that will be reported to the Central Station.

These screens pertain to placing an Input in an Area. There are three methods of placing Inputs in Areas selected by pushing the ON key. The "ON" key selects name entry mode or number entry mode for the Process Group.

Method 1

**C01:Z01, A001 ->
BURGLARY**

In method 1 the OFF key is used to remove the Input from the Area. The right arrow key is used to toggle through all the Process Groups in alphabetical order. Selecting a Process Group for an Input in Area is the same as placing the Input in that Area, with the alarm actions determined by that Process Group.

Method 2

**C01:Z01 in A001
BURGLARY**

Using method 2 the operator can jump straight to the desired Input by typing in the Input abbreviation directly. The Process Group cannot be changed in this mode.

Method 3

**HALLWAY PIR ->
BURGLARY**

Method 3 is identical to Method 1 except the Input description is shown on the top line to aid in identifying Inputs, particularly System Inputs.

NOTE: Any Input can only be assigned to a maximum of 8 Areas.

In all screens, pressing the OK key will advance to the next Input, and pressing the left arrow key will go back to the last Input.

Assigning System Inputs to an Area

System Inputs may be allocated to an Area by either using one of the above methods or an option under the Area defaulting procedure described below.

Please read the additional "Important Notes" on System Inputs at the end of this chapter.

Area Defaulting

Area defaulting allows the programmer to quickly and easily perform a number of the more repetitive and predictable tasks normally associated with Area programming. They include:

- Removing all Zones and Auxiliaries from an Area and resetting programmable times to factory defaults.
- Removing all Zones and System Inputs from an Area.
- Automatically adding all System Inputs on all modules present to an Area and assigning standard Process Groups to those inputs.

Access to Area defaulting is available from the first Area Programming screen.

**Area to
alter: A001**

This first Area Programming screen determines the Area upon which the defaulting action is to be performed. Use the UP and DOWN Arrow Keys to select the desired Area then press HELP, "9".

**Area Default ->
Don't Default**

This screen is then displayed. Available defaulting options are viewed by pressing the right Arrow Key. To make a selection, press the OK Key.

Don't Default

Selecting this option will abort the procedure.

Standard

Selecting this option will programme all standard times as well as remove all Auxiliaries and Zones from the selected Area.

Remove all Zones

Selecting this option will Remove all Zones from the selected Area.

Add System Inputs

Selecting this option will allow System Inputs to be added to the Area automatically and be assigned certain standard Process Groups. Refer to the table below for further details on Standard System Inputs and their Process Groups.

**Select TSLIias
Inputs-> nnnnnnn**

If the "Add System Inputs" option is selected, this additional screen appears. This screen allows the programmer to select the types of System Inputs to be added to the Area with specific pre-defined Process Groups. The upper case letters represent different types of System Alarms, whilst the lower case letters represent different types of Access Control Alarms.

These option flags relate directly to Process Group numbers and are explained in more detail in the table below.

Default System Inputs

Option	Type of Input Added to Area	Process Group Assigned	Example of Input
T	SYSTEM TAMPER	PG009	Cabinet Tamper
S	SYSTEM SILENT	PG010	AC Fail, Low Battery
L	SYSTEM LAN	PG011	LAN Fails
I	SYSTEM LOCAL	PG012	UART Problems
i	ACCESS LOCAL	PG013	Too many tries (Card or PIN)
a	ACCESS ALARM	PG014	Door Forced
s	ACCESS SILENT	PG015	Door Held Open

Push '9' key to Confirm Default

When the confirmation screen is displayed, press the "9" Key to confirm your selection.

Default Done

The default procedure is confirmed.

Important Notes - System Inputs:

1. Only System Inputs that are present at the time of default will be included.
ie. System inputs from modules currently enrolled on the LAN.
2. If Process Groups are defaulted to standard then the names of the Process Groups will be relevant to the above operation.
3. Any changes made to a Process Group will affect all inputs within the system that have that Process Group assigned to them. It is recommended that Default Process Groups (especially groups PG090 to PG015) NOT be changed until the implications on all relevant inputs are examined.
4. See "System Inputs" in the "Tables" section for details of:
-The Process Groups assigned for each System Input via the "Add System Inputs" default function.
-The default Contact ID Event Codes assigned for each System Input.
5. All System Inputs, when activated, generate an Alarm state and a Tamper state allowing them to be processed as either an Alarm and/or Tamper condition depending on the Input Type options selected in the Process Group. For this reason, changes in state on System Inputs will continue to be saved to Review, (and in some cases processed as Tamper alarms) even if all the Areas relevant to those Inputs are turned Off, because the 24 Hr (Tamper) part of the Area is still On.

To disable the Review logging (and processing if relevant) of System Inputs, the 24Hr (Tamper) part of the Area must also be turned Off.

To turn the 24Hr part of an Area Off, Logon to the LCD Terminal, select the Area to control then Press the <LEFT Arrow> key. The current status of the 24Hr part of the Area will be displayed. Press <OFF>.

The 24Hr (Tamper) part of the Area can be turned On again in the same manner by using the <ON> key. Alternatively, the 24Hr monitoring will automatically be turned back on when the Area is turned On.

Force Arming an Area:

Normally, when a User attempts to turn an Area On from an LCD Terminal and there are one or more Zone Inputs in that Area that are not in the Sealed state, a "Zone Problem ..." message will be displayed on the Terminal. The User is then required to try and rectify the problem or Isolate the Zone Input/s before the Area can be turned On.

When commissioning and/or testing a system it is often useful for the Installer to be able to turn On an Area regardless of Zone Input states in order to enable the Zone Inputs and monitor activity in Review.

A special feature only available to the Installer Code allows the <1> key to be used, when the "Zone Problem ..." message is displayed, to un-conditionally skip the rest of the Zone Test and turn On the Area regardless of any un-sealed Zone Inputs.