

PROGRAMMING USER CODES

Your Elite 16D alarm panel can be programmed with up to 24 individual user codes. These codes may vary in length from 3-6 digits and digits may be repeated in a code sequence if desired, ie. 1125. To add, change or remove codes, the panel must first be put into "Client Program Mode" To enter program mode the panel must be unset with Monitor Mode deactivated then,

**Press the <PROGRAM> button.
then**

Enter a Master Code then press the <ENTER>button

If this sequence has been successful, the program light will come on steady and the panel will be in Client Program Mode waiting for you to enter information. User codes are stored at addresses 1-24. These program addresses correspond to User Codes 1-24 with User Code 1 as the default Master or programming Code. To add a new User Code, for example 1234 as user code 5, you enter the following sequence.

<PROGRAM> 5 <ENTER> 1234 <ENTER>

The keypad will give 3 short beeps if the program information has been entered correctly or 1 long tone if the entry was incorrect. To change an existing code you simply program the new code at the address of the code you wish to change by using the same sequence as the example above. To remove a code simply enter EXCLUDE at the address of the code which you want to remove. For example, to remove User Code 5,

<PROGRAM> 5 <ENTER><EXCLUDE><ENTER>

To exit program mode once you have completed your programming alterations, enter the following sequence,

<PROGRAM><ENTER>

The panel is now back in normal Run Mode and all alterations made during programming have been written to a non-volatile memory.

Please contact your Alarm Installer if you require further information.

Elite 16D 16 Zone Alarm Panel



Operating Guide

Proudly Designed and Manufactured in New Zealand

ARMING THE PANEL (Turn on)

There are 3 ways of arming your Elite 16D alarm panel,

- 1 Press the <ARM> button,
- 2 or enter your 3 to 6 digit user code then press the <ARM> button,
- 3 or press the <ARM> button, then enter your code, then press the <ENTER> button.

If the arming sequence has been successful, the relevant indicator LED (either ARMED, A or B) or a combination of these LED's will turn on and the keypad will beep the exit delay. The operation of the LED indicators is dependant on the area assignments of the keypad and your user code. The method required to Arm your alarm panel is determined by the way your system has been configured during installation. Likewise, the arming procedure may vary from one keypad to another depending on system configuration.

DISARMING THE PANEL (Turn off)

There is only one way to disarm your Elite alarm panel,

Enter your 3-6 digit user code then press the <ENTER> button

If the disarming sequence has been successful, the relevant indicator LED (either ARMED, A or B) will turn off depending upon the the area assignments of the keypad and your user code. If entry delay beeps were active they will also have turned off.

MONITOR MODE (part set)

Activating Monitor Mode will arm your Elite panel and automatically exclude or isolate the detectors which you and your installer have determined as necessary. This allows part of the alarm system to be armed during periods of occupancy. To activate Monitor Mode,

Press the <MONITOR> button or
press the <MONITOR> button then enter your user code then press the <ENTER> button

If the Monitor Mode activating sequence has been successful, the relevant indicator LED (either ARMED, A or B) or a combination of these LED's will flash on and off.

Monitor Mode is deactivated by entering your user code then pressing the <ENTER> button

VIEWING THE EVENT MEMORY

Your Elite 16D alarm panel has an event memory which stores the 40 most recent events including all alarm events, all system events such as mains failure etc as well as settings and unsettings. This event memory is displayed via the keypad with the most recent event shown first and subsequent events following in descending order from newest to oldest. Each event is separated by a beep tone.

There are a number of events which are stored in memory which do not have a specific indicator associated with them such as Panic and Duress. Other events such as tampers and low battery are shared across many devices. For this reason the following table has been created. This table details which indicator lights correspond to which events in memory.

To view the event memory, press the <MEMORY> button

EVENT	DEVICE	INDICATOR	STATUS
ACTIVATION	Zones 1-8	LED's 1-8	On Steady
ACTIVATION	Zones 9-16	LED's 1-8 AUX	On Steady On Steady
EXCLUDE	Zones 1-8	EXCLUDE LED's 1-8	On Steady On Steady
EXCLUDE	Zones 9-16	EXCLUDE LED's 1-8 AUX	On Steady On Steady On Steady
DETECTOR TAMPER	Zones 1-8	TAMPER LED's 1-8	Flashing On Steady
DETECTOR TAMPER	Zones 9-16	TAMPER LED's 1-8 AUX	Flashing On Steady On Steady
CABINET TAMPER	Cabinet or Satellite Siren	TAMPER	Flashing
WRONG CODE ALARM	Keypad Tamper	TAMPER	On Steady
LOW BATTERY	Controller Battery	BATTERY	Flashing
MAINS FAILURE	Controller Mains Supply	MAINS	Flashing
LOW BATTERY	Radio PIR Zone 1-8	BATTERY LED's 1-8	Flashing On Steady
LOW BATTERY	Radio PIR Zone 19-16	BATTERY LED's 1-8 AUX	Flashing On Steady On Steady