

Installer Notes:

Elite 64 Version **2**
64 Zone Controller

Arrowhead
Alarm Products Ltd

Operating Guide

Please contact your alarm installer if you require further information.

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Zone # 23	Zone # 24
Zone # 25	Zone # 26
Zone # 27	Zone # 28
Zone # 29	Zone # 30
Zone # 31	Zone # 32
Zone # 33	Zone # 34
Zone # 35	Zone # 36
Zone # 37	Zone # 38
Zone # 39	Zone # 40
Zone # 41	Zone # 42
Zone # 43	Zone # 44
Zone # 45	Zone # 46
Zone # 47	Zone # 48
Zone # 49	Zone # 50
Zone # 51	Zone # 52
Zone # 53	Zone # 54
Zone # 55	Zone # 56
Zone # 57	Zone # 58
Zone # 59	Zone # 60
Zone # 61	Zone # 62
Zone # 63	Zone # 64

OWNERS DETAILS

NAME:

ADDRESS:

.....

.....

.....

TELEPHONE NUMBER:

INSTALLERS NAME:

INSTALLERS CONTACT PH #:

ACCESS CODES:

Code 1 **Code 2** **Code 3**

Code 4 **Code 5** **Code 6**

Code 7 **Code 8** **Code 9**

Code 10 **Code 11** **Code 12**

Code 13 **Code 14** **Code 15**

PANEL TELEPHONE NUMBERS:

PH # 1 **PH # 2** **PH # 3**

PH # 4 **PH # 5** **PH # 6**

ZONE DESCRIPTIONS:

Zone # 1 **Zone # 2**

Zone # 3 **Zone # 4**

Zone # 5 **Zone # 6**

Zone # 7 **Zone # 8**

Zone # 9 **Zone # 10**

Zone # 11 **Zone # 12**

Zone # 13 **Zone # 14**

Zone # 15 **Zone # 16**

Zone # 17 **Zone # 18**

Zone # 19 **Zone # 20**

Zone # 21 **Zone # 22**

INTRODUCTION

ABOUT YOUR ALARM

Thank you for choosing to protect your premises with the **Elite 64**. In doing so you have invested in the most advanced and adaptable panel on the market.

4 Separate Alarm Panels: Your Elite 64 can operate as four totally independent alarms. These independent 'AREAS' can be controlled from one global keypad or from multiple keypads assigned to specific areas.

The Elite 64 has many incredible program options and additional accessories that can enhance the standard features of the panel offering simple "**Home Automation**" to "**Radio control**" and "**Voice Prompted Command Control**". Please check with your installer to find out more about these powerful features.

The Elite 64 can communicate with monitoring stations or call you on your mobile phone to warn of intruders.

You can phone your home to check or change the status of any output using the keys on your phone provided the optional Voice or DTMF board is fitted.

Arm or disarm the whole house or just one area, all with your own voice confirming your selections.

Imagine turning on the spa before leaving work so it is hot when you get in the door. The under-floor heating has just automatically switched on using the on board timer and you have just opened the rollerdoor and disarmed the garage from your cell phone so the white ware repairman can work on your washer.

The controller supports the LCD (liquid Crystal Display) keypad.

It also has a comprehensive alarm event memory that stores all of the controller activity with the time and date. The event memory is accessible from the keypad with the time & date information also able to be displayed via the LCD keypad.

OPERATING YOUR ALARM

GENERAL INFORMATION

Your ELITE64 Alarm Controller has been designed with you the user in mind. Clearly named backlit keys mean you don't have to remember complicated key combinations to achieve a result. As with everything about the ELITE64 even key functions can be fine tuned to your specific needs. Please ask your installer.

ARMING THE ALARM

Arming the alarm will turn on all detectors in the Area or Areas being Armed. To Arm the alarm press;

<ARM>

Armed LED or Area A,B,C or D armed LED's will turn ON or,

<CODE><ENTER>

Armed LED or Area A,B,C or D armed LED's will turn ON or,

<ARM><CODE><ENTER>

Armed LED or Area A,B,C or D armed LED's will turn ON.

The panel has three different keypad Arming modes as detailed above. The installer can advise you on how your alarm has been configured.

NOTE: The AAP LCD keypad has a separate LED for each area but the Crow LCD keypad has one overall "ARMED" LED that turns on when any area is armed. On both keypads the LCD display will also show which areas are armed.

DISARMING THE ALARM

Disarming the alarm will turn off all detectors in the Area or Areas that were Armed. To Disarm the alarm press;

<CODE><ENTER>

Armed LED or Area A,B,C or D armed LED's will turn OFF.

There is also a special feature that can be set by your installer to allow the pressing of the **<ARM>** button during the Exit Delay time to Disarm the alarm. This feature is to allow a quick disarm if you have forgotten to do something prior to Arming the alarm. The feature is disabled when the alarm is fully armed following expiry of the exit delay time.

MEMORY DISPLAY MODE

VIEW MEMORY MODE

The alarm panel has an event memory which stores the most recent events, (up to 255), including all alarm events, all system events such as mains failure, etc as well as arming by Area. 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.

The LCD display will show "New Event(s)" when there is a new alarm event in memory which has not been viewed.

To view the new event(s) simply press the <MEMORY> button and the events will be displayed with the most recent event shown first. Each press of the <MEMORY> button will advance the display to the next event.

Note: To stop the memory display function press "ENTER" or if no buttons are pressed for approximately 40 seconds the keypad will automatically exit memory display mode. The "New Event(s)" display will be removed once the event(s) have been viewed.

CURRENT SYSTEM ALARMS

When viewing the memory event buffer at the keypad by pressing the <MEMORY> button, the first thing that will always be displayed are any Current System Alarms. There are 8 system alarms as shown in the chart below. A Current System alarm is one that is still present and needs to be restored to normal. Following the display of current system alarms the panel will then sequence through the 255 historical memory events starting at the most recent event.

CURRENT SYSTEM ALARMS			
LED #1	Battery Low	LED #5	Radio Pendant Battery Low
LED #2	Mains or 12V Fuse Failure	LED #6	Supervised Detector Failure
LED #3	Telephone Line Failure	LED #7	Zone Inactivity Timeout
LED #4	Radio Detector Battery Low	LED #8	Dialler Kiss-off Failure

ANSWER AN IN-COMING CALL

From time to time your installer may need to access the alarm from a remote PC to make changes to your programming and for security reasons they may have configured the alarm so that an authorised person on-site is required to make the alarm system answer the in-coming call. This option is only available in *CLIENT* mode.

To answer an In-coming Call press;

<PROGRAM> <1095> <ENTER>

Provided the line connected to the alarm is ringing when the above code is entered the panel will now answer the call and allow a remote PC connection.

ARMING IN STAY MODE

Stay mode allows you to Arm a pre-selected part of the building. Stay mode can be used in a residential application to arm parts of the house that you will not need to go into at night time or in a commercial application to allow monitoring of an unattended shop front. The Stay mode alarm can be in the form of a full alarm or possibly a small buzzer (Chime) to warn of activity in the stay mode coverage area. To arm Stay mode press;

<STAY>

Stay LED On or Area A,B,C or D armed LED's will FLASH or

<STAY><CODE><ENTER>

Stay LED On or Area A,B,C or D armed LED's will FLASH.

The panel has two different Stay arming modes and the methods of Arming are detailed above. The installer will advise you on how they have configured your particular alarm.

NOTE: The AAP LCD keypad has a separate LED for each area but the Crow LCD keypad has one overall "STAY" LED that turns on when any area is armed. On both keypads the LCD display will also show which areas are armed in Stay Mode.

Once Stay mode has been Armed, the normal exit delay will apply and if a zone is triggered the normal entry delays will also apply. If, however you press the **<ENTER>** button following Arming of Stay mode, this will cancel the exit delay so the system is armed immediately and also cancel ALL entry delay times so all zones will become Instant alarm zones. This allows you to select whether you wish the Stay Mode to Arm with or without delays every time you arm this mode.

DISARMING STAY MODE

Disarming Stay Mode will turn off all Stay Mode detectors in the Area or Areas that were Armed. To Disarm Stay Mode press;

<STAY>

Stay LED Off or Area A,B,C or D armed LED's will turn OFF or

<CODE><ENTER>

Stay LED Off or Area A,B,C or D armed LED's will turn OFF.

The single button disarm of stay mode indicated above is a programmable option so you will need to check with your installer how your system has been configured.

BYPASSING ZONES

This key allows you to temporarily bypass zones of your choice prior to arming your panel. The bypassed zones will go back to normal the next time you disarm the panel unless it is a 24 hour zone. A Bypassed 24 hour zone must be manually unbypassed. To bypass a zone (say Zone 1), follow the instructions below.

To bypass zone 1, key in the following sequence:

<BYPASS>

The word "Bypass" will show on the LCD display.

<01>

The display will show "01".

<ENTER>

Bypass LED will now turn ON.

While in the Bypass mode it is possible to Bypass more than one zone. The example below details how this is done.

To bypass zones 1,9 & 16, key in the following sequence:

<BYPASS>

The word "Bypass" will show on the LCD display

<01,09,16>

The display will show "01 09 16".

<ENTER>

Bypass LED will now turn ON.

NOTE: Zones and keypads can be assigned to one or all of the four possible Areas available in the ELITE64. If the keypad you are using for bypassing is not assigned to the same areas as the zone you are trying to Bypass the panel will not allow you to bypass that zone.

As you bypass zones the display shows the numbers as entered e.g. in the example above as you enter in the digits "01", the display will show "01", then if you enter "09", the display will show "01" & "09" on the display and finally as you enter "16" the display will show all three numbers on the screen. The LCD keypad will show up to 5 two digit numbers then if you need to bypass more zones it will alternate the display with the first 5 selections then the next 5, switching between displays at about a 2 second rate.

USER FUNCTIONS

"QUICKVIEW" MODE

When the panel is disarmed and zones are unsealed the LCD display will show all unsealed zones by displaying them sequentially at about 1.5 second intervals. If there are a number of zones unsealed at any one time it can take a while to cycle through each zone until they are all displayed. The "Quickview" mode allows up to 5 zones to be displayed numerically at a time, eg if zones 1,11,25,36 & 58 are all unsealed the "Quickview" display will show;

01 11 25 36 58

If more than 5 zones are unsealed the display will cycle to the next 5 unsealed zones after 2 seconds until all zones have been displayed.

To access "Quickview" mode simply press the **<ENTER>** button when there are unsealed zones.

Pressing the **<ENTER>** button again will revert back to the normal display mode or the keypad will automatically revert back to normal display after 30 seconds if the **<ENTER>** button is not pressed within this time.

STARTING WALKTEST MODE

While in *CLIENT* mode a User with the proper authority can start walk-test mode. This special mode latches the alarm signals from detectors at the keypad initiating the test so that one person can trigger every detector connected to the alarm then return to the keypad to verify operation. On terminating Walk-test mode the panel automatically returns to normal mode (exits client program mode) and the test results are put into the memory buffer so they can be viewed at a later time.

To start Walk-test mode while in *CLIENT* mode press;

<PROGRAM> <1096> <ENTER>

The keypad buzzer will beep at 1 second intervals

Next trigger every detector connected to the panel then return to the keypad and all of the zones that were triggered will be displayed at the keypad.

To terminate Walk-test mode press;

<ENTER>

The keypad will stop beeping and automatically exit *CLIENT* mode.

LOCAL COMMAND CONTROL OF OUTPUTS

If a command control code for outputs is programmed and the output/s are allowed to be locally controlled from the keypad, then entering the 4 digit code at a keypad will blank the display and the "OUTPUTS" screen will now indicate the output status;

e.g. if output 1 is on, the display will have "1" showing. By now pressing the "1" button at the panel keypad, output 1 can be turned off provided it is allowed to be locally controlled.

To leave local command control mode simply press the <ENTER> button and the keypad will return to normal operation. This feature works the same way that "Directly Controlling an Output" works (see page 10) only it requires a code to access the function.

MANUAL PANIC, MEDICAL & FIRE ALARMS

There are three special Manual Alarms that may be triggered from the keypads. These are a "PANIC" , "FIRE", and "MEDICAL" alarm. The Panic alarm can be generated by either the single "Panic" button or by the simultaneous operation of two buttons. The Fire and Medical alarms are generated by pressing two buttons simultaneously.

The special button combinations and the alarms they generate are shown in the table below;

KEYPAD TYPE E	PANIC ALARM	FIRE ALARM	MEDICAL ALARM
AAP LCD KEYPAD	<PANIC> <1> & <3>	<4> & <6>	<7> & <9>
CROW LCD KEYPAD	<CHIME> & <CONTROL>	<A> & 	 & <CHIME>

RESETTING ALARMS

In case of an alarm condition,

pressing your **<CODE>** then **<ENTER>**

will reset the alarm and turn off any audible sirens. If your code does not reset the alarm it means that the alarm occurred in an Area either not assigned to the keypad you are using or your code is not allowed to reset alarms in that area.

NOTE: If at any stage you make an error when entering a code all you need to do is press the **<ENTER>** button to reset the keypad and start again.

PROGRAMMING YOUR ALARM

GETTING INTO PROGRAM MODE

There are 2 levels of program mode, *CLIENT* mode and *INSTALLER* mode. Normally the installer will give you access to the *CLIENT* mode so you can add, delete, or change the user codes. At your request, the installer can provide you with access to the *INSTALLER* mode as well. In *CLIENT* mode you can program up to 100 individual User Codes that may be from 1-6 digits in length. Each of the 100 Users can be assigned NO access, LIMITED access or FULL access to *CLIENT* mode. A User with FULL access can change all access codes, change the panel time & date, change the telephone numbers, answer an in-coming call for remote PC access, print the event buffer to a serial printer and initiate Walk-test mode. All of these things can be explained in detail by your installer.

To get into *CLIENT* mode (provided the system is NOT armed) press;

<PROGRAM> <CODE> <ENTER>

Program LED with turn ON

If you get a single long beep at this point and the Program LED doesn't turn on, it means your code cannot access Program mode.

EXITING PROGRAM MODE

To exit program mode press;

<PROGRAM> <ENTER>

Program LED will turn Off

ADDING OR DELETING A USER CODE

Once in *CLIENT* mode, to program a User code you enter the User code address (a value from 1-100) then the new code. For example to program User # 3 with a code "2580", key in the following sequence:

<PROGRAM> <3> <ENTER> <2580> <ENTER>

(After entering P3E, if there is an existing code at that address it will be shown on the keypad LCD display. Entering a new code will replace any existing code and the new code will be shown on the LCD display).

The panel will give 3 short beeps to indicate correct entry or 1 long tone if not accepted.

checks the current status of Area A and replies with the pre-programmed voice message relating to that status e.g. if Area A is Armed then the Armed message will be sent, if Disarmed then the Disarmed message will be sent. If only the DTMF board is fitted, the voice message is substituted with a long beep if Area A is Armed, and three short beeps if it is disarmed.

Once the status message has informed you of the actual state, you can use the "*" key to toggle Area A from Arm-Disarm or Disarm-Arm, e.g. in our example above, code "2045" accesses Area "A" arming or disarming. Assuming the status message we received was "Area A alarm is Armed" If we press the "*" key, Area "A" will be Disarmed and we would receive a status message "Area A alarm is Disarmed" (or whatever message is programmed by the installer)

While you are on-line with the panel you can move between menu options by entering the code of the option you want to control. Assuming there was a code of "4321" programmed to control outputs. After having used code "2045" to control the Arm/Disarm status of Area A we first press the "#" button to reset all previous entries. Then we can enter the digits "43215" (that is "4321" as the code to control outputs and "5" to select output #5). The current status of output #5 will be given either by the voice message or the appropriate tone and then the status can be changed with the "*" button on the remote telephone (Note; For output control you must enter in the 4 digit code e.g. 4321 followed by the output number you wish to control, in this case 5).

At any stage, if you enter in an incorrect code you can press the "#" button on the remote telephone to clear all code entries and then start again.

To turn on the optional Microphone (only available if the Voice Board is fitted) you must enter in the appropriate code followed by the "*" button. To turn the Microphone off you simply press the "*" button again.

To end a Command Control session simply hang up the phone. The panel is monitoring the line at all times and 15 seconds after the last key press it will automatically hang up the line. This 15 second timer is active during the whole command control process so a period of 15 seconds without a key press will cause the panel to hang-up, unless the microphone is on whereby the timeout becomes 60 seconds before automatic hang-up.

To re-enable the Chime Zone Monitoring press;

<CHIME>

(Hold button down for 2 seconds)

The LCD display will show "Chime On"

The Display will timeout after 20 seconds back to the normal display or you can press the <ENTER> button to go back to the normal display.

REMOTE COMMAND CONTROL OPERATION

HOW REMOTE COMMAND CONTROL WORKS

Another powerful feature available from your alarm is Command Control. This feature is a remote control facility which allows valid users to access the panel via a standard touch tone telephone and check or change the Arm/Disarm status of each of the areas, operate each of the eight outputs or turn on an optional Microphone.

The Command Control feature is only available on panels fitted with a Voice or DTMF board. The Voice board provides voice prompts to guide you through Command control operations whereas the DTMF board provides tones (one Long Tone for ON or three short beeps for OFF).

Please talk to your installer to find out if all or any of these options are available on your alarm.

To perform any of the Command Control features you must first ring the phone number which the panel is connected to. The panel may be set up to answer after a specific number of rings of it may be set-up to use a fax defeat option. Either way, when you ring the phone number and the panel answers the call, the first thing you will hear over the phone is a burst of modem tone for two seconds. After this tone has stopped you must enter the access code which is associated with the Command menu option you wish to access. *Remember, the code you enter will determine which menu option you access.* If you miss the pause, the panel will repeat the modem tone and then again pause for 5 seconds looking for your access code. This process will be repeated a total of 4 times before hanging up if no valid code is received. When entering codes or other information in Command Control the "#" key acts as a "Clear" button.

When you have entered the required 4 digit access code the panel will reply with the status message associated with the Command Control function you have accessed. For example, if the Area A Arm/Disarm DTMF code was "2045". Once the code "2045" has been received the panel

To remove or clear a user code, e.g user code 3, key in the following sequence

<PROGRAM> 3 <ENTER> <CONTROL> <0> <ENTER>

Address 1 = User # 1, 2 = User# 2 to 100 = User# 100.

(Note: You must press and hold down the Control button first followed within 2 seconds by the 0 button)

CHANGING TELEPHONE NUMBERS

Your panel will accept up to 6 phone numbers with a total of 16 digits. Your panel can be programmed to dial all or any of these depending on the event which has occurred.

(The six phone numbers are at program addresses 831 through to 836)

While in *CLIENT* mode, key in the following sequence:

<PROGRAM> <831> <ENTER>

(the address for telephone number 1)

The existing number will be displayed at the keypad then enter;

<NEW TELEPHONE #> <ENTER>

The new number will be displayed at the keypad.

At any time you can enter in the address for the telephone number just to view the currently programmed value then press the <PROGRAM> button to move on to another address.

Address 831 = PH # 1, 832 = PH# 2 to 836 = PH# 6.

To delete a telephone number, e.g phone number 3, key in the following sequence

<PROGRAM> 833 <ENTER> <CONTROL> <0> <ENTER>

(Note: You must press and hold down the Control button first followed within 2 seconds by the 0 button)

PROGRAMMING THE TIME & DATE

The alarm system has an internal clock that may be used to automatically Arm or Disarm the alarm, turn Outputs On or Off or inhibit the operation of User codes. It is also used to identify when events occurred in memory via the LCD keypad. Should you need to change the Time & Date it can be done from *CLIENT* mode.

To change the Time & Date press;

<PROGRAM> <818> <ENTER> <1-7> <ENTER>

Where 1-7 = the current day (1=Sun, 2 = Mon to 7 = Sat)

<PROGRAM> <819> <ENTER> <HHMM> <ENTER>

Where HH = Hour in 24 Hour Format and MM = Minutes

<PROGRAM> <820> <ENTER> <1-31> <ENTER>

Where 1-31 = the current date

<PROGRAM> <821> <ENTER> <1-12> <ENTER>

Where 1-12 = the current month

<PROGRAM> <822> <ENTER> <YY> <ENTER>

Where YY = current year, e.g. 05=2005

SPECIAL CONTROL BUTTON FUNCTIONS

The **<CONTROL>** button on the keypad has a number of uses depending on the options set by your installer.

It can be used to disable Chime-zone alarms or directly control any of the outputs from the keypad.

The operation of the various **<CONTROL>** button functions (if enabled by the installer) are detailed below;

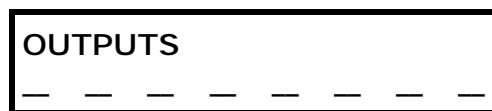
DIRECTLY CONTROLLING an OUTPUT

To directly control outputs from the LCD keypad press;

<CONTROL>

(Note: The Control Button must be held down for 2 seconds)

The LCD display will show



Now by pressing any of the buttons from 1-8 the appropriate output number will be displayed at the keypad indicating that it has been turned on (your installer has to allow the outputs to be directly controlled otherwise you cannot turn them On or Off at this point). Pressing the same number again will turn the output number off indicating the output is now off.

When finished, press the **<ENTER>** button to exit the direct output control mode.

DISABLE CHIME MODE ALARMS

Any detector on your Elite can be programmed to trigger a buzzer or chime at your keypad/s when movement is detected. The zones are called "Chime Zones" and must be programmed into the system by your installer. Your installer can also give you the ability to disable the Chime Zone monitoring via the keypad when it is not required.

To Disable the Chime Zone Monitoring at an **AAP LCD** keypad press;

<CONTROL> followed by <PROGRAM>

The LCD display will show "Chime Off".

The Display will timeout after 20 seconds back to the normal display or you can press the **<ENTER>** button to go back to the normal display.

To re-enable the Chime Zone monitoring press;

<CONTROL> followed by <PROGRAM>

The LCD display will show "Chime On"

To Disable the Chime Zone Monitoring at a **Crow LCD** keypad press;

<CHIME>

(Hold button down for 2 seconds)

The LCD display will show "Chime Off".

The Display will timeout after 20 seconds back to the normal display or you can press the **<ENTER>** button to go back to the normal display.