

# ZONE PROGRAMMING STATUS LABEL

**STATUS KEY:**

- E** = ENTRY / EXIT
- A** = ACCESS
- t** = TAMPER
- I** = IMMEDIATE
- o** = OMITTED
- H** = 24HOUR
- F** = FIRE
- P** = PERSONAL ATTACK
- y** = MOMENTARY KEYSWITCH
- d** = LATCH KEYSWITCH

	ZONE 1	ZONE 2	ZONE 3	ZONE 4	ZONE 5	ZONE 6	ZONE 7	ZONE 8	INITIALS
								<b>8</b>	
ROOM									
SET A									
SET B									
SET C									
SET D									

ENTRY / EXIT TIME  
 SECS

BELL OUTPUT  
 SAB  SCB

BELL TIME  
 MINS

PIR LEDs  
 ENABLED  
 DISABLED

ENGINEER  
 INSTALLATION CO.

# ATLAS LCD

## USER GUIDE

To Be Used With The Atlas 4 and Atlas 8 Control Panels



This product is approved for use in the Residential, Commercial and Light Industrial Environment.



## WELCOME

Thank you for purchasing the *Atlas Panel*. This panel uses the latest technology in design and manufacture.

As the end user of the Atlas this manual is written to help you use the functions of your alarm system enabling you to get the best out of your system. The capability of the panel means that the engineer can carry out any alterations to programming of the alarm without having to visit the installation.

**NOTE:** The fire zone is intended as an extra feature to the alarm system and must not be regarded as a total fire protection system.

There are two levels of user access to the system:

The **Master Code (Code 1)** defaulted to: **1 2 3 4**, access to all user functions and programming features.

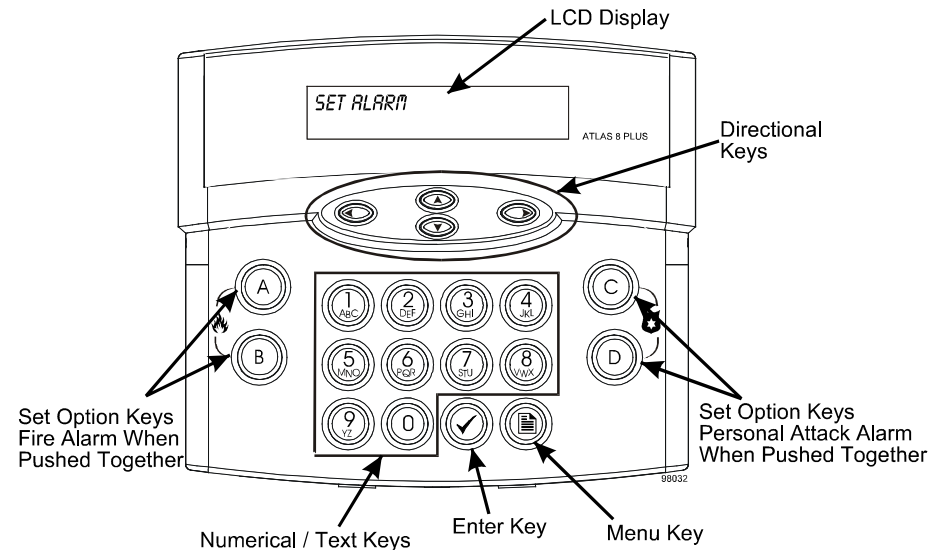
The **User Codes (Codes 2 to 7)** - 6 codes, allow setting / unsetting of the panel and viewing of the event log only.

## Fire

To activate the fire alarm, press and hold the **A** and **B** keys together.


## Personal Attack

To activate the personal attack, press and hold the **C** and **D** keys together.




## System Test

Press 

Use the down  scroll key to display "SYSTEM TEST"

Press  to accept.

Use the right  key to scroll through the following tests.





DISPLAY TEST  
STROBE TEST  
BELL TEST  
SOUNDERS TEST


After last test, 'System Test' is exited automatically.

## Change Text

Press 


Use the down  scroll key to display "CHANGE TEXT"



User 1 will now be displayed, use the up / down   scroll keys to scroll through the user definable text. When the required user name is displayed the text can be changed by using the numeric keys which are marked with their alternative letter functions, to move from letter to letter press the keys several times. To move along the display text letters use the left / right   scroll keys. To insert a space press the 0 key twice.

To save changes to the text the  key must be pressed.

## Set Backlight

Press 


Use the down  scroll key to display "SET BACKLIGHT"

Use the up / down   keys to select the desired backlight brightness.



To save changes the  key must be pressed.

## Walk Test





Press 

Use the down  scroll key to display "WALK TEST"

Press  to accept.


Use the up/down   scroll keys to display the Set mode required. e.g.. "SET A"

Press  to accept.


Display reads "ENTER CODE" Enter the Master User Code    .


Press  to accept.


Walk test the system, each zone triggered during walk test will be entered in the event log.

Enter Master Code     to exit walk test mode.


## Pulse PGM


Press 


Use the down  key to display "PULSE PGM" or the new label programmed by the engineer.

Press  to accept. The dual tone is heard on acceptance and "OPERATING" is displayed. If "NOT AUTHORISED" is displayed the option has not been configured by the engineer.

## Accept Calls

Press the menu key 


Use the down  key to display "ACCEPT CALLS".

Press  to accept. The dual tone is heard on acceptance and "THR ACTIVE" is displayed.

## MASTER AND USER FUNCTIONS




### Setting The Panel

Press  The display reads "SET SYSTEM"

Press  to accept. Display reads "SET A"









Use the down  scroll key to display the set mode required. e.g. "SET B"

Press  to accept.

Enter user code     Exit timer starts countdown.


Exit the building.


### Quick Setting

Enter user code     and press a function key    or  for the set required.






### Set With Omits

Press 

Use the down  scroll key to display "SET WITH OMITTS"


Press  to accept. Display reads "SET A"





Use the down  scroll key to display the Set mode required. e.g.. "SET B"

Press  to accept and enter a User Code    .

Display reads "OMIT ZONES" Enter zone or zone numbers to be omitted.

1. This can be done by two methods.

Either press a numerical key representing the required zone (the zone selected is then displayed and accepted) and pressing the  key after all the zones have been selected. or




2. Use the up/down   keys to display the required zone and selecting each required zone using the  key. After all the required zones have been selected press the  key to accept the programming.

Exit timer starts countdown.


Exit the building.


## Unsetting The Panel

Enter the building via one of the programmed Entry/Exit Zones.



To Unset the panel Enter     Master / Manager or User Code.

## Select Chime

Press 


Use the down  scroll key to display "SELECT CHIME"

Press  to accept. Display reads "CHIME ON  OFF 



Use the up  key to turn the chime on or use the down  key to turn the chime off.

## Reading The Event log

Press 

Use the down  scroll key to display "DISPLAY LOG"

Press  to accept.


The last event is displayed, use the  and  keys to display the previous events.

To exit Event Log press .

## MASTER ONLY FUNCTIONS

### Clear Event Log

Press 


Use the down  scroll key to display "CLEAR LOG"

Press  to accept.




If allowed by the Engineer "LOG CLEARED" will be displayed and a two tone sound will be heard, if not allowed "NOT AUTHORISED" will be displayed.

### Change User Code

Press 

Use the down  scroll key to display "CHANGE CODES"

Press  to accept.

Display reads "KEY MASTER CODE" Enter     (Master or Manager Code)

Display reads "PRESS USER 1 TO 7"

Enter a number between 1 to 7 for the code you require to change.

1 = Master Code (Master Code can only be changed by Master User)

2,3,4,5,6 and 7 = User Codes.

To delete a code press the  key. **NOTE:** the Master Code cannot be deleted.

Display reads "ENTER NEW CODE"

Enter the new four digit code, a dual tone will be heard on acceptance and display will read "RE-ENTER CODE" enter the same four digit code again to confirm. On acceptance the dual tone will again be heard and the keypad will go back into 'Day Mode'. If the code was entered incorrect a single bleep will be heard and "INVALID CODE" will be displayed.