

ir inner range Pty. Ltd.

CONCEPT 2000

**USERS
MANUAL**

Operating your System

3.1 Turning An Area On Or Off

The most common operation of the Concept 2000 panel is turning On or Off Areas. To turn On or Off an Area you must first enter your secret code then press the OK key.

As the digits of your secret code are entered the display window will show each digit as a “#” character:

If you make a mistake, press the END key and start again.

After the OK key is pressed, the Concept 2000 will work out who you are and will display a short greeting message such as:

After a few seconds, the Concept 2000 will work out and display which Area you would normally turn On and Off and whether that Area is currently On or Off.

For example:

You may now press either the ON key to turn the Area On, or the OFF key to turn the Area Off.

If you do not wish to turn the Area On or Off, you may finish panel operations by pressing the END key, or you may press the MENU key to perform other panel operations. (See “Other panel Operations”)

Some Users may be allowed to control more than one Area. If you can control more than one Area, and the Area name shown on the display is not the Area you wish to control, then by pressing the up or DOWN arrow keys, the Concept 2000 will display all of the Area you are allowed to turn On or Off.

Alternatively, if you know the Area number you wish to operate, simply press the number of the Area you wish to control.

When the Area being shown is correct, you may press the ON key or the OFF key to turn On or Off that Area.

3.2 Multiple Area User

Some Users may be asked which Area they wish to operate and the display window will show:

The second line of the display window will show all the Areas that you are allowed to turn On or Off. Simply press the number of the Area you wish to operate.

When an Area is turned On, the Concept 2000 will first check all of the Zones that are used to protect that Area and see that they are currently ready to be armed. (Sealed) If there is a problem with any Zone, the Concept 2000 will display the name of the faulty Zone so that the User may go and rectify the problem.

- For example; if “FRANKS SHED WINDOW” was open when “FRANK THRING” went to turn On “FRANKS SHED”, then the Concept 2000 would display the following message:

“FRANKS SHED WINDOW is un-sealed. Please secure zone and press ON or press END”

FRANK THRING must go and shut the window and then try again by pressing ON. If FRANK took too long in shutting the window, he may have to start again by re-entering his User code.

3.3 Isolating Zones On Exit

Some Users may be allowed to Isolate the un-sealed Zone which will then prevent the Zone from detecting movement for the period that the Area is turned On.

If FRANK THRING was allowed to Isolate Zones then the display would show:

- “FRANKS SHED WINDOW is un-sealed. Please secure zone and press ON or isolate this zone by pressing OK. Press END to abort”

FRANK THRING may go and shut the window and then try again by pressing ON or FRANK can Isolate FRANKS SHED WINDOW by pressing the OK key.

3.4 Turning On/Off More Than One Area

Some Users, who can operate more than one Area, may wish to turn On or Off all their Areas at once. This can be done by pushing the LEFT or RIGHT arrow keys when an Area is being displayed.

The display window will now show:

By pressing the ON key, all Areas you are allowed to control will automatically turn On, one by one, if they are Off.

By pressing the OFF key, all Areas you are allowed to control will automatically turn Off, one by one, if they are On.

If some of the Areas are already Off or On, then the Terminal will “beep” and the display window will show that the “Area is already Off”, or, the “Area is already On”.

3.5 SPECIAL AREAS - AREA 0 AND AREA 9

The Concept 2000 has ten (10) Areas which may all be turned both On and Off. These Areas are numbered from 0 to 9 and all have names so that you can easily recognize which Areas they are.

Area 0 and Area 9 are two special Areas that are normally turned On at all times.

Area 0 is often named “TAMPER AREA” whilst Area 9 is often named “SYSTEM AREA”. Both of these Areas are used to protect the Concept 2000 from any un-authorized tampering.

If an alarm occurs in Area 0 or Area 9, then the Area may be turned Off to silence the sirens if they are sounding. If sirens are not sounding, then you needn't turn Off the Area but rather just acknowledge the Alarm. (See “Acknowledging alarms”)

A User must be able to control Area 0 and Area 9 before “Tamper Area” or “System Area” alarms can be acknowledged.

You must remember to turn Area 0 and Area 9 back On. If they are not turned On, the Concept 2000 will be vulnerable to tampering and SYSTEM SECURITY WILL BE SEVERELY COMPROMISED.

When turning on Area 0 or Area 9, any problems will be displayed if they are present.

DO NOT TURN ON AREA 0 OR AREA 9 IF A PROBLEM IS DISPLAYED, WITHOUT FIRST RECTIFYING THE PROBLEM.

- Note: If the OK key is pressed, when a problem is displayed, you will cause an alarm immediately which may sound the sirens.

3.6 ACKNOWLEDGING ALARM MESSAGES

When an alarm occurs in an Area which is turned On, the Concept 2000 will often display an alarm message on the Terminal. The alarm message will identify the name of the Zone which caused the alarm and the name of the Area that contains the alarmed Zone.

The alarm message will be continuously displayed, in the display window, until the alarm message has been acknowledged by a User.

Any User can acknowledge the alarm message as long as that User can control the Area in which the alarm occurred. The User simply enters their secret code and then presses the OK key to acknowledge the alarm.

The User will often want to turn the Area Off so that he/she can gain access. Because you need to enter your secret code and press OK before you can turn the Area Off, any alarm messages for that Area will be automatically acknowledged.

If more than one alarm occurs in a single Area, only the last Alarm is displayed.

If alarms occur in more than one Area, then each alarm needs to be acknowledged separately.

3.7 TURNING OFF SIRENS

If an alarm occurs in an Area that is programmed to sound the sirens, the sirens will sound for 10 minutes (or the time set by the Installer) before turning Off automatically. The sirens can be turned Off earlier by any User simply entering their secret code and pressing the OK key as long as that User is allowed to operate the Area which caused the sirens to sound.

IMPORTANT; THE SYSTEM HAS NOT BEEN TURNED OFF.

YOU HAVE ONLY TURNED THE SIRENS OFF. IF ANOTHER ALARM OCCURS THEN THE SIRENS WILL OPERATE AGAIN. YOU MUST TURN THE AREA WHICH CAUSED THE ALARM OFF TO PREVENT FURTHER SIREN ACTIVATIONS.

OTHER PANEL OPERATIONS

When your secret code is entered and the OK key is pushed, the Concept 2000 assumes that you wish to turn On or Off an Area. Sometimes you may wish to perform some other panel operation.

4.1 MENU

To perform another panel operation, other than turning On or Off Areas, you must press the MENU key first.

When the MENU key is pushed, the Concept 2000 will display what other operations you are allowed to perform. The operations available may be different from User to User.

Listed below are all of the possible panel operations available other than the turning On and Off of Areas:

- 0 AREA ON/OFF

This option will return the User from the Menu options back to Area On/Off operations.

- 1 REVIEW PAST EVENTS.

This option is used to inspect the Concept 2000 memory to see, for example, what alarms have occurred or who has been turning On or Off Areas.

- 2 CHANGE CODES.

This option is used to alter or delete existing User codes in the Concept 2000 system or to add new User codes.

- 3 ISOLATE ZONES

This option allows individual Zones in the Concept 2000 system to be isolated prior to turning On an Area.

- 4 WALK-TEST AN AREA

This option allows a User to Walk-test an Area so as to check the operation of all Zones within the system.

- 5 SET TIME AND DATE.

This option allows the User to set the Time and the Date for the Concept 2000 system.

- 6 ENABLE DEADMAN.

This option allows the User to turn on and off the Deadman feature. (See "Using the Deadman facility")

- 7 PROGRAMMING.

This facility is not used in the day to day operations of the Concept 2000 system and is only accessible by the Installer during the programming of the system.

- 8 MENU CALL-BACK.

This will cause the Concept 2000 to dial the pre-programmed Call-Back number used to contact the Installer's Service Center. Only use this option when instructed by the Installer. Only the Master User or Installer can operate this option.

*Note: You may go back to turning On or Off Areas by pressing the "0" key.

REVIEW MEMORY

Review is used to inspect what your system has been up to while you were not using it.

After pressing the MENU key, press the “1” key.

The display window will now show the last item which was entered in the review memory. The first line will show the date and time, to the nearest second, that the event occurred. The second line will show the actual event and will often be scrolling.

Use the UP arrow to go backwards through review memory and inspect earlier events. One key-press of the UP arrow is one review event.

Use the DOWN arrow to go forward through review memory and inspect more recent events. One key-press of the DOWN arrow is one review event.

The LEFT and RIGHT arrows can be used to control the scrolling if you wish.

Each time the LEFT arrow is pushed, the scrolling message will start again from the beginning.

If the scrolling is too fast, or too slow, use the RIGHT arrow to step the message one letter at a time, or hold down the RIGHT arrow to speed up the scrolling message.

When you are finished using the Review facility, press the END key if you are finished using the Concept 2000, or press the MENU key to perform another Concept 2000 function.

*Note: At any time the user may press HELP for help on review.

5.1 SEARCHING FOR AN EVENT IN REVIEW

Sometimes you may wish to find a particular review event that may have occurred many days ago. To save looking at all review events, which may have occurred after the particular event you are looking for, the Concept 2000 can automatically search for a particular event.

The digit keys from “0” to “8” can be pressed to search backwards through review memory for specific items. Each time a digit key is pressed the review memory is searched backwards for that item. If the item is not the desired one then press the same digit key again to resume searching for the next event.

When the start of review is reached, press the “8” key to go to the end of review so you can search backwards again if you wish.

The possible search items are:

- 0 Jump to the first Review item saved. (Start of review)

- 1 Search for the last Alarm or Restore which occurred.

- 2 Search for the last Isolate of a Zone.

- 3 Search for the last User to log on to a terminal.

- 4 Search for the last time Sirens turned on or off

- 5 Search for the time an Auxiliary turned on or off.

- 6 Search for the last lock operation.

- 7 Search for other Miscellaneous items.

- 8 Jump to the last Review item saved. (End of review)

5.2 REVIEW MEMORY SIZE

Pressing the “9” key will cause the Concept 2000 to display how many items the review memory can hold.

The number of items it can hold depends on the number of User codes and the number of Zones in the system. When the review memory fills the oldest event will be forgotten, on an event by event basis, each time a new event is saved.

5.3 CONDENSED MODE

When skipping through Review, searching for certain events, it may be convenient to have the Review information condensed so that it is easy to read. If the OK key is pushed whilst you are in Review, then the Review format, in the display window, will be condensed with no scrolling messages.

Pressing the OK key a second time will cause the normal Review format to be displayed.

CHANGE CODES

All Users who are allowed to operate your Concept 2000 panel are issued numbers from 000 to 016.

- Note: Some systems may allow up to 96 Users and others to 512.

Each User has their own name and their own secret code. One of the Users has to be given the responsibility of setting up and making the required changes to User codes.

The User with this responsibility is User 000 and is referred to as the MASTER USER.

When User 000 presses the MENU key, one of the options available to him/her is:-

“2 = Change Codes”

If Users are to be altered, or more Users added, then User 000 selects this option.

When Change Codes is first entered, the display window shows:

Either enter the specific User number to alter, using the digit keys, or press the OK key to proceed with the displayed User number.

- For the following options, pressing the OK key will advance to the next question
- Pressing the LEFT arrow will go back to the previous question.
- Pressing the UP or DOWN arrows will display the current question for other User numbers.
- For Yes/No questions, press the “9” key for “Yes” and any other digit key for “No”.

- Note: A “No” is displayed as a “Blank”.

After selecting a User number to inspect or alter, the first item to enter is the User’s name.

This option allows the User’s name to be inspected or altered. The digit keys and the LEFT & RIGHT arrows can be used to alter the displayed name.

- Note: The example used is User 002.

To select a letter, press the appropriate digit key where the desired letter appears. Press this key repeatedly until the correct letter is displayed. Press the RIGHT arrow to advance to the next letter or the LEFT arrow to go back to the previous letter.

- Pressing the OFF key clears the display.
- Pressing the ON key clears the display to the right of the cursor.
- A “space” is located with “9” key.
- Miscellaneous punctuation is located with the “0” key.

The secret code may now be entered for this User number.

All digits “0” to “9” are allowed and the secret code may be 1 to 8 digits in length.

- Note: the actual numbers contained in the secret code are only displayed if you are inspecting or altering your own code. If you are not altering your own secret code the numbers are displayed as “#”. This allows individual Users to keep their secret code private from User 000.

This option determines which of the Concept 2000’s eight Areas this User number is allowed to control.

- Note: User 000 is also allowed to control Area 0 and Area 9. (See “Special areas - Area 0 and Area 9”)

This option determines if this User is allowed to Isolate Zones, which belong to the Areas controlled by this User. This option only applies to the “Isolate zones” option in the MENU.

- Note: This question is not asked for User 000.

This option determines whether this User is allowed to inspect Review memory and scroll through the review events.

- Note: This question not asked for User 000

All Users may turn On Areas that they are allowed to control. This option allows some Users to turn Areas On but not Off.

- Note: This question is not asked for User 000.

If programmed “Y”, then this User can turn On the Deadman alarm feature. (See “Using the Deadman facility”)

- Note: This question not asked for User 000.

Normally, only User 000, the Master User, is allowed to alter or issue other User codes, however, other responsible Users may also be allowed to perform this function if this option is programmed “Y”.

Other Users given this privilege may never alter User 000 or User 001.

- This question not asked for User 000.

The Concept 2000 has two special Areas called Area 0 and Area 9. Answering “Y” to this option allows this User to operate these special Areas. (See “Special Areas- Area 0 and Area 9”)

- Note: This question not asked for User 000.

When a User attempts to turn On an Area, any un-sealed Zones in the Area will be displayed in the display window. If this option is “Y”, then this User may Isolate any un-sealed Zones by pressing the OK key.

If this option is set to “N”, then the Area with the un-sealed Zones cannot be turned On by this User until the offending Zones are secured.

- Note: This question not asked for User 000

This option determines whether this User is allowed to perform Walk-testing of Areas under his/her control. (See “Walk-testing an Area”)

- Note: This question not asked for User 000

Your Concept 2000 may have been configured to include up to 5 different time zones which may be employed to prevent certain Users from using the system outside the times specified by the time zones.

If a “Y” appears under one of the five time zone digits, then this User code will only operate during the hours programmed to that time zone.

A User may be associated with more than one time zone. When more than one time zone is selected, then the User code will operate during any of the time zones specified. Check with your Installer as to whether time zones have been set up.

For example:

Time zone #1 - 09:00 AM to 17:00 PM, Mondays to Fridays.

Time zone #2 - 10:00 AM to 13:00 PM, Saturdays only.

- Note: This question not asked for User 000.

This option is normally set to “Y”. This will cause the Concept 2000 to assume that the Area you wish to turn On or Off is the Area that you would commonly operate from the Terminal at which you are standing and where you have just entered your secret code.

Your Installer will set up what common Areas relate to each Terminal location.

If this User is only allowed to un-lock doors and not allowed to turn On or Off Areas, then answer “Y” to this question. (See “Operating door-locks”)

- Note: This question not asked for User 000

This option has been set aside for future expansion of the Concept 2000. Leave this option set to “N”.

- Note: This question not asked for User 000

Any User number, with the exception of User 000, may be defined as a Duress code. A Duress code works identically to a normal User code, with the exception that a Duress alarm is raised, which may optionally contact a Central Station. Every User may have their own Duress code, or alternatively, a few User codes may be set aside as common Duress codes.

- For example: 999,00000,11444, or something less obvious.
- Note: This question not asked for User 000

When the Concept 2000 needs to display more than one screen of information, the second line of the display window is scrolled. The scrolling may always be controlled by, pressing the LEFT arrow to re-start scrolling, or the RIGHT arrow to scroll letter by letter. Holding the RIGHT arrow pressed will speed up the scrolling.

This option allows the default scrolling rate to alter depending on the current User operating the system. Scrolling speed may be set between 1 and 8 characters a second. A good average to choose is 5 to 7 chars/sec.

6.1 User 999 - The Master User

User 999 is the most powerful User in the system. He/she can perform any panel operation except Concept 2000 programming. The secret code of User 000 is the single most important code in the system and must be treated as if it were the combination to a vault.

DO NOT LOSE OR FORGET THE MASTER CODE.

6.2 USER 001 - THE INSTALLER

Programming of the Concept 2000 can only be performed by User 001. User 001 is normally assigned to the Installing Company. User 000 cannot alter User 001 code options. Like-wise, User 001 cannot any other User code options although can access Programming options ect.

6.3 DIS-ABLE USER 001

After the completion of the Concept 2000 installation, setting this option to "Y" prevents the Installer from accessing system both locally and via the telephone line, (except if the system is monitored). If User 001 (normally the Installer) wishes to alter your system, he/she must first ask the Master User to set the above option to "N".

ISOLATE ZONE/INPUT

Certain Users may be allowed to Isolate Zones via the Concept 2000 's MENU options

- Note: To Isolate a Zone the Area(s) which that Zone is in, must be OFF.

When a Zone is Isolated and the Area containing that Zone is turned On, the Zone will be ignored for the rest of the time that the Area remains On. When the Area is turned OFF again, the Isolated Zone will automatically be re-installed and no longer be ignored.

The opposite for a Zone being Isolated is for the Zone to be Enabled.

The normal operating condition is for all Zones to be Enabled so that when an Area is turned ON, the Zones belonging to that Area will operate.

Isolating Zones using this method is designed as a temporary fix to a problem only.

- For example: If a detector has been accidentally knocked off a wall, that Zone may be Isolated prior to it being fixed.

To Isolate a Zone, press the MENU key followed by the "3" key.

The display window will show:

Select the number of the Zone that you wish to Isolate, by using the digit keys, and then pressing the OK key.

The display window may show:

or

The first line, of the display window, shows whether that Zone is currently Enabled (normal setting) or is currently Isolated.

The second line, of the display window, shows the name of the selected Zone.

If the Zone is Enabled you may Isolate it by pressing the OFF key.

If the Zone is Isolated you may Enable it by pressing the ON key.

Often, the User will only know the name of the Zone to be Isolated or Enabled. By using the UP or DOWN arrows, the names of all the Zones can be quickly checked until the right Zone name appears on the second line.

Pushing the OK key will prompt the User for another Zone number.

When you are finished, press either the MENU key or the END key.

User 000 will be asked a preliminary question after the MENU and “3” keys are pushed.

Press the “1” key.

The “2” key should only be used under instruction from your Installing company.

WALK-TESTING AREAS

It is prudent to regularly check that all Zones within an Area are fully operational, Some Insurance requirements insist that this type of test is performed on a regular monthly basis.

8.1 SINGLE AREA USER

All Zones within an Area can be checked when the Area is OFF by pressing the MENU key, then the “4” key.

The display window will show the name of the Area being tested.

For example: The display window may show:

The User now walks around the Area (FRANKS SHED) and deliberately alarms every Zone used to protect that Area. As each Zone is alarmed, the Terminal will emit a short “beep”. You may take as long as you like to Walk-test an Area. When all Zones have been alarmed, the User now presses any digit key on the key-pad.

If all Zones protecting that Area have operated correctly, the display window will show:

The User may now either press MENU, to select another Concept 2000 operation, or press END if finished with the Concept 2000.

If one or more Zones were not alarmed whilst Walk-testing the Area, the display window will show:

The User may now repeatedly press any digit key to display the names of all Zones that failed the Walk-test.

When the failed Zone(s) have been identified, press the OK key to resume Walk-testing and proceed to alarm the Zone(s) that failed the first time.

On return to the Terminal, again press any digit key to see if the Walk-test passed.

When you are finished Walk-testing, whether the test passed or failed, press the END key or the MENU key.

8.2 MULTIPLE AREA USERS

Some Users are allowed to Walk-test more than one Area. These Users will be asked which Area they wish to test prior to the start of the Walk-test.

The second line, of the display window, will list all the Areas which may be Walk-tested by this User.

Simply press a digit key corresponding to the Area you wish to test and follow the same procedures listed for a single Area User.

ADJUSTING THE TIME AND DATE.

The Concept 2000's Time and Date can be set by the Master User. Some Central Stations will automatically perform this task for you when the system is monitored.

First press the MENU key, followed by the "5" key.

- Note: Only User 000 may perform this function.

The display window will show:

The second line shows the time, to the nearest minute, when Set time/date was entered.

By using the LEFT arrow, the RIGHT arrow and the digit keys, the time and date may be adjusted to the correct settings.

Now press the OK key to save the new time and date.

At the instant the OK key is pushed, the seconds are set to zero and the Concept 2000 automatically returns the User to the menu.

9.1 CLOCK CORRECTION

Sometimes, the Concept 2000 clock maybe running slightly fast or slightly slow.

The clock can be corrected by pressing the UP or DOWN arrow keys when setting the time and date.

The display window will now show:

The current clock correction can be adjusted by repeatedly pressing the UP or DOWN arrow keys to achieve the desired amount of seconds.

- For example: If the clock is running fast by 10 seconds per week then adjust the current clock correction down by 10 seconds a week. (-10 s)
- If the clock is running slow by 10 seconds per week then adjust the current clock correction up by 10 seconds a week. (+ 10 secs)

When the clock correction has been adjusted, press the LEFT or RIGHT arrow keys to go back to the set time and date display.