

OMNIBRON 9000 SERIES

User Instructions for Programming and Operation

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This manual can be downloaded from
<http://groups.msn.com/UKSecurityPanels>

1. PROGRAMMING INSTRUCTIONS

1.1 User Codes

This unit can have up to four user codes programmed into the system's memory. If, for example, in a commercial situation, four people need access to a building, each person can have a personal user code. If one of those people no longer requires or is not allowed access, **OMIT** only one user code needs to be changed. The other three personal codes can remain unaltered. Each person need not divulge his code to any other user.

It is advisable to program all four available codes into the system, even if the user intends to use only one. Only one needs to be permitted; the other becomes the prime code. If the second code is memorized the user may change this code to a third person to allow entry to the premises. Later this code can be changed leaving the prime code intact.

1.2 User Facilities

No. Facility Description	Prog. Ref. No.
1 USER CODES	A
— Change 1st User Code	B
— Change 2nd User Code	C
— Change 3rd User Code	D
— Change 4th User Code	
2 CLEANER CODE	
This code allows part of the system only to be disarmed (turned off), with one or more circuits remaining armed (turned on). This allows a third person restrictive access within the premises.	
— Change Cleaner Code	E
— Select Zone(s) for Cleaner to Enter	F
3 NIGHT SET CODE	
This is a separate code to the user code for arming the system at night. It also memorizes the system zone conditions and precludes the requirement to program the system each night.	
— Change the Night Set Code	G
4 CHIME ZONE	
— Select Chime Zone	H
5 DESELECT CHIME ZONE	I
8 OMIT ZONE	J
To isolate any zone from the system	

- 2 WALK TEST
It is recommended that occasionally the unit is tested for correct operation. This can be done by leaving the walk test facility.
- 3 A RMING THE SYSTEM L K

PROGRAMMING THE UNIT TO SUIT THE USER REQUIREMENTS

As each key is pressed, an acquisition tone will be emitted from the internal speaker indicating that the instruction has been accepted. The user may program or alter via the keypad the following:

- Enter or Change up to 4 Customer Codes
- Enter or Change Cleaner Code
- Enter or Change Night Set Code
- Enter or Change Cleaner Access Zones
- Enter or Change Chimes

Set the unit to carry out walk test and arm the system.

Each of the zones are given a two digit number in order for you to select the various zone options. The zone numbers are as follows: 00-01-02-03-04-05.

The individual programming instructions tell you how to program the system.

PROG. A. TO CHANGE THE FIRST USER CODE

IF THE GREEN CLEARLIGHT IS FLASHING GO STRAIGHT TO STEP 2.

- STEP 1** Enter the user code (factory set at 1234) then press the (PROGRAM) key. The green clear light flashes.
- STEP 2** Enter 01, four lights will appear indicating that four keys need to be pressed to enter the required code.
- STEP 3** Enter the new four digit code. As each key is pressed the four lights go out in turn.
- STEP 4** Continue to another function or enter 55 to exit the user programming mode.
If a mistake is made during programming then press reset twice, then start again from step one.

PROG. B. TO CHANGE THE SECOND USER CODE

IF THE GREEN CLEARLIGHT IS FLASHING GO STRAIGHT TO STEP 2.

- STEP 1** Enter the user code (factory set at 1234) then press the (PROGRAM) key. The green clear light flashes.
- STEP 2** Enter 02, four lights will appear indicating that four keys need to be pressed to enter the required code.
- STEP 3** Enter the new four digit code. As each key is pressed the four lights go out in turn.
- STEP 4** Continue to another function or enter 55 to exit the user programming mode.
If a mistake is made during programming then press reset twice, then start again from step one.

PROG. C. TO CHANGE THE THIRD USER CODE

IF THE GREEN CLEAR LIGHT IS FLASHING GO STRAIGHT TO STEP 2.

- STEP 1** Enter the user code (factory set at 1234) then press the (PROGRAM) key. The green clear light flashes.
- STEP 2** Enter 03, four lights will appear indicating that four keys need to be pressed to enter the required code.
- STEP 3** Enter the new four digit code. As each key is pressed the four lights go out in turn.
- STEP 4** Continue to another function or enter 55 to exit the user programming mode.
If a mistake is made during programming then press reset twice, then start again from step one.

PROG. D. TO CHANGE THE FOURTH USER CODE

IF THE GREEN CLEAR LIGHT IS FLASHING GO STRAIGHT TO STEP 2.

- STEP 1** Enter the user code (factory set at 1234) then press the (PROGRAM) key. The green clear light flashes.
- STEP 2** Enter 04, four lights will appear indicating that four keys need to be pressed to enter the required code.
- STEP 3** Enter the new four digit code. As each key is pressed the four lights go out in turn.

On re-entering the premises, an Intermittent audible tone is omitted from the internal sounder. During the last 10 seconds of the entry time, the tone speeds up. Quickly arm the system OFF by entering the four digit User Code.

If the correct user is not entered after four attempts, the alarm activates.

If, after an alarm activation, the RED Engineer light is on, contact the engineer as soon as possible. The system cannot be used again until it has been reset by an engineer.

An Audible output in the de-armed (OFF) state indicates a faulty fire, PA or 24 hour circuit. This must be corrected before the system can be armed.

MAINS FAILURE INDICATION

In the event of a Mains Failure, the GREEN light will start flashing until the mains supply is restored. If the re-chargeable battery has been fitted inside the control panel.