

## Adding New Users to the System

When the control panel is first installed, only the Engineer code and the Master User code exist, additional users need to be added to the alarm system manually.



**NOTE**

The factory default Master User code is **5 6 7 8**.

The Master User code is always User 01 and can never be deleted.

### Programming New Users

Each User on the system is made up of the following elements. **1, 2 or 8, 3 and 4**, these are essential for the code/TAG to function correctly, items **5, 6 and 7** are optional.

#### 1. User Number

When users are assigned to the system, they need to be identified by the control panel. Each user is identified as Users 01, 02, 03 etc. User 01 is always the Master User.

#### 2. User Code

This is a unique 4, 5 or 6 digit code number that is assigned to a user (the system will allow a mixture of different lengths). The User code must be entered at a keypad to operate the alarm system.

#### 3. User Areas

Any number of areas can be assigned to the selected user. Assigning areas to a user determines which areas can be armed, disarmed, reset etc. by that user. In addition, assigning areas to a user determines which of the area related functions i.e. omitting zones, silent arming etc. will be available to that user.

#### 5. User Time Lock

This option allows the selected user to be denied access to the system at different times of the day and days of the week. When a Control Timer is assigned to a user, the User code will not allow access to any functions during the timers 'On' period.

#### 6. User Name Text

Each user can be assigned up to 8 characters of name text. The name text is displayed whenever a code is entered and also when reading the log, making identification of people using the alarm easier.

#### 7. Door Control

This option would normally be used for access control. Users are able to open/unlock doors that are assigned to their user code.

#### 8. Proximity TAG

As well as or instead of operating the alarm system with a 4, 5 or 6-digit code number, it is also possible to operate it by presenting a Proximity TAG to the keypad (this requires a Proximity keypad).

## User Types

The User type determines which functions are available to the user i.e. arming, disarming, resetting etc. and also, which options the user can access i.e. Setup Users, System Tests etc. The following User types are available:

### 1: Master

Master users can arm, disarm, omit zones, silence alarms and reset their assigned areas. In addition, Master users can access all User menu options. Master users can also change their own User codes and assign new users to the system. The Master user will also activate any output programmed as 'Door Strike'.

### 2: Manager

Manager users can arm, disarm, omit zones, silence alarms and reset their assigned areas. In addition, Manager users can access all User menu options except Setup Users. Manager users can also change their own User codes.

### 3: Standard

Standard users can arm, disarm, omit zones, silence alarms and reset their assigned areas. In addition, Standard users can access all User menu options except for Setup Users, System Tests, and Change Timers. Standard users can also change their own User codes.

### 4: Local

Local users behave the same way as Standard users. However, Local users can only arm and disarm areas assigned to their codes from keypads assigned to the same areas.

### 5: Duress

Duress users behave the same way as Standard users. However, Duress users will activate any outputs programmed as 'Panic Alarm' or 'Duress' whenever their code is entered.

### 6: Arm/Reset Only

Arm Only users can only arm and reset their assigned areas.

Reset Only users can only disarm following an alarm and then reset, rearm the alarm again.

### 7: Door Strike

Door Strike users have no access to User functions or Menu options. However, Door Strike users will activate any outputs programmed as 'Door Strike' whenever their code is entered.

### 8: Vacation

Vacation users behave as Standard users. However, Vacation users are automatically deleted the first time that the Master User code (User 01) is used to disarm the system.



**NOTE**

*A Vacation user is only deleted by the Master user after it has been used to disarm the system at least once.*






### 9: Custom

Custom users can access any functions and User menu options that have been assigned to them in 'User Options 1 or 2' and 'User Config.'. This flexibility allows new User types to be created that have their own unique set of characteristics. Any number of Custom users can be assigned to the system and each one will respond differently, depending on the functions and features that have been assigned to them.



## User Options 1

This menu defines which options are available to the user when their code is entered. This menu is not available to all users.

Press  to scroll through the options and press / to select them or use keys  -  ('Letter' = option **IS** selected, 'Star' = option is **NOT** selected).

The following options are available:

### **A - Arming**

Areas assigned to the selected user can be armed.

### **D - Disarming**

Areas assigned to the selected user can be disarmed.

### **O - Omitting**

Zones assigned to the same areas as the selected user can be omitted, providing that they have the 'Omit' attribute assigned to them.

### **R - Eng. Reset (Engineers only)**

Areas programmed as 'Engineer Reset' can be reset after an Alarm has occurred.

### **a - Local Arming**

The User can only arm areas that the keypad is assigned to.

### **d - Local Disarm**

The User can only disarm areas that the keypad is assigned to, or areas that are in entry or alarm (provided that the code has that area assigned to it).

### **Y - Auto 'YES'**

After a code is entered, pressing / to confirm the next action is not required.

### **F - Disarm First**

If an area is armed and the user enters their code, the 'Disarm' option is displayed first.

The following attributes are only available on the *Premier 24*.



**NOTE** Some of the following options may not always be selectable or de-selectable.

### **T - Lock TAG = PGM2**

The Users TAG is disabled whenever PGM2 is active.

### **C - Lock Code = PGM3**

The Users code is disabled whenever PGM3 is active (default = during the Entry mode).

### **U - Lock User = PGM4**






The Users TAG and Code is disabled whenever PGM4 is active (default = Control Timer 4).

### **O - Open/Close**

The selected user will report open (disarm) and close (arm) events to an Alarm Receiving Centre every time they arm or disarm.

## User Options 2

This menu defines which options are available to the user when their code is entered. This menu is not available to all users.

Press  to scroll through the options and press / to select them or use keys  -  ('Letter' = option **IS** selected, 'Star' = option is **NOT** selected).

The following options are available:

### **U - User Menu**

The selected user has access to the User menu. However, the selected user will only have access to options assigned in 'User Config.' (see page 50 for details).

### **E - Eng. Program (Engineers only)**

Only Available to Engineers.

### **D - Dual Code**

The selected user can only access an area when a second User code (with the 'Dual Code' attribute and also assigned to the same area) is entered. Dual Code users will also activate the '1<sup>st</sup> and 2<sup>nd</sup> Code' output type.

### **V - Vacation**

The selected user is enabled the first time it is used to disarm the system and can be used as many times as required. However, it will be automatically deleted the first time that the User 01 code is used to disarm. Vacation users will only be deleted by the Master user, once they have been used on the system.

### **S - Door Strike**

The selected user will activate any outputs programmed as 'Door Strike', whenever their codes are entered.

### **R - Call Rem. PC**

The selected user has access to the 'Call Remote PC' option, allowing them to initiate a call to a remote Upload/Download PC (see page 56 for details).

### **C - Duress Code**

The selected user will activate any outputs programmed as 'Duress', whenever their codes are entered.






### **O - Open/Close**

The selected user will report open (disarm) and close (arm) events to an Alarm Receiving Centre every time they arm or disarm.

## **User Config.**

This menu defines which menu options are available to the user when their code is entered.

This menu will only be displayed if a Custom User type is selected AND 'User Menu' (**User Option: U**) is enabled (see page 49 for details).

Press  to scroll through the options and press / to select them or use keys  -  ('Letter' = option **IS** selected, 'Star' = option is **NOT** selected).

The following options are available:

### **C - Change Code**

The selected user can change their own User code.

### **Z - Chime Zones**

The selected user can access the 'Edit Chime Zones' option, allowing them to select which zones chime when activated (see page 37 for details).

### **T - Change Timers**

The selected user can access the 'Override Timers' (see page 43 for details) 'Alter Timers' (see page 44 for details) 'Alter Part Arms' (see page 55 for details) 'Alter Hol. Dates' (see page 57 for details) and 'Edit Phone No.' (see page 60 for details) menu options.

### **S - System Tests**

The selected user can access the 'System Tests' option, allowing them to walk test zones, activate the external sounder etc. (see page 38 for details).

### **U - Setup Users**

The selected user can access the 'Setup Users' option, allowing them to alter existing users or assign new users (see page 45 for details). However, users cannot assign User types to the system that have a higher access level than themselves. Also, if a user assigns a Custom User type, functions that are not available to them cannot be assigned to the Custom user.

### **E - Eng. Access**

The selected user can access the 'Enable Engineer' option, allowing them to authorise Engineer access or Remote UDL access to the system (see page 33 for details).

### **A - Add Eng. Code (Engineers only)**


Only Available to Engineers.

### **N - NVM Locking (Engineers only)**

Only Available to Engineers.

## User Name Text

Each user can be assigned up to 8 characters of name text. This can be beneficial when reading the log, as identification of people is made easier.

Text is programmed in a similar way to mobile phones. Characters are selected by pressing the corresponding key the appropriate number of times (to select a character on the same key, press  to move the cursor along).

Some control panels also features Predictive text. This can be used to make inserting words easier, i.e. when spelling the word COLIN, instead of typing 222666555444666, all that you need to do is type 26546 and the word is automatically selected.



















**NOTE**

*It is advised that predictive text be turned off when programming User name text as the library is not comprehensive enough to include all known names.*

*The library cannot be edited i.e. words cannot be added or changed.*

The table below shows the keys to use and the characters that are assigned to them:

Key	Character															
	_	0														
	.	,	?	!	1	@	"	-	&	%	/	+	=	\$	:	;
	A	B	C	2	a	b	c									
	D	E	F	3	d	e	f									
	G	H	I	4	g	h	i									
	J	K	L	5	j	k	l									
	M	N	O	6	m	n	o									
	P	Q	R	S	7	p	q	r	s							
	T	U	V	8	t	u	v									
	W	X	Y	Z	9	w	x	y	z							
	Move Cursor															
	Backspace (delete)															
	Copy Text															
	Paste Text															
	Predictive Text															
	Upper/Lowercase, Predictive text and Clear Screen															