

4160 "INFORMER"

The following new features have been implemented in this product:

- 1) The CHIME MODE (if selected) will now sound the BEEPER at all Consoles, though a fraction of a second later at each Console.
- 2) If the Console Beeper is indicating a Trouble Alarm or an Entry warning and a key is pressed to disarm, the beeper will silence for approximately 5 seconds to allow audible feedback of keys pressed.

If a valid disarm command is not entered the beeper will resume normal operation.

- 3) A new RAPID PULSING BEEPER warning signal has been created to indicate the following:
  - a) If a complete but invalid keypad entry is made in arming or disarming the system, the new warning signal sounds for 5 to 10 seconds to indicate the requested command has not been implemented.

This could be due to:

    - i) On arming, a zone is faulted and not bypassed.  
an invalid code or sequence was used.
    - ii) On disarming, an invalid code or sequence was used.
  - b) If one or a few keys are pressed and a valid entry is not completed, the new warning signal sounds after 5 seconds and for 5 to 10 seconds to indicate no change has been made to the status of the system.

ADEMCO "INFORMER" 4160  
NORMAL OPERATION

4160U  
9/2/87

TO ARM

ENSURE "READY" LED IS ON  
If not press "READY" to determine faulted zone.

TO ARM IF LEAVING PREMISES  
[C] [O] [D] [E] AWAY ENTER

TO ARM IF STAYING ON PREMISES  
[C] [O] [D] [E] STAY ENTER

TO DISARM

[C] [O] [D] [E] OFF ENTER

On disarm, if a digit appears on the Console along with the "BURGLAR" or "CHECK" LED it indicates the zone which alarmed.

If both, alarm and trouble alarm have occurred the disarm will reveal the MEMORY of BURGLAR. A further disarm will reveal the MEMORY of TROUBLE.

Determine the cause or contact your alarm Company.

MEMORY of alarm is cleared by the following:

- a) The next arming
- b) Pressing the READY KEY
- c) Disarming again

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TO ARM IF A FAULTY ZONE CANNOT BE RECTIFIED (Forced Arm permitted)  
[C] [O] [D] [E] AWAY/STAY BYPASS ENTER

TO BYPASS ZONE(s) (Forced Arm not permitted)  
[C] [O] [D] [E] BYPASS ZONE No(s) ENTER

(Bypassed Zones will be displayed for 15 seconds).

TO ENTER ANOTHER USER CODE  
[MC][MC][MC][MC] [CODE] USER C C C C ENTER (A single beep indicates correct entry)  
No.  
(2 - 9)

Where MC is your Master Code  
& C is the new Code

ADEMCO "INFORMER" 4160  
OTHER FUNCTIONS

To arm, disabling entry time.

[C] [0] [D] [E] STAY INSTANT ENTER

To arm, such that others cannot disarm (if enabled)

[MC] [MC] [MC] [MC] AWAY ENTER (where MC is Master Code)

To activate CHIME (door minder)

[C] [0] [D] [E] CHIME ENTER (repeat to de-activate Chime)

To set 24 hour Test time (if enabled)

[C] [0] [D] [E] [5] HHMM ENTER

(where HHMM is the time from now to the time of the test  
.report eg. 2315 is 23 hours & 15 minutes)

To send a Test Call

[C] [0] [D] [E] [0] ENTER

KEY SWITCH OPERATION

To arm (ensure green LED is on to indicate all zones are OK  
HOLD KEY SWITCH ON FOR 2 to 5 seconds

To disarm

HOLD KEY SWITCH ON FOR 2 to 5 seconds

To arm with a faulted zone (if Forced Arming permitted)

HOLD KEY SWITCH ON for more than 5 seconds

MEANING of CONSOLE LEDs

FIRE, POLICE, EMERG, AUX lit when any of these alarms occur

OFF lit when disarmed

READY lit when zones are OK

AWAY, STAY, INSTANT lit when armed in any of these modes

POWER lit while AC power is applied to the system

BYPASS lit when any zone is bypassed

CODE lit to indicate not armed with Master Code (if selected)

<cont>

CHIME lit when Door Minder is on

BURG lit for a current alarm or memory of an alarm

CHECK lit for a FIRE or DAY TROUBLE condition

PHONE lit during an alarm report and for 30 seconds after

### CONSOLE TONES

1 BEEP means DOOR MINDER has operated

2 BEEPS mean successful AWAY arming

3 BEEPS mean successful STAY arming

CONTINUOUS BEEPS indicate an AC fail or FIRE or DAY TROUBLE

STEADY TONE during entry while armed is normal

PULSING TONE during entry indicates an alarm has occurred

RAPID PULSING TONE after a keyboard entry, indicates requested function not implemented. Check Console Leds for reason.

### TROUBLE ALARM PROCEDURES

These conditions are indicated by a pulsing tone at the Console(s)

CHECK

- 1) That the AC is on (Power Led is on at the Console).
- 2) If the Check LED is on, the digital display will show the zone that has a trouble condition.

Disarm, if the fault is now cleared the system will reset.

The Trouble Alarm should be identified and fixed, then Disarm the system.

If the beep persists, bypass the zone. This will stop the beeper. If the fault cannot be found and you wish to leave the premises, arm in the normal way. The Monitoring Company will automatically be advised of the bypassed zone.

## 11. SYSTEM SELF TEST

If the arm/disarm input is held high for more than 20 seconds a self test procedure occurs.

The Console then displays a "0" prompting you to test the Console keys in the following order "0 1 2 3 4 5 6 7 8 9 Ready Fire Police Emerg Aux Enter. This procedure maybe ignored if only "Walk Test" is required.

On activation of any zone the unit operates the bell relay and siren output for .5 seconds.

The self test procedure is terminated by a further 2 second HI on the arm/disarm input or will exit itself after 30 minutes.

## 12. COMMUNICATIONS TEST CALL

To send a test call to the Monitoring Station (Ademco Hi-Speed Test Message);

[C][0][D][E] [0] [ENTER]

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