The Challenger

Version 8 User Guide

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S Y S T E M S

CONTENTS

Continued overleaf ....

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CONTENTS

THE CHALLENGER

The Challenger panel combines sophisticated design with versatility. It is easy to use and this, together with its many other features, makes *The Challenger* the leader in its field.

Programming and system features:

The Challenger can be programmed to function in a number of different ways. The way that your system functions depends on the requirements of your organization and on the way those requirements have been achieved via the programming.

Your system may not have all the features detailed in this guide, or it may incorporate additional features which are detailed separately in the user guides for that equipment.

It should be remembered that some of your system features may not be authorized to all users.

The User Guide:

The User Guide provides details of all the procedure variations, including the different responses from *The Challenger*. It should be noted however, that the procedures and *Challenger* responses will be consistent throughout one system. For example, if a list is presented in a particular way in one function, it will be presented in the same way in all other functions.

Display Text:

The terminology used to describe the various parts of your building or security system has been programmed specifically for your organization.

Testing:

It is important that you regularly test your system to ensure that all equipment is operating correctly.

<u>Disclaimer</u>

It is the responsibility of the customer to test and determine the suitability of this product for specific applications.
In no event shall Tecom Systems be responsible or liable for any damages incurred by the buyer or any third party arising out of the use or inability to use the product.

Due to ongoing development the contents of this manual are subject to change without notice. All efforts have been made to ensure the accuracy of this manual. However, Tecom Systems can assume no responsibility for any errors or omissions in this manual or their consequences.   Should any errors be found, we would greatly appreciate being notified of them.

GLOSSARY

ACCESS CONTROL : The control of entry to, or exit from a security area.

ACCESS : The condition of an area or building when it is occupied and when the security system has been set so that normal activity does not set off an alarm.

ALARM : The state of a security system when an armed input device is activated. eg. A door lock is broken causing a siren to sound. The alarm signal (siren, flashing light etc.) and the circumstances which cause it, will depend on the system programming.

ALARM GROUP : A *Challenger* feature which defines a User's Security requirements by specifying a group of areas, functions and menu options.
Alarm groups are used when programming Users to define what areas can be controlled and what functions can be performed by that user.

AREA : A section of a building which has specific security requirements. *The Challenger* allows a building to be divided into 16 areas of differing security requirements. Each area is identified by a number and name. eg. 1. Office, 2. Workshop, 3. Boardroom etc.

ARMED : The condition of an input, an area or a building, when a change in the status of any input (from sealed to unsealed) will cause an alarm.
An area or building is only armed when it is unoccupied. Some inputs may remain armed continually.

ARMING STATION (RAS) : A device which is the user's control panel for security functions for an area(s) or for access points (doors).
The arming station may be a *Challenger* console, or any other device which can be used to perform security functions such as arm/disarm, open doors etc.

CURSOR : A flashing underline character on the liquid crystal display which indicates where the next character on the keypad, will appear.

DATA GATHERING PANEL (DGP) : A device which collects data from other security devices within an area, and transfers it to the main control panel.

DOOR GROUP : A *Challenger* feature which defines a group of doors to a user, in order to allow access at those doors. Access to each door in the group may be restricted by a timezone.

DURESS : A situation where a user is being forced to breach the system security (eg. forced at gunpoint to disarm the security).
The Challenger Duress Facility allows a signal to be activated (eg. notification to a security station) by a user. This is done by entering on a keypad, a duress digit in conjunction with a PIN.

FLOOR GROUP : A *Challenger* feature which defines a group of floors to a user, in order to allow selection of those floors when accessing a lift reader. Access to each floor in the group may be restricted by a timezone.

HISTORY : A list of past alarm and access control events stored in memory which can be viewed on an LCD Arming station or sent to a printer.

INPUT : An electrical signal from a security device (Input Device) to *The Challenger* system. Each input device is identified by a number and text. eg. Reception Hold Up Button, 6. Fire Door.

ISOLATE : See Sealed/Unsealed/Isolated.

GLOSSARY

LCD : (Liquid Crystal Display) The part of an arming station where messages or programming input are displayed.

LED : (Light Emitting Diode) A light indicator, on an arming station, which conveys a condition. eg. Area in Alarm, communications fault etc.

LOCAL ALARM : An alarm which is transmitted only within a building, and occurs when an area is occupied.
The circumstances which cause a local alarm can be checked and rectified by personnel on site and it is therefore unnecessary for the alarm to be relayed to a remote monitoring station.

ON-LINE / OFF-LINE : Operational/ Not Operational.
A device may be off-line due to a malfunction in the device itself or a disconnection from the control.

PIN : A 4-10 digit number given to, or selected by a user. It is necessary to enter a PIN on *The Challenger* keypad as a pre-requisite to performing most Challenger functions.
In *The Challenger* programming, the PIN is associated with a user number which identifies the PIN holder to the system.

REMOTE MONITORING : An installation which monitors whether an alarm has occurred in a security system. A remote monitoring station is located away from the building/area it monitors.

SEALED/UNSEALED /ISOLATED : Describes the condition of an input device.
Sealed : The input device is NOT activated. eg. door closed.
Unsealed : The input device is activated. eg. door open.
Isolated : The input device has been inhibited from indicating sealed or unsealed status. It is excluded from functioning as part of the system.

SECURE : The condition of an area or building when it is armed (security turned on) and unoccupied.

SYSTEM ALARM : The state of a security system when a Challenger device (Challenger panel, Data gathering panel or Remote arming station) is tampered, stops communicating or detects a fault condition such as mains fail, low battery, fuse fail etc.
The alarm signal (siren, flashing light etc) will depend on the system programming.

TAMPER : A situation where an input device or associated wiring are tampered with, or accidentally damaged.
The Challenger Tamper Facility activates a signal (eg. flashing light) when Tamper occurs.

TIMEZONE : A program setting which identifies specific time periods on specific days.
Timezones are allocated to *Challenger* functions to control the activity of that function by time and day and are primarily used to restrict access.
e.g. Timezones can be assigned to Door Groups, Floor Groups and Alarm Groups.

UNSEALED : See Sealed/Unsealed/Isolated.

USER NUMBER : A number which is associated with a user's PIN or card to identify the user to *The Challenger.*

THE CHALLENGER CONSOLE

Liquid Crystal Display

The liquid crystal display (LCD) on *The Challenger* is where messages are displayed.

These messages will guide you through the functions of *The Challenger*. These functions include the identification of problems, the procedures necessary to rectify problems, programming functions and other menu options.

The display may also show information you have entered on the keypad.

The first line of the display is used to show system information and will scroll if there are more characters than can be displayed, depending on the arming station type. The second line of the display is used to show instructions, and any characters you enter on the keypad.

In some instances there may be insufficient space to display all the text being presented, eg. a list of areas in your building or a name or location.
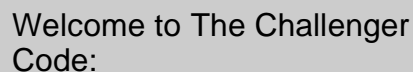
~ If a complete list is displayed on Line 1, a full stop will be shown at the end of the list.
~ If the list is incomplete, a ">" will be shown at the end of the line and the full stop does not appear.
  By pressing NEXT you can then display the rest of the list and update the information at the same time.
~ If only part of a name or location is shown, it can be moved left by entering the applicable number preceding the text, followed by ENTER.

The usual message on the display is:

> There Are No Alarms In This Area
> Code:

Your system may display a custom message instead of the one shown above if it has been programmed to do so.
 e.g:

> Welcome to The Challenger
> Code:

THE CHALLENGER CONSOLE

The Keypad

The Challenger keypad consists of numeric keys - **0** to **9**, and operational keys - **MENU *, ENTER, NEXT, CLEAR, ON**, and **OFF.** Not all keys are available on all arming stations.

0 - **9** ~ The numeric keys are used primarily as numbers but can be used for text when programming user names. For further information on using the keypad for text - *Refer to*: Menu Option 14 - Program Users.

ON ~ Used after entering your PIN to tell the system that you are turning the after hours security on.

OFF ~ Used after entering your PIN to tell the system that you are turning the after hours security off.

ENTER ~ Enter key - this key is always used when information is to be processed (similar to the Enter key on a computer).
~ Scroll forwards in the menu.

MENU * ~ Bring up the menu login prompt.
~ Backspace to correct an error when you are keying information on the keypad.
~ Scroll backwards in the menu.
(some arming stations may only have the * without the word menu)

NEXT ~ Display the next items in a list.
~ Update the information shown. ie. show the most recent status.
(available on some arming stations only)

CLEAR ~ Exit the current function or operation and return to alarm control prompt.
(available on some arming stations only)

Note: **?** In the User Guide, this symbol indicates a numeric or alpha value to be recorded. eg. a number for a specific input, area, PIN etc.

THE CHALLENGER CONSOLE

The Indicator Lights

There are a number of red indicator lights (or LEDs) on the *Challenger* console.

These lights, together with the information shown on the display, allow you to determine the system status at a glance. Not all indicator lights are available on all arming stations.

Area Lights:

The area lights, one for each of the possible security areas, indicate the status of the particular area.

Light ON	:	Indicates that the area is unoccupied and armed.
Light OFF	:	Indicates that the area is occupied and the security system has been set to allow normal access.
Light FLASHING slow:		Indicates that an alarm has occurred in the area while in access. (Note: Does not flash for local alarms that do not require a code to reset e.g. Type 15 or 41)
Light FLASHING fast :		Indicates that an alarm has occurred in the area while in secure.

System Alarm Lights: *(available on some arming stations only)*

The *system alarm* lights indicate a breach of security. One of the *system alarm* lights will flash when an alarm has occurred. (An *areas armed* light will also flash to indicate the location of the alarm).

ACCESS Alarm light :		Will flash when an alarm has occurred in an area which is occupied and the security system has been set to allow normal access.
24 HOUR Alarm light :		Will flash when an alarm has occurred in an area where an input device has been programmed for 24 hour monitoring.
SECURE Alarm light :		Will flash when an alarm has occurred in an area which is unoccupied and armed.
TAMPER Alarm light :		Will flash when an alarm has occurred due to tamper.

System Faults: *(available on some arming stations only)*

Any system faults will be displayed on the arming station consoles if the arming station has an LCD fitted and/or "System faults" LEDs.

Comms Fail	:	Will display if there is a failure in the communications between *The Challenger* and a remote monitoring station.
RAS Fail	:	Will display if a remote arming station is off-line.
DGP Fail	:	Will display if an access controller or data gathering panel is off-line.
Battery Fail	:	Will display if the auxiliary battery power is found to be low on cutover to battery after mains power is lost.

USER IDENTIFICATION

As a user, you are identified by a Personal Identification Number (PIN) and/or a Card.

The PIN is a 4 to 10 digit number given to, or selected by a user.
It can be any combination of numbers between 0 and 9.

In *The Challenger* programming, your PIN/Card is associated with a <u>User number</u> which identifies you to *The Challenger*.

When a Card and/or PIN is used, the programming ensures that the only functions performed will be those authorized to the specific PIN/Card holder. This is achieved by three features which group functions together to create:
i) *alarm groups,*   ii) *door groups*   and   iii) *floor groups.*

<u>Alarm Groups:</u>

There are many *alarm groups* and each one is allotted specific areas and a specific set of functions. Your User number is assigned to an *alarm group* and will therefore perform only the functions of that *alarm group*.

Also, *time zones* are allotted to each *alarm group*. this means that the functions of an *alarm group* can be further controlled by the time.

<u>Door Groups:</u>

There are at least 10 and up to 128 *door groups* in your system for controlling access to doors. Each *door group* is allotted specific door numbers, and each door number is allotted a *time zone* during which the door can be accessed by the user.

Your User number is assigned to a *door group* and will therefore access only the doors of that *door group* during the specified timezone/s.

<u>Floor Groups:</u>   (relevant to systems with Lift Controllers)

There are at least 10 and up to 64 *floor groups* in your system. Each *door group* is allotted specific floor numbers, and each floor number is allotted a *time zone* during which the floor can be selected by the user.

Your User number is assigned to a *floor group* and will therefore access only the floors of that *floor group* during the specified timezone/s.

The Challenger can therefore be programmed so that a PIN and/or Card may be used to perform any function or combination of functions during any time period.

    eg.   -   An *alarm group* for Managers may allow access to all *Challenger* user operations at all times.

       -   An *alarm group* for a cleaner may only allow their Card to disarm an area for 1 hour between 5pm & 11 pm

       -   A *door group* for a night shift worker may allow their PIN to be used to open a door
         between 11pm and 7am only.

Using a PIN:

    When you enter your PIN on *The Challenger* keypad, each key pressed will be indicated by * on the display.

    Input of an incorrect code, or a code/card which is not valid at the particular arming station, will result in 7 quick beeps from the console.

See Also: Program Users - Menu Option 14

DURESS

A duress facility is available on *The Challenger* but will operate only if your system has been programmed to use it.

The duress facility is a device which will activate a silent signal to security personnel.

If you are asked, under threat, to breach your system security (eg. being forced to disarm the system), you are able to do so in a way that will also activate the system duress facility.

This is done by using a duress digit in conjunction with your PIN.

The duress digit is the last digit of your PIN, plus one (1).
   eg.   PIN = 1234 - duress digit = 5
          PIN = 2222 - duress digit = 3
          If the last digit of your PIN is 9, then the duress digit is 0.

To Activate Duress:

| **1** | **2** | **3** | ~ Enter all but the last digit of your PIN. |

| **5** | ~ Enter the duress digit. |

| **OFF** | ~ Press |

or | **ON** | ~ Press |

or | **ENTER** | ~ Press |

When duress has been activated, the display will show:

> ...,There Are No Alarms In This Area
> Code:

Reset Duress:

To reset the duress facility (ie. Turn off the signal), enter a valid PIN code. The display will return to *There Are No Alarms In This Area* etc. The *...,* will be removed.

Notes: 1.   If Duress was activated under conditions which are no longer valid (false alarm), and it has been reset, it is important that you contact your monitoring company to ensure that no further action is taken by them.

2.   Use of your PIN with the duress digit will still activate the functions associated with the PIN.

DOOR OPENING OPTION

A *Challenger* console may be used to open a door, by entering a *door code*.
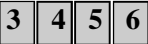
Your *door code* is related to your PIN. It varies, depending on whether your PIN has been programmed to allow you to arm/disarm your system, as well as open doors.

To open a door:

The bottom line of the display must show:

```
Code:
```

3	**4**	**5**	**6**

~ Enter your door code.   (See Note 3)

ENTER ~ Press. To open the door only.   (See Note 2)

or **OFF** ~ Press. To disarm the security and open the door if your full PIN code is entered.
(See Notes 2 & 3)

or **ON** ~ Press. To arm the security and open the door if your full PIN code is entered.
(See Notes 2 & 3)

If the door is only allowed to be opened for a preset time, the display may show.

eg.
```
Suppressed
Code:
```

If the door is closed prior to the end of the maximum open time, the word "*Suppressed"* will be removed from the display and the console will sound the warning buzzer for 3 seconds to indicate that the door is no longer suppressed.

If the door is not closed at the end of the suppression time, the display will show "Suppression Ending" on
the top line of the display.
The console will sound the warning buzzer for a preset time to enable you to close the door or re-enter your PIN
to extend the suppression time.

Notes: 1. If the console sounds 7 quick beeps when you enter your door code, an invalid code has been entered, or the code is not valid at this arming station.

2. A *door code* will only open doors programmed to be opened by that code.
i.e. The *Door Group* assigned to the user may not allow access to all doors.

3. In most systems with access control, an "Alarm Code Prefix" is used. The Alarm Code Prefix is the number of digits that are to be left off the front of your full PIN code to make the *door code* and is programmed by the installer.
e.g. Alarm Code Prefix = 2 digits.   Full PIN code = 123456.   Door PIN code will therefore be 3456.

See Also: Door Groups - Menu Option 20.
User Identification.

ARMING YOUR SYSTEM

The arming procedure is used (when leaving the premises) to set devices in your system to cause an alarm should there be a change in their condition. You are turning on the security for an area or building which is unoccupied.

- The arming procedure will vary depending on how your system is programmed.
  The recommended OFF/ON procedure is described in this User Guide.

- Each arming station controls specific area/s.
  Only the area/s controlled by an arming station can be armed at that arming station.

- Each PIN will only be authorized to arm specific area/s.
  When an arming procedure is used, only the area/s assigned to the PIN will be armed.

- It is not possible to arm an area with an unsealed input.
  If at any time during the arming process the console sounds 7 quick beeps and displays the word *unsealed,* refer to the section on Unsealed Inputs.

- After an area is armed you will have a pre-set time to exit the area before an alarm occurs.

ARMING YOUR SYSTEM

OFF/ON Operation.

To arm the system, you must specify that you are leaving an area, by using the ON key.

Arming Procedure:

1. Before commencing, the display must show:

    ```
    There Are No Alarms In This Area
    Code:
    ```

2. **1** **2** **3** **4** ~ Enter your PIN

    ON ~ Press

3. The result of step 2 will depend on:
    - Whether the system has been programmed to display the areas assigned to your PIN.
    - Whether the areas to be armed are sealed. (See Unsealed Inputs).

    Areas not displayed:

    If your system has not been programmed to display the areas assigned to your PIN, any of those areas which were disarmed, will now be armed (provided all inputs were sealed).
    The display will return to that shown in step 1.
    The *area* light(s) will illuminate when the arming procedure has been successful.

    Areas displayed:

    If the areas assigned to your PIN are displayed, any of those areas which are disarmed will be listed.

    eg.
    ```
    0-All 1, Office 2, Boardroom 3, Workshop
    Enter Area:
    ```

    From this display you have several options:

    a/ Arm all areas

    0 ~ Select All disarmed areas listed.

    ENTER ~ Press

    This will arm all the areas assigned to your PIN and which were not already armed.
    The display will return to that shown in step 1.

b/ Arm individual areas

?   ~   Enter the area number

ENTER   ~   Press

This will arm the selected area immediately and remove it from the display.
If there are more areas than can be shown on the display the list will now show the next area.
You may arm any of the areas listed by selecting them in this way.
When arming is complete, press **ENTER** to return to the display shown in step 1.

c/ Cancel the function

ENTER   ~   Press

This will cancel the function and return you to the display shown in step 1. If you have already armed areas prior to using this function, the areas will remain armed.

d/ Display more areas

NEXT   ~   Press

This will display the next disarmed areas in the list and update the information. Select from these areas to arm the individual area (as shown in b/ above) or continue to press **NEXT** to view all the areas and return to the first display.

4. The *area* light(s) will illuminate when the arming procedure has been successful.

DISARMING YOUR SYSTEM

Disarming your system is turning off those devices which would cause an alarm if they were left on when the building is occupied.

Note that the security system is not necessarily turned off but that other devices may still operate which will cause an alarm under different circumstances.

Disarming changes your system to *Access.* i.e. The area/building is occupied and the security system has been set to allow normal access.

- The disarming procedure will vary depending on how your system is programmed.
  The recommended OFF/ON option is described in this User Guide.

- Each arming station controls specific area/s.
  Only the area/s controlled by an arming station can be disarmed at that arming station.

- Each PIN will only be authorized to disarm specific area/s.
  When a disarming procedure is used, only the area/s assigned to the PIN will be disarmed.

- If at any time during the disarming process the console sounds 7 quick beeps and displays the word *unsealed*, refer to the section on Unsealed Inputs.

- On entering the area, the system will allow you a pre-set time to disarm before an alarm occurs.

- If there is a current alarm condition when you disarm your system, the alarm will be reset. To determine the cause of the alarm, use the function *Quick Alarm History*.

DISARMING YOUR SYSTEM

OFF/ON Operation

To disarm the system, you must specify that you are entering an area, by using the OFF key.

Disarming Procedure:

1. Before commencing, the display must show:

    > There Are No Alarms In This Area
    > Code:

2. | 1 | 2 | 3 | 4 | ~   Enter your PIN

    OFF   ~   Press

3. The result of step 2 will depend on:
    -   Whether the system has been programmed to display the areas assigned to your PIN.
    -   Whether the areas to be disarmed are sealed. (See Unsealed Inputs).

    Areas not displayed:

    If your system has not been programmed to display the areas assigned to your PIN, any of those areas which were armed, will now be disarmed (provided all inputs were sealed).
    The display will return to that shown in step 1.

    Areas displayed:

    If the areas assigned to your PIN are displayed, any of those areas which are armed will be listed.

    eg.
    > 0-All 1, Office 2, Boardroom 3, Workshop
    > Enter Area:

    From this display you have several options:

    a/ Disarm all areas

    0   ~   Select All armed areas listed.

    ENTER   ~   Press

    This will disarm all the areas assigned to your PIN and which were not already disarmed.
    The display will return to that shown in step 1.

DISARMING YOUR SYSTEM

b/ Disarm individual areas

| **?** | ~ Enter the area number |

| **ENTER** | ~ Press |

This will disarm the selected area immediately and remove it from the display.
If there are more areas than can be shown on the display the list will now show the next area.
You may disarm any of the areas listed by selecting them in this way.
When disarming is complete, press **ENTER** to return to the display shown in step 1.

c/ Cancel the function

| **ENTER** | ~ Press |

This will cancel the function and return you to the display shown in step 1. If you have already disarmed areas prior to using this function, the areas will remain disarmed.

d/ Display more areas

| **NEXT** | ~ Press |

This will display the next armed areas in the list and update the information. Select from these areas to disarm the individual area (as shown in b/ above) or continue to press **NEXT** to view all the areas and return to the first display.

4. The *area* light(s) will extinguish when the disarming procedure has been successful.

Reset an Alarm:

1. Resetting an alarm is the same as the disarming procedure except that the initial display will show:

> Code:

2. Steps 2 & 3 of the disarming procedure can then be followed.

3. If the reset function is successful:

-   The *area* light stops flashing and returns to the off state.
-   The display will return to "There Are No Alarms In This Area", or the custom text programmed for your system.

See Also: Alarm

UNSEALED INPUTS (When arming/disarming your system)

It is not possible to arm (or disarm, if your system is programmed that way) an area unless all the inputs in that area are sealed, as an unsealed input would usually set off an alarm. For example, all the doors and windows must be closed.

If any input is unsealed when you try to arm or disarm an area, *The Challenger* console will sound 7 quick beeps and will display the unsealed inputs.

Unsealed inputs are listed either:

    One at a time   *eg.*

| Unsealed On 6. Front Door |
| NEXT or ENTER |

    or

    As a list of numbers   *eg.*

| Unsealed On 6, 7, 9. |
| Input No: |

From either display:

NEXT	~	Update the list of unsealed inputs and display the next inputs in the list (if any)
or **?** **ENTER**	~	Display the input name in full.
or **ENTER**	~	Exit the function and return to the display shown when you were attempting to arm the system.

After you have determined which inputs are unsealed, you must seal them (eg. close door) then exit this display and try again to arm or disarm the system.

Note: If you are unable to seal an input, refer to Isolate Input - Menu Option 10.

See Also: Arming Your System
                  Disarming Your System
                  Isolate Input - Menu Option 10

TYPES OF ALARMS

The are three types of alarms that are used in *The Challenger*.
A description of each of the three types is provided here.

1.   Local Alarm.
2.   Alarm.
3.   System Alarm.

Local Alarm:

An alarm which is transmitted only within a building, and occurs when an area is occupied.
The circumstances which cause a local alarm can be checked and rectified by personnel on site and it is therefore unnecessary for the alarm to be relayed to a remote monitoring station.

To acknowledge a local alarm on the keypad a PIN code is NOT required.

e.g.   Fire door opened during the day when building is occupied.

See "Local Alarm" for the procedure to identify, acknowledge and reset a local alarm.

Alarm:

The state of a security system when an armed input device is activated. eg. A door lock is broken causing a siren to sound.
The alarm signal (siren, flashing light etc.) and the circumstances which cause it, will depend on the system programming.

A PIN code is required to be entered at the keypad to reset an Alarm.

e.g.   PIR Detector activated when building is unoccupied.
        Fire Door opened at night when building is unoccupied.
        Tamper switches on Input devices activated.
        Holdup button/s activated.

See "Alarm" for the procedure to identify and reset an alarm.

TYPES OF ALARMS

System Alarm:

The state of a security system when a Challenger device (Challenger panel, Data gathering panel or Remote arming station) is tampered, stops communicating or detects a fault condition such as mains fail, low battery, fuse fail etc. The alarm signal (siren, flashing light etc) will depend on the system programming.

e.g.   Alarm equipment interfered with or covers removed. (DGP Tamper)
              Communications cabling interfered with - cut or shorted. (DGP Fail, RAS Fail)
              Connections to siren speaker/s interfered with - cut or shorted. (Siren Fail)
              Telephone line interfered with - cut, shorted or damaged. (Report Fail)
              Power supply interruption and/or overload and Battery problems. (Mains Fail, Fuse Fail, Low Battery)

Your system may be programmed to respond to System Alarms in one of two ways:

1)   Latching System Alarms.
         A valid PIN code that is authorized to reset system alarms must be entered to reset a system alarm. The procedure to identify and reset latching system alarms is the same as the procedure described for "Alarms".

2)   Non - Latching System Alarms.
         The system alarm will reset automatically as soon as the condition causing the alarm has been rectified. The procedure to identify the system alarm details is the same as the procedure described to Identify Alarms.

Notes: 1.   If the alarm conditions are no longer valid (problem rectified), and the alarm has been reset, it is important that you contact your monitoring company to ensure that no further action is taken by them.

             2.   If you are unable to reset a system alarm because the conditions require the service tech to attend etc, refer to the section on Isolate/Deisolate RAS/DGP - Menu Option 16.

             3.   If you reset an alarm before determining it's cause, you may use the function *Quick Alarm History* to check system alarm details.

             4.   You can only reset a system alarm if your alarm group authorizes you to do so.

LOCAL ALARM

A local alarm is one which occurs when an area is occupied. The circumstances causing the alarm need to be checked and can possibly be rectified without the need to contact a remote monitoring station.

The alarm is therefore transmitted only within the building and not relayed to a remote monitoring station.

    eg.   A local alarm could be caused by opening a fire door which is monitored 24 hours a day.

When a local alarm occurs:

- The console will emit a continuous tone until the local alarm is acknowledged.

- The display will show the following:

> ,Local Alarm
> Code:

To determine the cause of the alarm:

    ENTER **ENTER** ~   Press (twice)

The inputs causing the alarm are listed either:

One at a time   *eg.*

> Local Alarm On A4, Rear Fire Door
> NEXT or ENTER

or

As a list of numbers   *eg.*

> Local Alarm On A4, A5, A9.
> Input No:

From either display:

    0 **ENTER** ~   Acknowledge the local alarm (see below).

or   **NEXT**   ~   Update the list of inputs and display the next inputs in the list (if any).

or   **?** **ENTER** ~   Display the input name in full.

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LOCAL ALARM

Acknowledge the local alarm:

You must acknowledge the local alarm to stop the console tone.

| ENTER | ENTER | ~ | Press (twice) The input/s causing the alarm are listed. |

| 0 | ~ | Enter |

| ENTER | ~ | Press |

This will acknowledge all local alarms, stop the tone and return the display to *There Are No Alarms In This Area.*

Reset the local alarm:

To ensure the local alarm does not recur, you must rectify whatever was causing it. (eg. close door)

The **A** preceding the input number on the display will be shown only on inputs where the local alarm has not been acknowledged.

Re-alarm:

If your system has been programmed with a reminder on local alarms, it will re-alarm after a pre-set time unless the cause has been fixed. It will continue to re-alarm, regardless of acknowledgment each time, unless the alarm cause is fixed.

When a re-alarm does occur, the letter preceding the input number will not be shown.

See Also: Alarm
Panel Status - Menu Option 1
Inputs in Alarm - Menu Option 3

ALARM

Alarm is the state of your security system when a device has been activated by a breach of security.

When an alarm occurs:

- An *area* light will flash to indicate which area the alarm is coming from.
- The display will show the following message on the second line:

```
Code:
```

Note: When an alarm occurs, *There Are No Alarms In This Area* is removed from the top line.

Inputs in Tamper Alarm will be displayed with a **T** in front of the input number.

To determine the cause of the alarm:

ENTER **ENTER** ~   Press (twice)

The inputs causing the alarm are listed either:

One at a time   *eg*.

```
Alarm On 1. Workshop PIR Detector
NEXT or ENTER
```

or

As a list of numbers   *eg*.

```
Alarm On 1, 2, 3.
Input No:
```

From either display:

NEXT   ~   Update the list of inputs in alarm and display the next input(s) in the list (if any).

or   **0** **ENTER** ~   Stop cameras operating and return to the initial display showing *Code:* etc.

or   **?** **ENTER** ~   Display the input name in full.

or   **ENTER**   ~   Return to the initial "Code" display.

ALARM

Reset an Alarm:

1. Before commencing, the display must show:

> Code:

2. **1** **2** **3** **4**   ~ Enter your PIN

    OFF   ~ Press

3. If the reset function is successful:

    - The *area* light stops flashing and returns to the state it was in before the alarm occurred.
    - The display will show:

> There Are No Alarms In This Area
> Code:

4. If the reset function is not successful:

    - The display will show the input/s causing the alarm:

e.g.
> Alarm On 1. Workshop PIR Detector
> NEXT or ENTER

This indicates that the input is still unsealed and needs to be re-sealed before attempting to reset the alarm.

From this display: Refer to the procedure "To determine the cause of the alarm", and re-seal the input/s before attempting to reset the alarm again.

Notes: 1.   If the alarm conditions are no longer valid (false alarm), and the alarm has been reset, it is important that you contact your monitoring company to ensure that no further action is taken by them.

2.   If you are unable to reset an alarm because of a faulty input, refer to the section on Isolate Input - Menu Option 10.

3.   If you reset an alarm before determining it's cause, you may use the function *Quick Alarm History* to check alarm details.

4.   You can only reset an alarm for an area which is assigned to your PIN. If you are unable to reset the alarm, ensure that the flashing *area* light is for an area you can access with your PIN. If not, your attempt to reset the alarm will result in you arming/disarming the system.

See Also: Local Alarm
    Panel Status - Menu Option 1
    Inputs in Alarm - Menu Option 3
    Quick Alarm History

QUICK ALARM HISTORY

This function provides a list of past alarm events.

It is a fast and simple way to determine the location of the input which caused an alarm. This information may be necessary where you have to reset an alarm without first checking the cause.

1. Before commencing, the display must show:

> There Are No Alarms In This Area
> Code:

Note: You cannot access alarm history if there is currently an alarm condition.

2. **ENTER** **ENTER** ~ Press (twice)

The display will show the following details of each alarm: (The most recent alarm is shown first)
The time the alarm occurred as hour & minutes - HH:MM.
The date the alarm occurred as day & month - DD:MM.
The type and location of the alarm.

eg.

> *13:23 31/10 LOCAL ALARM Input 1 Fire D>
> 1-Scan, 0-Exit

3. From the history display it is possible to :

ENTER ~ Move backwards through the history, one event at a time, from most recent alarm to oldest alarm.

NEXT ~ Move forwards through the history, one event at a time.

or **0** ~ Exit the history and return to the display showing
There Are No Alarms In This Area

or **1** ~ Scan the display to view the complete input name where the alarm has occurred.

See Also : History - Menu Option 5

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THE CHALLENGER MENU

The Challenger menu has 24 options available for performing various functions. Some of the functions are specific only to certain installations, while others may not be authorized to you. It is therefore unlikely that you will see all the menu options when you access the menu, but only those which have been programmed to be available when your PIN is used.

To display the menu options available to you:

1. Before commencing, ensure that the prompt below is shown on the bottom line of the display:

> Code:

2. **MENU *** ~ Press

The display will show:

> To Access Menu Enter Code
> Code:

3. **1** **2** **3** **4** ~ Enter your PIN

   ENTER ~ Press

The display will show:

> "0"-Exit "ENTER"-Down "*"-Up
> 0-Exit, Menu:

4. **ENTER** ~ Move forwards one by one through the menu options.

   or **MENU *** ~ Move backwards one by one through the menu options.

   or **0** **ENTER** ~ Exit the menu and return to the display shown in step 1.

   Note: When scrolling through, each menu option will be displayed.

   eg.
> 10-Isolate
> 0-Exit, Menu:

Selecting a Menu Option:

   ? ~ Enter the option number

   ENTER ~ Press

   Note: The option need not be shown on the display. If you know the option number you need not move to it to select it.

Exit a menu option:

| ENTER | ~ Press |

This will return you to the menu.

Exit the Menu:

| 0 | ~ Press |

| ENTER | ~ Press |

This will return you to the original display shown in step 1 of how to display menu items.

Note: 1. If you access the menu and do not use any keys for two minutes, the menu will be exited. It is good practice to ensure you exit the menu using **0 ENTER** rather than the time out facility. If anyone else uses the menu before it times out, the functions they use would be logged against your PIN.

2. If you attempt to select an option which is not authorized to your PIN, the display will show the message: *You are unauthorized for this function*

3. Although you may be authorized to access a menu option, you may not be allowed to access all the information it provides. You will only be allowed to access information on the areas assigned to your PIN.

PANEL STATUS - Menu Option 1

This function is used to list any inputs which are in alarm, in tamper alarm, isolated or unsealed and any system alarms.

There are menu options available which display each of these conditions separately, however this option may be used to check on all inputs which need attention.

The status is shown by the letter preceding the input number:

A = Alarm

An alarm has occurred at this input and it should be acknowledged and reset. Refer to the section - Alarm.

T = Tamper Alarm

An alarm has occurred at this input due to tamper or accidental damage. The alarm should be acknowledged and reset. Refer to the section - Alarm.

i = Isolated

The input has been excluded from functioning as part of the security system and is probably broken or faulty.

U = Unsealed

The input is activated and needs to be checked and sealed if necessary to ensure security is maintained. eg. Close door.

No inputs in alarm, tamper alarm, isolated or unsealed:

The display will show:

> No Alarms, Tampers, Isolates, Unsealed
> Press ENTER

ENTER ~ Return to the menu.

or **NEXT** ~ Update the status.

Inputs in alarm, tamper alarm, isolated or unsealed are listed either:

One at a time *eg.*

> Summary On U2. Front Door Contact
> NEXT or ENTER

or

As a list of numbers *eg.*

> Summary On U1, A3, T4, i5, i9.
> Input No:

From either display:

NEXT ~ Update the list of inputs and display the next inputs in the list (if any).

or **ENTER** ~ Return to the menu.

or **?** **ENTER** ~ Display the input name in full.

Note: Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

\See Also: Alarm Types
Inputs Unsealed - Menu Option 2
Inputs in Alarm - Menu Option 3
Inputs Isolated - Menu Option 4

INPUTS UNSEALED - Menu Option 2

This function is used to display all unsealed inputs. eg. Door open.

The function would be used to determine whether you need to check an input in order to maintain security.
eg. Close the door.

No inputs unsealed:

The display will show:

```
All Inputs Are Sealed
Press ENTER
```

ENTER ~ Return to the menu.

or **NEXT** ~ Update the status.

Unsealed inputs are listed either:

One at a time   *eg.*

```
Unsealed On 4. PIR In Managers Office
NEXT or ENTER
```

or

As a list of numbers   *eg.*

```
Unsealed On 1, 2, 6.
Input No:
```

From either display:

NEXT ~ Update the list of inputs and display the next inputs in the list (if any).

or **ENTER** ~ Return to the menu.

or **?** **ENTER** ~ Display the input name in full.

Note: Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

See Also: Panel Status - Menu Option 1

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INPUT IN ALARM - Menu Option 3

This function is used to display details of all inputs which are in alarm.

Alarms should be acknowledged and reset - Refer to the section - Alarm.

<u>No inputs in alarm:</u>

The display will show:

```
No Alarms
Press ENTER
```

ENTER ~ Return to the menu.

or **NEXT** ~ Update the status.

<u>Inputs in alarm are listed either:</u>

One at a time *eg.*

```
Alarm On 3. Fire Escape Door
NEXT or ENTER
```

or

As a list of numbers *eg.*

```
Alarm On 1, T2, 6.
Input No:
```

From either display:

NEXT ~ Update the list of inputs and display the next inputs in the list (if any).

or **ENTER** ~ Return to the menu.

or **?** **ENTER** ~ Display the input name in full.

Note: 1. Tamper alarms are identified by **T** preceding the input number.

2. Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

See Also: Alarm Types
Panel Status - Menu Option 1
Alarm

INPUTS ISOLATED - Menu Option 4

This function is used to display details of all isolated inputs. An isolated input is one which is excluded from functioning as part of the security system. It would be isolated because it is faulty or broken and by isolating it you would stop it causing an alarm. This function would therefore be used to determine which inputs are not operational and need attention.

No isolated inputs:

The display will show:

> No Isolated Inputs
> Press ENTER

ENTER   ~   Return to the menu.

or   **NEXT**   ~   Update the status.

Isolate inputs are listed either:

One at a time   *eg*.

> Isolated On 4. Beam Across Loading Bay
> NEXT or ENTER

or

As a list of numbers   *eg*.

> Isolated On 1, 2, 6.
> Input No:

From either display:

NEXT   ~   Update the list of inputs and display the next inputs in the list (if any).

or   **ENTER**   ~   Return to the menu.

or   **?** **ENTER**   ~   Display the input name in full.

Note: Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

See Also: Panel Status - Menu Option 1

HISTORY - Menu Option 5

This function is used to display past events of system history, including alarms, access to the menu, etc. It can help you determine events such as the time that an alarm occurred, the time it was reset and who reset it, the time the system was disarmed in the morning, etc.

The events are displayed in reverse chronological order *ie.* the last event is the first shown.

The display will show:

> 1-Alarm Events 2-Log Only Events
> Option:

| ? | ENTER | ~ Select the History option required.

or | ENTER | ~ Return to the menu.

1 - Alarm Events: All events related to the Alarm System.

2 - Log Only Events: Events not reported to the monitoring station but sent to local printer or computer.
                           e.g. Access Granted/Denied at doors etc.

Example of one event:

> 13:49 26/11 Menu Entered at Console 1>
> 1-Scan, 0-Exit

The top line of the display shows:

-       The time of the event in hours & minutes - HH:MM.
-       The date of the event as day & month - DD/MM.
-       The type of event eg. Menu Entered.
-       The location of the event eg. RAS 1 = Remote Arming Station 1.
-       The User's number and name.

The second line of the display shows the options available regarding the history events list:

| MENU * | ~ Move forwards through the list.

or | ENTER | ~ Move backwards through the list.

or | 0 | ~ Exit history and return to the menu.

or | 1 | ~ Scan the display to view the complete English text for history events.
                (e.g. user names and alarm inputs).

Note: 1.   Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

               2.   Events are sorted across all panels in chronological order.

See Also: Quick Alarm History.

TEST REPORT - Menu Option 6

This function is used to display the results of the Access Test or Secure Test.

The display will show:

> Test Report: 1-Access 2-Secure
> Option:

? **ENTER** ~ Select the Test Report option required.

or **ENTER** ~ Return to the menu.

SECURE TEST REPORT: This option is used to display the results of the *Secure Test* which is done on specific inputs to see if they were operating correctly. The inputs are those that are programmed to be included in testing, and which operate when a building is unoccupied.

All inputs tested successfully:

The display will show:

> No Untested Inputs
> Press ENTER

ENTER ~ Return to the menu.

or **NEXT** ~ Update the status.

Untested inputs will be listed either:

One at a time *eg.*

> Untested Secure On 17. Rear Door Contact
> NEXT or ENTER

or

As a list of numbers *eg.*

> Untested Secure On 9, 14, 17.
> Input No:

From either display:

NEXT ~ Update the list of untested inputs and display the remaining inputs in the list (if any).

or **ENTER** ~ Exit the function and return to the menu.

or **?** **ENTER** ~ Display the input name in full.

See Also: Secure Test.

ACCESS TEST REPORT: This function is used to determine the results of the Access Test which is done on specific inputs and cameras to see if they were operating correctly. The inputs are those that have been programmed to be included in testing and which operate when a building is occupied. All the cameras are tested.

Inputs:

The untested inputs will be listed either:

One at a time   *eg.*

> Untested Access On 25. Reception Hold Up
> NEXT or ENTER

or

As a list of numbers   *eg.*

> Untested Access On 25, 26, 27.
> Input No:

From either display:

| NEXT | ~ | Update the list of inputs and display the remaining inputs in the list (if any). |

or | ENTER | ~ Display camera test results if applicable, otherwise return to the menu.

or | ? || ENTER | ~ Display the full input name.

> *Note:* Where an input is displayed as untested, it could mean that it has not been tested because it was missed, or, because it was faulty and could not be tested.

Cameras:

The results of camera tests will be displayed provided that:
  i)   The user conducting the access test has been programmed to test cameras.
  ii) The User has Area 1 assigned in their Alarm Group and is testing Area 1.

All cameras tested successfully:

The display will show:

> All Cameras Have Tested Successfully
> Press ENTER

| ENTER | ~ Return to the menu.

Untested cameras will be listed:

eg.

> Cameras Not Tested : 1, 2.
> Press ENTER

| ENTER | ~ Return to menu.

See Also: Access Test

This function is used to provide a facility for the User to request a service call or to establish connection to a remote service centre to allow programming over the telephone network.

```
Code Required
Code:
```

1 **2** **3** **4**   ~ Enter your PIN

ENTER   ~ Press

The display will show:

```
1 - Request Service Technician
0-Exit, Menu:
```

? **ENTER**   ~ Select the Service Menu Option required. See list below.
In some cases this will bring up another display for more information to be entered. Those options are detailed on the following page.

or **ENTER**   ~ Return to the menu.

Menu Options:

1 - Request Service Technician: Enables a request for service technician to be sent to the remote monitoring station. (Not available in all reporting formats)

2 - Disconnect Management
Software: Service connection is terminated.

3 - Dial Management
Software: *The Challenger* panel will dial the pre-programmed service telephone number and attempt to connect to the remote service modem to allow programming changes to be made over the telephone network. If it fails on the first try, it will not redial. The panel will automatically drop the line if there have been no keys pressed by the remote service operator within the last 2 minutes.

4 - Dial Temporary
Management Software: Allows a temporary telephone number to be programmed and dialled for the remote computer/RAS connection.

5 - Direct (via J15)
Management Software: *The Challenger* panel will establish a temporary direct connection to a PC connected to the Serial Port (J15) on the motherboard. Service Technician option only.

6 - Answer Management
Software: Instructs *The Challenger* panel to answer a current dial-in attempt immediately.

REQUEST SERVICE TECHNICIAN:

The display will show:

> 1-Confirm Request Service Technician
> 0-Exit, Menu:

1	ENTER		~	Confirm the Request for Service Technician.
or	0	ENTER	~	Return to the menu.
or	ENTER		~	Return to the menu.

The *Challenger* panel will send a "Service Requested" message to the Remote Monitoring Station.

DIAL MANAGEMENT SOFTWARE:

The display will show:

> 1-Confirm Dial
> 0-Exit, Menu:

1	ENTER		~	Confirm that the Challenger Panel is to dial the management software.
or	0	ENTER	~	Return to the menu.
or	ENTER		~	Return to the menu.

DIAL TEMPORARY MANAGEMENT SOFTWARE:

This option allows a temporary telephone number to be programmed and dialled by the system .

The display will show:

> "*"-Pause, Phone No:
> Ser No:
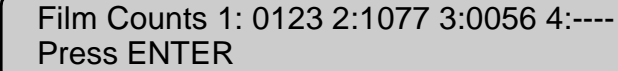
| ? | ENTER | ~ | Enter and display a temporary service telephone number. (Up to 10 digits) |
| *and/or* | ENTER | ~ | Save the displayed telephone number and move to the "Confirm Dial" display. Proceed as detailed for "Confirm Dial" above. |

Note: If "Dial Temporary Management Software" is used to make the connection to the remote computer, the computer operator will not be required to use the Security Password to gain access to the Challenger.

FILM COUNTERS - Menu Option 8

This function is used to display the current frame number position on each of the security camera films.

If you maintain a log on frame counts it will indicate whether the cameras have operated since they were last checked.

eg.

> Film Counts 1: 0123 2:1077 3:0056 4:----
> Press ENTER

ENTER ~ Move on to the film count display for cameras 5 to 8.

The display will show:

> Film Counts 5: ---- 6:---- 7:---- 8:----
> Press ENTER

ENTER ~ Return to the menu.

Note: 1. If a camera is fitted with a *film out* detector and that camera does not have a film in it, the frame count will be displayed as OUT.
OUT will be removed when film is loaded.

2. A possible 8 cameras may be displayed.
Any of the 8 camera positions which does not have a camera fitted will display the frame count as '----'.

3. A frame count may be from 0 to 9999.

INPUT TEXT - Menu Option 9

This function is used to display the text which is provided as a description of the inputs in your system.

<u>The inputs will be listed either:</u>

One at a time   *eg.*

> Input: 1. Rear Door
> Input No:

or

As a list of numbers   *eg.*

> Input: 1, 2, 3, 4, 5, 6, 7
> Input No:

From either display:

| NEXT | ~ | Display the remaining inputs in the list (if any). |

or | ENTER | ~ | Exit the function and return to the menu. |

or | ? | ENTER | ~ | Display the input name in full. |

ISOLATE INPUT - Menu Option 10

This function is used to isolate inputs *ie.* exclude them from functioning as part of the security system.

An input would be isolated because it is faulty or broken and by isolating it, you would stop it causing an alarm.

The function provides a list of unsealed inputs for you to select an input to isolate. A faulty or broken input is usually unsealed, however, sealed inputs may also be isolated if you know the input number.

No Unsealed Inputs:

> The display will show:

> ```
> All Inputs are Sealed
> Isolate No:
> ```

> **?** **ENTER** ~ Isolate the selected input.

or **ENTER** ~ Return to the menu.

Unsealed inputs will be listed either:

One at a time *eg.*
```
Unsealed On 4. PIR In Managers Office
Isolate No:
```

or

As a list of numbers *eg.*
```
Unsealed On 1, 2, 4.
Isolate No:
```

From either display:

> **?** **ENTER** ~ Isolate the selected input (this will remove the input from the display and replace it with the next unsealed input in the list - if any).
> *or* **NEXT** ~ Update the list of inputs and display the remaining inputs in the list (if any).
>
> *or* **ENTER** ~ Return to the menu.

Note: 1. If the unsealed inputs are shown as a list of numbers, it is not possible to display the name of the input.

2. If an attempt is made to isolate an input which is already isolated, the request appears as if it is processed but it is not logged in the history and the input remains isolated.

3. As soon as an input which is in alarm is isolated, the alarm is reset.

4. Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

See Also: De-Isolate Input.

DE-ISOLATE INPUT - Menu Option 11

This function is used to de-isolate inputs *ie*. Return them back to functioning as part of the security system.

An input is isolated because it is faulty or broken and when it is repaired, it must be de-isolated.

The function provides a list of isolated inputs for you to select an input to de-isolate. Inputs which are unsealed are shown on the list with **U** in front of the input number. It should be noted that de-isolating an unsealed input may cause an alarm.

No Isolated Inputs:

The display will show:

> All Inputs are De-isolated
> DeIsolate:

ENTER ~ Return to the menu.

Isolated inputs will be listed either:

One at a time *eg*.

> Isolated On 4, Beam Across Loading Bay
> DeIsolate:

or

As a list of numbers *eg*.

> Isolated On 1, U2, 4.
> DeIsolate:

From either display:

? **ENTER** ~ De-isolate the selected input (this will remove the input from the display and replace it with the next isolated input in the list - if any).

or **NEXT** ~ Update the list of inputs and display the remaining inputs in the list (if any).

or **ENTER** ~ Return to the menu.

Note: 1. Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

2. A "U" displayed before the input number indicates that the input is unsealed.

3. Do not De-isolate the input before checking the circumstances, as de-isolating an unsealed input may cause an alarm.

See Also: Isolate Input

This function is used to test an individual input device to determine if it is operating correctly.

The display will show:

> Test Individual Input:
> Input No:

ENTER ~ Return to the menu.

or **?** **ENTER** ~ Test the selected input.

If you selected an input, one of four responses may be given:

a/ The input is sealed *eg.*

> SEALED On 12, Roller Door
> Press ENTER

b/ The input is unsealed *eg.*

> UNSEALED On 12, Roller Door
> Press ENTER

c/ There is a faulty condition due to cable tamper. The cabling to the input shows an OPEN circuit.

eg.

> OPEN On 12, Roller Door
> Press ENTER

d/ There is a faulty condition due to cable tamper. The cabling to the input shows a SHORT circuit.

eg.

> SHORT On 12, Roller Door
> Press ENTER

From each of these displays:

ENTER ~ Return to the original menu option display.

Notes: 1. If an input is unsealed, open or short, the console will emit a continuous tone. When the status of the input is changed to sealed, the display will be updated and the tone will stop.

2. If the input is isolated when a test is requested on it, the system will de-isolate the input, conduct the test then return the input back to isolated.

3. There is a pre-determined time in which to complete the test. If the test is not completed within this time, the option is exited.

See Also: Secure Test
Access Test

START AUTO ACCESS TEST - Menu Option 13

This function starts the access test.

The display will show:

> Access Test, NEXT For Untested
> "0"-Cancel:

NEXT ~ Display the untested inputs.

0 **ENTER** ~ Cancel the Access test and move on to test completed/not completed display.

If "NEXT" is selected to display any untested inputs, the display will show the list of untested unputs:

Either one at a time *eg.*

> Untested Access On 4. PIR In Office
> NEXT or ENTER

NEXT ~ Display the remaining inputs in the list (if any).

or **ENTER** ~ Move on to the Camera Test or Test Completed/Not Completed display.

Or as a list of numbers *eg.*

> Untested On 1, 2, 4.
> Input No:

? **ENTER** ~ Display the description of the selected input

or **NEXT** ~ Display the remaining inputs in the list (if any).

or **ENTER** ~ Move on to the Camera Test or Test Completed/Not Completed display.

The display may show:

> All Cameras Have Tested Successfully
> Press ENTER

ENTER ~ Return to the original menu option display,
Note that only cameras allocated to Area 1 are tested.

When all inputs that are programmed to be tested during access test have been tested, or the time allowed for access test has expired the test will automatically cease and the display will indicate if the test is completed or not completed.

a/ The test is completed

> Test Completed
> Press ENTER

b/ The test is not completed

> Test Not completed
> Press ENTER

ENTER ~ Return to the menu.

This function allows you to add, delete or create a user.

Your system may have been set up to require two authorised users to enter this menu.

The user programming includes a record of:

- *The Challenger* user (or card) number. This is a number between 1 and 11,466* which is used by the system to link a PIN or card to the functions it will perform and the doors it can enter.

  Note: When programming cards, the ID number programmed in the card is the user number (Unless your system uses a card offset).

- The user's *alarm group* which determines the user's area/s, & alarm control functions. eg. Manager, Staff etc.

  (Note: Your own *alarm group* may or may not allow you to program PIN codes. If it does allow use of the function, there may still be restrictions on which *alarm groups* you are allowed to update)

- The users *door group* which determines which doors the user has access to.

- The users *floor group* which determines which floors the user has access to.

- The user's name (some users only).

- The users PIN code (some users only). Note: Card ID numbers are NOT programmed as the PIN code.

If your system requires two users to access (dual custody) this option, the display will show:

> Enter Second Code
> Code:

? **?** **?** **?** ~ Enter second users PIN

ENTER ~ Press

The display will show:

> 1-Delete 2-Display 3-Create
> Option:

? **ENTER** ~ Select the function you wish to perform. *See Note 1.*

or **ENTER** ~ Return to the menu.

Note: Only 50 users with name, PIN and/or card can be programmed in a system with standard memory.

  In a system with expanded memory:

- Only the 1st 200 users can have their name programmed to their user number.
- Only the 1st 1000 users can have a PIN assigned to them.
- Users 1 to 1000 can have a PIN and/or card.
- Users 1001 to 11,466 can only have a card.

DELETE A USER

1. The display will show:

> Delete User
> User No:

2. You may delete the user by entering the system user number.

| ? | ? | ? | ~ | Enter the user number. |

ENTER ~ Press

This will delete the user.

3. You can repeat step 2 to delete other users or

ENTER ~ Return to the display shown in step 1.

Notes: 1. A master code cannot be deleted.

2. You cannot delete a user unless your *alarm group* authorized you to do so.

See Also: User Record.

PROGRAM USERS - Menu Option 14

DISPLAY A USER

1. The display will show:

> Display User
> User No:

2. `?` `?` `?` `ENTER` ~   Enter the system user number.

3. The display will show the user's *alarm group**.

eg
> *-View, Alm Grp:12,Forman
> Press ENTER

`ENTER` ~   Press

4. The display will show the user's *door group**.

eg
> Door Group: 2
> Press ENTER

`ENTER` ~   Press

5. The display will show the user's *floor group**.

eg
> Floor Group: 1
> Press ENTER

`ENTER` ~   Press

6. If your system is programmed with the ability to assign special User Flags to the Users, the display will now show the User Flags in sequence. See "CREATE (and CHANGE) A USER" for User Flag details.

7. The display will show the user's name (if any and the user number is 200 or less).

eg
> Your Name is Ann Brown, (*)-End
> Ann Brown

`ENTER` ~   Press

8. The display will show the user's PIN (if any and user number is 1000 or less).

eg
> Pin Code: 1234
> Press ENTER

`ENTER` ~   Return to the display shown in step 1.

See Also: User Identification which includes a description of Alarm Groups, Door Groups, and Floor Groups.

---

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CREATE (and CHANGE) A USER

The procedure to create a user may vary depending on whether yor are creating a user higher than 200 or higher than 1000.

If your system has the ability to program non-Tecom format magnetic cards (e.g. credit cards, financial institution cards, etc.) into the system as users, follow the special procedure described on page 51, before proceeding with step 1.

1. The display will show.

    eg.
    ```
    Create User
    User No:
    ```
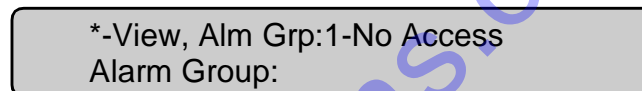
    ? ? ~ Select the system user number (card number) to create or change.

    ENTER ~ Press.

2. The display will show the user's *alarm group**.

    eg.
    ```
    *-View, Alm Grp:1-No Access
    Alarm Group:
    ```

    NEXT ~ Display the list of *alarm groups* that you can issue to a user (if any).

    or **?** **ENTER** ~ Select the number of the *alarm group* to be issued to this user. *See Note 2*
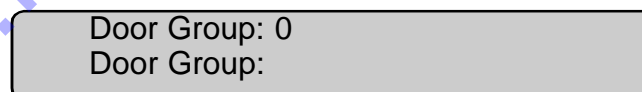
    or **ENTER** ~ Press. Move on to next display.

3. The display will show the user's *door group**.

    Card Users **must always** have a valid *door group* assigned in order to perform alarm control or door functions.

    eg.
    ```
    Door Group: 0
    Door Group:
    ```

    ? **ENTER** ~ Select the *door group* number to be issued to the user (if any).
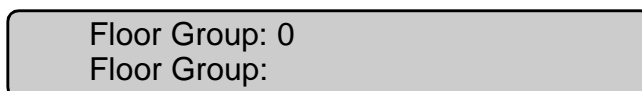
    or **ENTER** ~ Press. Move on to next display.

4. The display will show the user's *floor group**.

    eg.
    ```
    Floor Group: 0
    Floor Group:
    ```

    ? **ENTER** ~ Select the *floor group* number to be issued to the user (if any).

    or **ENTER** ~ Press. Move on to next display.

See Also: User Identification which includes a description of Alarm Groups, Door Groups, and Floor Groups.

5. If the user number that you are programming is higher than 1000, and User Flags are not displayed in your system, then all options available have been programmed and the display will return to step 1.

If the system has been programmed so that users don't have name files or if you are programming a user higher than 200 and User Flags are not displayed, skip to step 9.

6. If your system is programmed with the ability to assign special User Flags to the Users, the display will now show the User Flags in sequence.

The User Flags are as follows:

Dual Custody - If set to YES the user will always require a second valid user code/card to be entered to perform any alarm or access control function at Doors 17 to 64.

Guard - If set to YES the user's code/card can only perform functions at Doors 17 to 64 when used in conjunction with a "Visitor" code/card.

Visitor - If set to YES the user's code/card can only perform functions at Doors 17 to 64 when used in conjunction with a "Guard" code/card.

Trace User - If set to YES all alarm & access functions performed by the user at Doors 17 to 64, will cause a "Trace" message to be sent to the management computer.

Card Only - If set to YES the user will NOT be able to use the PIN code. This allows the PIN code field to be used to program cards on formats not normally compatible with the Challenger, when a special reader is used. See special procedure on page 51.

Privileged - If set to YES the User's code/card will over-ride any "Anti-Passback" restrictions on Doors 17 to 64.

Long Access - If set to YES the user will be allowed extended door access times at Doors 17 to 64. e.g. To allow the door to remain open longer for disabled access.

The display will show:

eg.

```
YES - Dual Custody
 * - Change  0 - Skip
```

| * | ~ | Change YES to NO, or NO to YES and display the new setting. |

| **ENTER** | ~ | Press. Save the displayed setting and move to the next User Flag. |

| 0 | ~ | Save the displayed setting; skip the remaining user flags and move on to the next Step. |
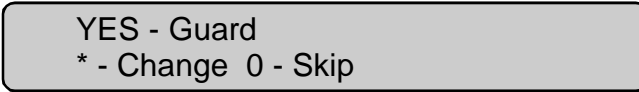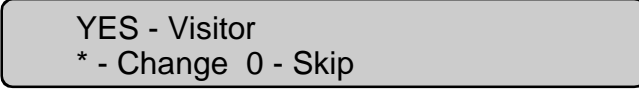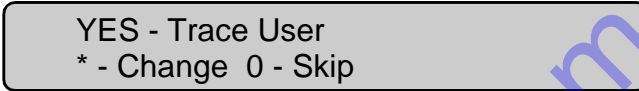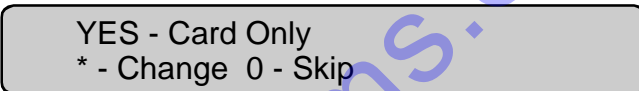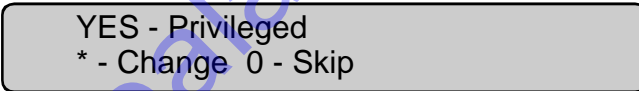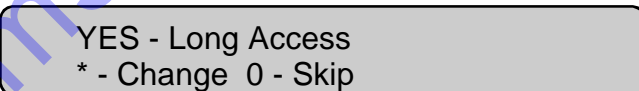
The Programming procedure detailed above is the same for all the User flags.

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The display will show:

eg.

```
          YES - Guard
          * - Change  0 - Skip
```

eg.

```
          YES - Visitor
          * - Change  0 - Skip
```

eg.

```
          YES - Trace User
          * - Change  0 - Skip
```

eg.

```
          YES - Card Only
          * - Change  0 - Skip
```

eg.

```
          YES - Privileged
          * - Change  0 - Skip
```

eg.

```
          YES - Long Access
          * - Change  0 - Skip
```

7. If the user number that you are programming is higher than 1000, then all options available have been programmed and the display will return to step 1.

If the system has been programmed so that users don't have name files or if you are programming a user higher than 200, skip to step 9.

8. The display will show.

> Your Name is , (*)-End

This allows you to enter a user's name of up to 16 characters, by using the text option on the keypad.
Keys 1 to 9 have alphabetical characters printed above them. To enter a letter, press the key the number of times relative to the position of the letter. Both upper and lower case letters are available as well as the numerical values. Refer to Figure 2.

After entering a letter in the name, press **ENTER** to move the cursor to the next position.

     ? **?** **ENTER**   ~   Enter each letter of the user's name followed by **ENTER**.

or   **ENTER**   ~   To move the cursor to the position after the name.

or   **MENU ***   ~   Save the name. (And display the new name if programmed/changed)
                                 If the name has been changed, only letters preceding the cursor will be saved.

and   **MENU ***   ~   If name is programmed/changed. Save the name and move to the PIN code display.

<div align="center">

CAUTION
When programming name text, the "ENTER" key is ONLY used to move the cursor.
Make sure that the procedure above is followed carefully when programming name text.

</div>

9. The display will show.

eg.
> Pin Code:
> Code:

     ? **?** **?** **?**   ~   Enter the PIN for this user. *See Notes 3, 4, 5 & 6.*

     ENTER   ~   Save and display the PIN code.

     ENTER   ~   Return to the display shown in step 1.

Notes: 1.   You cannot create a user unless your alarm group authorizes you to do so.

         2.   You cannot assign an alarm group to a user unless the alarm group has the option **"Can this Alarm Group be Assigned to Users"** set to YES and *your* alarm group has all the **"Areas"** & **"User Menu Options"** of the alarm group you wish to assign. If the alarm group you wish to assign has **"Alarm System Control"** & **"Modem Access"** set to YES, then *your* alarm group must have these features set to YES also.

         3.   You cannot program a PIN or User number that already exists.

         4.   You cannot program a PIN that will conflict with another user's duress code.
             (Refer to the section on Duress).

         5.   You cannot program a PIN that will conflict with another user's door code.
             (Refer to the section on Opening a Door).

         6.   A User who will be allowed to both open doors and arm/disarm the system, should have a PIN of at least 5 digits. (Refer to the section on Opening a Door).

<div align="center">

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</div>

PROGRAM USERS - Menu Option 14

Special Procedure for programming non-Tecom magnetic card formats.

The following procedure must be used to allow non-Tecom format magnetic cards such as credit cards, financial institution cards, etc. to be programmed in the Version 8 Challenger System as Users.
Your system must be equipped with the appropriate card reader in order to perform this function.

1)   Swipe the card in the reader.

2)   If the card is not recognised by the system, an event will be logged in history and on the printer (if fitted); "Card/Pin" followed by an **enrolment number** of up to 10 digits. e.g.   Card/Pin ??????????
        Make a note of the enrolment number. This number will be recorded as the PIN code when programming the user.

3)   Follow the procedure for "CREATE (and CHANGE) A USER" but note the following points:

        STEP 1 Select a user.   The user number MUST be below 1000 but does NOT have to be the card number for these types of card.

        STEP 6 User Flags.   If you do not wish the enrolment number to be used as the User's PIN code, the User Flag "Card Only" must be set to YES.
        (If the user flags are not displayed when programming user's, ask the installer to enable "Display User Flags" in the System Options)

        STEP 9 PIN Code.   The enrolment number is entered here.

Figure 2 :

Keypad Layout for entering text

Key	1st	2nd	3rd	4th	5th	6th	7th
1	A	B	C	1	a	b	c
2	D	E	F	2	d	e	f
3	G	H	I	3	g	h	i
4	J	K	L	4	j	k	l
5	M	N	O	5	m	n	o
6	P	Q	R	6	p	q	r
7	S	T	U	7	s	t	u
8	V	W	X	8	v	w	x
9	Y	Z	sp	9	y	z	sp
0	.	-	&	0	.	-	&

(sp=space)

See Also: User Identification.

Important Note! Always remember to update your "User" List when any changes are made.

TIME AND DATE - Menu Option 15

This function is used to program a new time and date.

The time and date are not visible during normal use of *The Challenger* however all internal functions are reliant on them.

A new date or time would only need to be programmed when *The Challenger* is first installed or if the time needs to be adjusted for daylight saving.

Time options :   1. Display   2. Set   3. DST (Daylight Saving Time)   4. Correct

The time is programmed for a 24 hour clock.

Option 1. Display and 2. Set

1.   The display will show:

> Time & Date   hh:mm dd/mm/yy   Xxxxday
> Hours:

(Where hh:mm dd/mm/yy Xxxxday = the current time and date held by the system as hour, minute, day, month, year and day of the week.)

| ? | ? | ~   Select the correct hour.

| ENTER | ~   Update the hour and go the next display.

2.   The display will show:

> Time & Date   hh:mm dd/mm/yy   Xxxxday
> Minutes:

| ? | ? | ~   Select the correct minutes.

| ENTER | ~   Update the minutes and go to the next display.

3.   The display will show:

> Time & Date   hh:mm dd/mm/yy   Xxxxday
> Day:

| ? | ? | ~   Select the correct day.

| ENTER | ~   Update the day and go to the next display.

4.   The display will show:

> Time & Date   hh:mm dd/mm/yy   Xxxxday
> Month:

| ? | ? | ~   Select the correct month.

| ENTER | ~   Update the month and go to the next display.

5. The display will show:

> Time & Date   hh:mm dd/mm/yy   Xxxxday
> Year:

| ? | ? | ~ Select the correct year.

| ENTER | ~ Update the year.

6. The seconds will automatically be set to zero and the correct day of the week will be calculated and you will be returned to the menu.

Option 3 DST (Daylight Saving Time)

1. Display will show:

> Start Daylight Saving ##/$$
> Day of Mth: _

| ? | ? | ~ Select the correct day of the month.

| ENTER | ~ Update the day.

2. Display will show:

> Start Daylight Saving ##/$$
> Month: _

| ? | ? | ~ Select the correct month.

| ENTER | ~ Update the month.

Option 4 Correct (Update time difference in clock)

1. Display will show:

> Seconds Correction per Day: +0
> *-Chg, Sec:_

| ? | ? | ~ Select the time correction in seconds.

| ENTER | ~ Update the display.

Note: You cannot exit this function halfway through. Press **ENTER** on each value that does not need to be changed until you return to the menu.

ISOLATE / DE-ISOLATE RAS / DGP - Menu Option 16

This function is used to isolate Remote Arming Stations (RASs) and Data Gathering Panels (DGPs).
i.e. Exclude fault and tamper messages (System Alarms) from a RAS or DGP from the security system.

This would be used if a RAS or DGP has generated a system alarm or is out of service, and needs to be isolated while awaiting service.

The display will show:

```
1-RAS, 2-DGP Isolate / Deisolate
0-Exit, Menu:
```

? **ENTER** ~ Select RAS or DGP.

or **0** **ENTER** ~ Return to the menu.

If RAS is selected the display will show any RASs that are isolated:

```
No RASs Are Isolated
Isolate RAS:
```

? **ENTER** ~ Add / delete a Remote Arming Station number to be isolated.
If the number entered is not recorded, it will be added and displayed.
If the number entered is already recorded, it will be deleted & removed from the display

or **ENTER** ~ Return to the Menu.

If DGP is selected the display will show any DGPs that are isolated:

```
No DGPs Are Isolated
Isolate DGP:
```

? **ENTER** ~ Add / delete a Data Gathering Panel number to be isolated.
If the number entered is not recorded, it will be added and displayed.
If the number entered is already recorded, it will be deleted & removed from the display

or **ENTER** ~ Return to the Menu.

Notes: 1) Isolating a DGP will NOT isolate the alarm inputs on that DGP, but will disable DGP off-line/on-line reporting.

2) Isolating a RAS or DGP will also reset any system alarm generated by the RAS or DGP.

See Also: Types of Alarms - System Alarms

ENABLE / DISABLE SERVICE TECHNICIAN - Menu Option 17

This function is used to enable and disable the Service Technicians code.

The display will show:

```
0-Cancel, 1-Service In
Option:
```

1 **ENTER** ~   Enable the Service Tech's code for the programmed time period and return to the menu.

or   **0** **ENTER** ~   Cancel the Service Tech's code and return to the menu.

ENTER   ~   Return to the menu

RESET CAMERAS - Menu Option 18

This function is used to reset the film frame count on a security cameras to zero or to change the frame count number on an individual camera.

This would be necessary when you change the film in the camera.

The display will show:

```
Reset Camera Counts "0#"-All
Camera No:
```

| 0 | ENTER | ~ Reset the frame count for all the cameras to zero. |

or | ENTER | ~ Return to the menu.

or | ? | ENTER | ~ Display the present count for the selected camera.

eg.

```
Film Counts 1:0123
Film Count:
```

| ? | ? | ENTER | ~ Record the new frame count (0 to 1900) for the selected camera and return to the original camera counts display to allow input of another camera number.

or | ENTER | ~ Return to the menu.

Note:
1. Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

2. Door and floor groups are spanned across the entire system.

DOOR AND FLOOR GROUPS - Menu Option 20

This function allows you to select and program *door and floor groups*.

The display will show:

> Groups, 1-Doors 2,Floors
> Option:

? **ENTER**   ~   Select the option you wish to perform.

or   **ENTER**   ~   Return to the menu.

DOOR GROUPS

Each *door group* contains a list of all doors (64 doors) and the time zone for each door within the group. Authorised access is only valid during the time zone.

1.   The display will show:

> Door Groups
> Group No:

? **?** **ENTER**   ~   Enter *door group* number, and move on to next display.

ENTER   ~   Press. Return to the initial display, "Groups, 1-Doors 2-Floors".

2.   The display will show.

eg.
> Door Grp 1 D1-00 D2-00 D3-** D4-**
> Enter Door:

? **?** **ENTER**   ~   Select door number, e.g. 3, and move on to next display.

ENTER   ~   Press. Return to previous display, "Door Groups".

3.   The display will show the details of four doors starting with the door number selected.
(See Note on page 56 for details of this display)

eg.
> Door Grp 1 D3-** D4-** D5-03 D6-00
> *-Dis,Tz-D3:

MENU *   ~   Disable door for this *door group.*

or   **?** **?** **ENTER**   ~   Enter *time zone* number, and return to Step 2.

or   **ENTER**   ~   Press. Return to step 2.

Important Note! Always remember to update your "Door Group" List when any changes are made.

FLOOR GROUPS

Each *floor group* contains a list of 64 floors and the time zone for each floor within the group.
Authorised access to the floor is only valid during the time zone.

1. The display will show:

> ```
> Floor Groups
> Group No:
> ```

| ? | ? | ENTER |

~ Enter *floor group* number, and move on to next display.

| ENTER |

~ Press. Return to the initial display, "Groups, 1-Doors 2-Floors".

2. The display will show.

eg.
> ```
> Floor Grp 1 F1-00 F2-01 F3-** F4-**
> Enter Floor:
> ```

| ? | ? | ENTER |

~ Select floor number, and move on to next display.

| ENTER |

~ Press. Return to previous display, "Floor Groups".

3. The display will show.

eg.
> ```
> Floor Grp 1 F3-** F4-** F5-** F6-**
> *-Dis,Tz-F3:
> ```

| MENU * |

~ Disable floor for this *floor group*.

or | ? | ? | ENTER |

~ Enter *time zone* number and return to step 2.

or | ENTER |

~ Return to step 2.

Note: 1. Timezone display: D1-00 Timezone 0 - 24 Hour Access
                                        D1-** Door Disabled.
                                        D1-?? Timezone to restrict access at the door to a specific time period.

2. Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

Important Note! Always remember to update your "Floor Group" List when any changes are made.

HOLIDAYS - Menu Option 21

This function allows you to record the date of holidays. The holidays recorded here may be used in conjunction with time zones to control access. eg. staff who are allowed access during normal week days can be denied access on weekdays declared a holiday.

The Challenger is capable of recording up to 24 holiday dates.

The display will show:

> Holidays
> Holiday No:

? ? ~ Record the holiday number.

ENTER ~ Press

The display will show the holiday number and the date of the holiday in numerics:

eg.
> Holiday 1: 00/00/00
> Day of Mth:

? ? ~ Record the day or the week for the new holiday.

or **NEXT** ~ Scroll forwards through list of holidays.

ENTER ~ Press

The display will show the new day of the week:

eg.
> Holiday 1: 26/00/00
> Month:

? ? ~ Record the month for the new holiday.

ENTER ~ Press

The display will show the new month:

eg.
> Holiday 1: 26/01/00
> Year:

? ? ~ Record the new year.

ENTER ~ Return to the first display shown to input the next holiday.

Important Note! Always remember to update your "Holidays" List when any changes are made.

OPEN DOOR - Menu Option 22

This function is used to open a valid door via the LCD Arming Station.

The display will show:

```
Open Door
Door No:
```

| ? | ENTER | ~ | Select the door number you wish to open. |

or | ENTER | ~ | Return to the menu.

Note: 1.   Only doors programmed to be opened by your code may be opened using this option.
i.e. The *Door Group* assigned to the user may not allow access to all doors.

          2.   Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

See Also: Door Groups - Menu Option 20.
           User Identification.

UNLOCK, LOCK, DISABLE & ENABLE DOORS - Menu Option 23
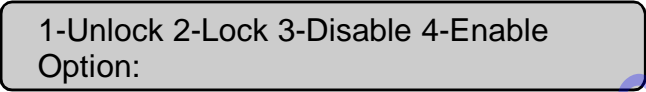
This function is used to Unlock, Lock Disable & Enable a valid door via the LCD Arming Station.
The function can only be used with Door numbers 17 to 64. i.e. Doors controlled by Intelligent Access Controllers.
The door will remain in the state selected until an opposite event occurs in the system that will change the state
of that door.

e.g. Door 21 automatically unlocks at 8 a.m. and relocks at 5 p.m. (Using an "Override Timezone")
   If the user wishes to secure the premises and leave at 4 p.m., the door can be locked using the "lock" option,
   but will still automatically unlock at 8 a.m. again the following morning.

The display will show:

> 1-Unlock 2-Lock 3-Disable 4-Enable
> Option:

? **ENTER**   ~   Select the Door function option you wish to perform.

or   **ENTER**   ~   Return to the menu.

The display will show the option selected:

eg.
> Unlock Door
> Door No:

? **?** **ENTER**   ~   Select the Door Number to Unlock and return to the menu.

or   **ENTER**   ~   Return to the menu.

Note: 1.   Only doors programmed to be opened by your code may be operated using this option.
   i.e. The *Door Group* assigned to the user may not allow access to all doors.

   2.   Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

See Also: Door Groups - Menu Option 20.
   User Identification.

PRINT HISTORY - Menu Option 24

This function is used to instruct *The Challenger* panel to print all the system history from when the last print history command was issued (max 200 events with standard memory or 2000 events with expanded memory).

The display will show.

```
Print History Back To 00/00/90
Enter Day:
```

You may enter the day of the month to start printing from or if zero is entered for the day and month, the printer will start printing from the last un-printed history.

? ?	~	Enter the day of the month.
ENTER	~	Press.
or **ENTER**	~	Press (to skip this field)

The display will show:

```
Print History Back To 00/00/90
Enter Month:
```

? ?	~	Enter the month of the year.
ENTER	~	Press
or **ENTER**	~	Press (to skip this field)

The display will show:

```
Print History Back To 00/00/90
Enter Year:
```

? ?	~	Enter the year.
ENTER	~	Press
or **ENTER**	~	Press (to skip this field)

The printer will start printing from the date specified.

Note: 1. The Challenger will not print if the printer is not ready, eg. OFF LINE, OUT OF PAPER, etc.

2. Using Panel Link changes the standard numbering system seen here, to reflect that of Panel Link's system.

3. Events are sorted across all panels in chronological order.

PROGRAMMING RECORDS - INTRODUCTION

Use the following pages to record details of the relevent data programmed for your system that relates to:

    1.   Menu Option 14 - Users

    2.   Menu Option 20 - Door Groups

    3.   Menu Option 20 - Floor Groups

    4.   Menu Option 21 - Holidays

    5.   Alarm Groups - For use when programming Users. (Details to be supplied by the Installer)

    6.   Timezones - For use in Door Groups & Floor Groups. (Details to be supplied by the Installer)

It is suggested you use pencil to complete these details.
By erasing obsolete entries you can then keep the records up to date and compact.

It may be necessary to make copies of certain record sheets where the number of records exceeds the space allowed.
e.g. If your system uses more than two Door Groups or more than 4 Timezones etc.

It is recommended to keep the User guide and any copies of record sheets together in a safe place, and
ensure that they are always kept up to date.

USER RECORD - Menu Option 14

Use this page to record details of the relevent user data for your system.
It is suggested you use pencil to complete these details. By erasing obsolete entries you can then keep the record up to date and compact.

User Number	Alarm Group	Door Group	Lift Group	Name

DOOR GROUP RECORD - Menu Option 20

Door No:	Timezone:	Door No:	Timezone	Door No:	Timezone:	Door No:	Timezone
1	_____	33	_____	1	_____	33	_____
2	_____	34	_____	2	_____	34	_____
3	_____	35	_____	3	_____	35	_____
4	_____	36	_____	4	_____	36	_____
5	_____	37	_____	5	_____	37	_____
6	_____	38	_____	6	_____	38	_____
7	_____	39	_____	7	_____	39	_____
8	_____	40	_____	8	_____	40	_____
9	_____	41	_____	9	_____	41	_____
10	_____	42	_____	10	_____	42	_____
11	_____	43	_____	11	_____	43	_____
12	_____	44	_____	12	_____	44	_____
13	_____	45	_____	13	_____	45	_____
14	_____	46	_____	14	_____	46	_____
15	_____	47	_____	15	_____	47	_____
16	_____	48	_____	16	_____	48	_____
17	_____	49	_____	17	_____	49	_____
18	_____	50	_____	18	_____	50	_____
19	_____	51	_____	19	_____	51	_____
20	_____	52	_____	20	_____	52	_____
21	_____	53	_____	21	_____	53	_____
22	_____	54	_____	22	_____	54	_____
23	_____	55	_____	23	_____	55	_____
24	_____	56	_____	24	_____	56	_____
25	_____	57	_____	25	_____	57	_____
26	_____	58	_____	26	_____	58	_____
27	_____	59	_____	27	_____	59	_____
28	_____	60	_____	28	_____	60	_____
29	_____	61	_____	29	_____	61	_____
30	_____	62	_____	30	_____	62	_____
31	_____	63	_____	31	_____	63	_____
32	_____	64	_____	32	_____	64	_____

Door Group No: _____

Door Group No: _____

*   =   Disabled

*   =   Disabled

Floor Group No: _____

Floor No:	Timezone:	Floor No:	Timezone
1	_____	33	_____
2	_____	34	_____
3	_____	35	_____
4	_____	36	_____
5	_____	37	_____
6	_____	38	_____
7	_____	39	_____
8	_____	40	_____
9	_____	41	_____
10	_____	42	_____
11	_____	43	_____
12	_____	44	_____
13	_____	45	_____
14	_____	46	_____
15	_____	47	_____
16	_____	48	_____
17	_____	49	_____
18	_____	50	_____
19	_____	51	_____
20	_____	52	_____
21	_____	53	_____
22	_____	54	_____
23	_____	55	_____
24	_____	56	_____
25	_____	57	_____
26	_____	58	_____
27	_____	59	_____
28	_____	60	_____
29	_____	61	_____
30	_____	62	_____
31	_____	63	_____
32	_____	64	_____

* = Disabled

Floor Group No: _____

Floor No:	Timezone:	Floor No:	Timezone
1	_____	33	_____
2	_____	34	_____
3	_____	35	_____
4	_____	36	_____
5	_____	37	_____
6	_____	38	_____
7	_____	39	_____
8	_____	40	_____
9	_____	41	_____
10	_____	42	_____
11	_____	43	_____
12	_____	44	_____
13	_____	45	_____
14	_____	46	_____
15	_____	47	_____
16	_____	48	_____
17	_____	49	_____
18	_____	50	_____
19	_____	51	_____
20	_____	52	_____
21	_____	53	_____
22	_____	54	_____
23	_____	55	_____
24	_____	56	_____
25	_____	57	_____
26	_____	58	_____
27	_____	59	_____
28	_____	60	_____
29	_____	61	_____
30	_____	62	_____
31	_____	63	_____
32	_____	64	_____

* = Disabled

HOLIDAY RECORD - Menu Option 20

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

Holiday Number: .... *Number* _____ .... *Date* _____/_____/_____
Day   Mth   Year

ALARM GROUP RECORD - Details to be supplied by the Installer

Number: .... *Name:* ....

Function Summary: ....

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Number: .... *Name:* ....

Function Summary: ....

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Number: .... *Name:* ....

Function Summary: ....

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Number: .... *Name:* ....

Function Summary: ....

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Number: .... *Name:* ....

Function Summary: ....

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Number: .... *Name:* ....

Function Summary: ....

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Number: .... *Name:* ....

Function Summary: ....

....

....

Number: .... *Name:* ....

Function Summary: ....

....

....

TIMEZONE RECORD - Details to be supplied by the Installer

Timezone Number

_____   .1   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .2   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .3   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .4   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

_____   .1   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .2   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .3   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .4   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

_____   .1   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .2   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .3   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .4   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

_____   .1   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .2   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .3   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

                 .4   *Start* _____*End* _____
                 Days: SUN/MON/TUE/WED/THU/FRI/SAT/HOL

The Challenger is Designed and Manufactured by:

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