

iRIS 8

User Guide



iRIS8 and ICON8V6
version 7.53
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Terms

..you may need to know

Alarm	-	The state of a security system when an armed sensor has been activated.
Arming	-	To place a section or panel ready to accept an alarm.
Central Station	-	A place where alarms are received and appropriate action taken in response to the Station alarm.
Door Contact	-	A sensor which detects the opening of a door.
EntryTimer-		A timer that is used to delay the activation of an alarm
Exit Timer	-	A timer used to delay the arming of an Exit / Entry section.
Handover Section	-	A section that has Exit delay but only has Entry delay when an Exit and Entry Section has been activated first.
Isolate	-	To inhibit or bypass one or more sections from arming.
Microwave Detector	-	A detector which detects movement by the use of microwave energy.
Partial	-	Only part of the security system is Armed. (Pre Programmed sections are isolated).
PIR (Passive-Infra Red)	-	A detector which detects movement by sensing sudden changes in Infra Red temperature.(e.g. Body Heat)
Plug Pack	-	A transformer which converts the 240 VAC Mains Power to 16 VAC to run the Security System.
Sealed	-	When a section is Armed and has not been activated.
Silent	-	A section may be programmed to be silent. i.e. does not trigger the siren or strobe when alarmed.
Siren Timer-		A timer used to limit the running time of the siren.
System OFF-		Security System is disarmed for all sections that are not programmed for 24 Hour....Note: Fire, Panic and Tamper, if available, are still Armed.
System ON-		Security System is Armed for all sections that are not isolated.

Section Lights-

There are 8 or 24 section lights on the command centre.

- When the system is in the **OFF** mode all non 24 hour sections are not armed and the Section Lights indicate the condition of the sensor..When the Section Light is On the sensor is activated (e.g. door contact detecting door open or motion detector sensing movement). When the Section Light is OFF the sensor is not activated.
- When the system is in the **ON** mode all non isolated sections are armed. If the section light is FLASHING the sensor is activated and triggers the siren and strobe light (if it is not silent).This alarm is transmitted to the central station. When the light is out the section is not activated.
- When the system has been Armed, an exit timer starts and holds the sections that have been programmed for Exit or Entry delay disarmed. This allows the user to exit the premises without activating the alarm.
- When the system is armed, and the Exit timer has finished, Entry into the premises can be made via a section that has Entry delay. This starts the Entrydelay and if the system is disarmed there will be no alarm.

Power Light

- This light is normally ON. This indicates that the Plug Pack power and backup battery are normal.
- When the Plug Pack power is not good (i.e. the mains has failed) the power light will single flash.
- When the Plug Pack power and battery are not good, the power light will double flash.

Program Light -

Flashing while in Program mode. Program mode is entered when a user code is entered and isolate or test modes are selected. Program mode is also selected when the master code is entered and the user codes are being viewed or changed.

- When not in program mode the Program Light is Off

- Partial Light
- ON when the Partial mode has been selected and only some of the sections are armed.
 - Single flash when the system is Partially armed and Exit timer is running.
 - Double flash when the system is armed and the Entry timer is running. The Entry timer is started when an Exit / Entry is activated.
 - OFF indicates partial mode is not selected.
- On Light
- Off when the system is Off
 - Single flash when the system is armed and Exit timer is running.
 - Double flash when the system is armed and the Entry timer is running. The Entry timer is started when an Exit / Entry is activated.
- Fire Light *
- If the phone line has failed or is not connected, the Fire Light will double flash. Once the line has restored the Fire light will remain on for a further 12 seconds before turning off
- Auxillary Light *
- The Auxillary Light is used to indicate the state of the Tamper input. When the tamper input is triggered, the AUX light will double flash. If the tamper is acknowledged by disarming the system while the tamper is still open the AUX light will become solid. Once the tamper switch has sealed the AUX light will turn off. If the tamper has already sealed once its been acknowledged, the AUX will light will simply turn off

* LED keypads only

- 0 - 9 Keys - Used to enter numeric Codes or Function Numbers.
- Test Key - Used when a valid User Code has been entered to enter Test mode.
- Isolate Key - Used when a valid User Code has been entered to Isolate a section, usually before Arming the System.
- Partial Key - Used when a valid User Code has been entered to Arm the System with Pre Programmed sections Isolated.
- Off Key - Used when a valid User Code has been entered to Disarm the System.
- On Key - Used when a valid User Code has been entered to Arm the System, it is also used as the code key when in programming mode.

NOTE : Some keypads have a seperate code button to access program mode.

Fully Arming the System - ON Mode

Notes:

1. The system will not change to ON mode unless all section lights are out or isolated.
2. Power light should be ON and not flashing.
3. Program, Fire and Auxillary lights, if fitted, should be out.
4. Exit Timer starts as soon as ON light starts flashing and beeper gives an exit warning.
5. Exit via programmed Exit/Entry sections only.
6. If the Exit / Entry sections are not sealed by the time the exit timer

expires then the siren and strobe will give 2 seconds warning and the entry timer is started. If the system is not turned to OFF mode before the entry time expires a full siren / strobe and alarm transmission to the Central Station occurs.

Key Sequence	Operation
<div style="display: flex; gap: 10px;"> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">1</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">2</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">3</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">4</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">on</div> </div>	<p>Example shows a User Code 1 2 3 4</p> <p>being used to change the system to ON mode</p>

Partially Arming the System - Partial Mode

Notes:

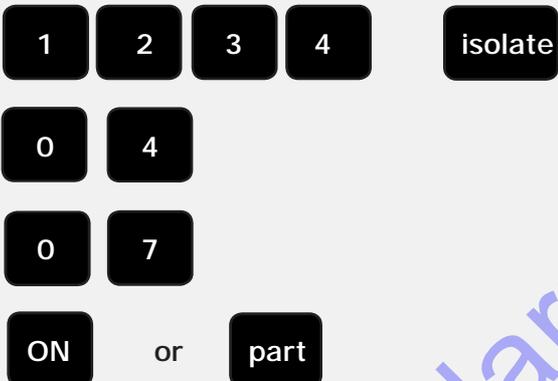
1. Only part of the system will be armed. Actual sections being armed depends on setup by technician during installation.
2. The section lights of the sections which are being armed in Partial mode must be out otherwise the system will not change to Partial ON mode.
3. Check Power light is on and not flashing.
4. Program, Fire and Auxillary, if fitted, lights should be out.
5. Exit Timer starts as soon as Partial light starts flashing and beeper gives exit warning.
6. Exit via programmed Exit/Entry sections only.
7. If the Exit / Entry sections are not sealed by the time the exit timer expires then the siren and strobe will give 2 seconds warning and the entry timer is started. If the system is not turned to OFF mode before the entry time expires a full siren / strobe and alarm transmission to the Central Station occurs.

Key Sequence	Operation
<div style="display: flex; gap: 10px;"> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">1</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">2</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">3</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">4</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">part</div> </div>	<p>Example shows a User Code 1 2 3 4</p> <p>being used to change the system to Partial ON mode</p>

Isolate a Section from being Armed

Notes:

1. When entering section numbers a two digit number eg 01 or a single 1 may be used. Single digit entry. i.e. the leading zero is ignored)
2. Only valid section numbers may be entered.
3. Sections are automatically de-isolated when the system is changed to OFF mode.
4. Depending on technician setup, isolations may be reported to the Central station.

Key Sequence	Operation
 <p>1 2 3 4 isolate 0 4 0 7 ON or part</p>	<p>Example shows a User Code 1 2 3 4 being used to enter Isolation mode.</p> <p>Sections 4 and 7 are being Isolated.</p> <p>When desired sections are isolated</p>

Disarming the System - OFF Mode

Notes:

1. Only a valid User Code can change the system between OFF, ON and Partial modes.
2. Fire, Panic and Tamper inputs, if fitted, are always armed.
3. This key sequence also acknowledges or silences the siren / strobe if a Fire, Panic or tamper alarm is actuated.

Key Sequence	Operation
 <p>1 2 3 4 Off</p>	<p>Example shows a User Code 1 2 3 4 being used to change the system to OFF mode</p>

Changing User Codes

1. User 01 default is 1111.
2. User codes are 4 digits long. (The Master Code is 6 digits long)
3. User codes are used to change the status of the panel, isolate sections, test or acknowledge alarms.
4. User codes cannot be the same or within one count of another User code including the first 4 digits of the Master Code.
5. To change User codes the system must be in the OFF mode.

Key Sequence	Operation
	Example shows a Master code eg 218572 used to enter program mode. (Enter your own)
	Select User code 01
	Enter new code 1 2 3 4
	Select User code 07
	Enter new code 8 7 6 5
	Exit program mode with the OFF key.

Changing the Master Code

Notes:

1. Master code default is 218572.
2. Master code is 6 digits long.
3. The Master code is only used to program the user codes. It cannot change the status of the system. (Arm or disarm the panel)
4. The system must be in OFF mode to enter the master code.

Key Sequence	Operation
	Enter existing Master code 218572 used to enter program mode. Select function 00
	Enter new master Code e.g. 2 4 6 8 1 2 Exit program mode with the OFF key.

Other Features

Keypad Panic

The keypad panic may be initiated by holding both the ON and the OFF keys depressed together for a period of 3 seconds. If the alarm system is monitored a panic alarm report will be sent to the monitoring station and, if enabled by the installer, the sirens will sound.

Sirens enabled for Panic YES NO

Keypad Duress

Keypad duress must be enabled by the installer at installation. The and is initiated by incrementing the last digit of a valid user code by 1. For example, if the users code was 1234, then a duress signal would be sent to the monitoring station if the user entered 1235 as their code. In all other respects the panel would react as if the normal code had been entered. For user codes ending in 9 then a 0 would be entered eg. normal code is 1949, duress code would be 1940.

Keypad duress enabled YES NO

Test Functions

1. Test your system regularly and this will keep you familiar with the system and confident in the system operation.
 2. Maximum testing time is 10 minutes.
 3. The system must be in OFF mode before entering test mode.
 4. Test mode may not be entered until all alarm messages have been transmitted.
 5. Some panels do not have all the test modes described below.
- New! Test 0** - Software version - displays the 8 digit software version
- Test 1 - Walk test - Beeper operates and section light operates. This test enables the user to walk around and activate sensors and check correct operation of sensors.
- Test 2 - Siren test - Siren sounds for 3 seconds.
- Test 3 - Strobe test - Strobe operates until next key press.
- Test 4 - All lights and beeper operate until next key press - used to check operation of lights and beeper.
- Test 5 - Recall Last Alarm - last alarm flashes until next press of the 5 key, then displays the next alarm
- Test 6 - Reset Smoke Detectors (if fitted) - removes power from the smoke detectors for 5 seconds .
- New! Test 7** - **GSM Module RSSI** - Displays the signal strength of the incoming signal from the GSM network in realtime....display is updated every 4 seconds. Beeper operates for every change in signal, this may not correspond to a change in the section led
- New! Test 8** - **GSM Module Registration Check** - Shows the registration state of the GSM, valid indicators are from 1 - 5 and On
- Test 9 - Start a Test Report on Dialler (if fitted) - sends a test report to the Central Station and synchronises the time for next test report. (Account number, and phone number must be programmed for this test to start.)

Key Sequence	Operation
	Example shows a User Code 1 2 3 4 being used to enter test mode.
	Test 1 started - walk test
	Test 2 started - siren test
	Exit test mode.

Tests 7 & 8 contd.....

GSM Registration State - Test 8

- On - No GSM network is found
- 1 - GSM is registered on its home network
- 2 - GSM is currently not registered on any network but is looking for a suitable one to register
- 3 - GSM has found some networks but it is not allowed to register on any of them, no roaming was allowed
- 4 - GSM is in an unknown network status
- 5 - GSM has found some networks and is currently registered in roaming on one of them

GSM RSSI Level - Test 7

- On - -113dbm or less (Very Poor)
- 1 - -111dbm (Poor)
- 2 - -109 to -103dbm (Low)
- 3 - -101 to -89dbm (Average)
- 4 - -87 to -75dbm (Okay)
- 5 - -73 to -67dbm (Good)
- 6 - -65 to -59dbm (Very Good)
- 7 - -57 to -53dbm (Excellent)
- 8 - -51dbm or more (Maximum)

Warranty

Manufactured equipment is warranted to be free from defects in material and workmanship for a period of 5 years (60) months from the date of manufacture as indicated by the date stamp and/or serial number on the product.

Defective units returned by the buyer at his own expense during this period will be repaired (or replaced at the option of the manufacturer) with an equivalent piece of re-manufactured and tested equipment.

The repaired or replaced equipment is then warranted for the balance of the initial warranty period or for thirty (30) days, whichever is longer.

The repair or replacement will be without charge provided that the equipment has not been subjected to electrical, environmental or physical misuse or to unauthorised repair or modification.

The foregoing warranty is in lieu of all other warranties, express or implied, including, but not limited to, merchantability or fitness for a particular purpose.

The purchaser's exclusive remedy with respect to any and all losses or damages resulting from any cause whatsoever, shall be repair or replacement as specified above.

Manufacturer shall in no event be liable for any consequential or incidental damages, however occasioned, whether by negligence or otherwise.

No suit or action shall be brought against manufacturer more than one (1) year after the accrual of the cause of action therefore.

No agent, employee or representative of the Manufacturer nor any other person is authorised to modify this warranty in any respect. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Important Information

Control Panel Type	
Security Company	
Monitoring Centre	
Installed by	
Date Installed	

- *** Change System battery every 3 years
- *** Check system regularly

Emergency Numbers

Local Police	
Fire Brigade	
Ambulance	
Doctor	

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