



EUROPLEX
TECHNOLOGIES (CAN) INC

MODEL 6200/3GS
USER MANUAL

For 8-Partition Residential and
Commercial Control Panels

EUROPLEX TECHNOLOGIES (CANADA) INC.
(C) 1996

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ARM/DISARM AREAS 1 TO 8

In a partitioning system the protection is sectored into a maximum of 8 areas or partitions. Each user is given the authority to arm/disarm 1 or more partitions.

ARMING AN AREA/PARTITION

Close all zones that are monitored within the desired partition.

ENTER USER CODE THEN PRESS THE NUMBER
BUTTON CORRESPONDING TO THE PARTITION

DISPLAY SHOWS **WAIT ...**
THEN **AREA X ARMED**

THEN IN A MOMENT **DAY DATE TIME**
 AREA 1 ARMED

If there is more than one partition on the system, the status of the other partitions will be shown on the display. If this is the last partition to be armed, the display will go blank. Exit the area immediately through the entry/exit door.

If some AREA 1 zones are still open, thereby preventing the arming, the keypad beeps and

DISPLAY SHOWS **NOT ACCEPTED**

followed by the OPEN zones

DAY DATE TIME
2-BACK DOOR

or

DAY DATE TIME
MENS ROOM WINDOW

ARM/DISARM AREAS 1 TO 8 cont.

DISARMINING AN AREA/PARTITION

Enter the area only through the designated exit/entry door and proceed directly to the keypad. The entry beeper will be beeping to remind you to turn off the system.

ENTER USER CODE THEN PRESS THE NUMBER BUTTON CORRESPONDING TO THE PARTITION.

DISPLAY SHOWS WAIT ...

THEN AREA X DISARMED

THEN IN A MOMENT DAY DATE TIME
 AREA X DISARMED

If there is more than one partition on the system, the status of the other partitions will be shown on the display.

If too much time is taken to disarm the partition, then a full alarm will occur. When the partition is finally disarmed,

DISPLAY SHOWS DAY DATE TIME
AND FLASHES *SLOW ENTRY ALARM*
ALTERNATING WITH *INTRUDER ALARM*

Zones which remain OPEN after disarming are displayed as

DAY DATE TIME
NIGHT 16 OPEN

or DAY DATE TIME
 16-RECEPTION PIR

DISARM

Disarm mode is used to simultaneously **turn off all areas** of the system after entering the premises.

ENTER USER CODE THEN PRESS "DISARM" BUTTON.

DISPLAY SHOWS WAIT ...

THEN SYSTEM DISARMED

AND THEN DAY DATE TIME
 AREA 1 DISARMED

If there is more than 1 area (partition) in the system, those areas will also show as being disarmed.

If too much time is taken to disarm the system, then a full alarm will occur. When the panel is finally disarmed,

DISPLAY SHOWS DAY DATE TIME
AND FLASHES *SLOW ENTRY ALARM*
ALTERNATING WITH *INTRUDER ALARM*

Zones which remain OPEN after disarming are displayed as

DAY DATE TIME
NIGHT 16 OPEN

or DAY DATE TIME
 16-RECEPTION PIR

etc.

FULL ARM/AWAY ARM

FULL ARM/AWAY mode is used to simultaneously **turn on all areas** of the system when you are leaving the premises. Close **all** zones. Check that the display is showing Day Date and Time. This means that there are no open zones and the panel may be armed. (Note: EXIT zones and FOLLOWER zones on the exit route that are open are allowed and will not prevent the FULL ARM mode from occurring).

ENTER USER CODE THEN PRESS "FULL ARM/AWAY" BUTTON.

DISPLAY SHOWS WAIT ...

THEN FULL ARM

AND IN A MOMENT THE DISPLAY MAY GO BLANK.

If any zones, other than EXIT or FOLLOWER zones, are open when FULL ARM mode is chosen, the keypad beeps and

DISPLAY SHOWS NOT ACCEPTED

followed by a display of the OPEN zones.

When the system is successfully armed, the exit buzzer will start to pulse for the duration of the exit time. **Exit the premises promptly.** The system is fully armed when the buzzer no longer sounds. If, by accident, an alarm

FULL ARM cont.

activation occurs during the arming procedure, the keypad may beep and the bell/siren may sound. If this happens,

ENTER YOUR USER CODE AND THEN PRESS NUMBER BUTTON CORRESPONDING TO THE PARTITION.

DISPLAY SHOWS WAIT ...

THEN AREA X DISARMED

AND THEN DAY DATE TIME
 AREA X DISARMED

If there is more than 1 area (partition) in the system, those areas will also show as being disarmed.

Details of the accidental alarm condition will then be flashed on the lower line of the display:

e.g. DAY DATE TIME
 INTRUDER ALARM

DAY DATE TIME
WAREHOUSE AREA PIR

ALARMS

If an ALARM or ALERT condition occurs during the disarmed period e.g., a fire door is opened, the keypad may beep, the siren/bell may sound and the display will flash the relevant messages:

e.g. **DAY DATE TIME**
 ****FIRE DOOR OPENED****

DAY DATE TIME
26-PERIMETER FENCE

or **DAY DATE TIME**
 ID SECURITY ALERT

If an ALARM or ALERT condition occurs during the armed period, then when the panel is disarmed the display will be flashing messages similar to those above.

Follow the AUDIBLE SILENCE procedure below to stop the siren/bell or the ACKNOWLEDGE ALARMS procedure on page 7 to stop the siren/bell and clear the display.

AUDIBLE SILENCE

To stop the siren/bell from sounding,

ENTER YOUR USER CODE AND THEN PRESS THE 9 BUTTON.

The display will show **AUDIBLE SILENCE** and then return to date and time

ACKNOWLEDGE ALARMS

This function is used to clear the display of flashing messages, stop the beeper, and in some systems silence the siren/bells.

ENTER USER CODE AND THEN PRESS THE "0" (zero) BUTTON.

DISPLAY SHOWS **CLEAR MESSAGES**

THEN **X ACCEPTED**

where X is the number of alarms accepted and the system returns to the DISARM mode.

DISPLAY SHOWS **DAY DATE TIME**
 AREA X DISARMED

DOOR CHIME

A chime feature is available on selected zones, e.g., exit/entry doors, internal doors etc. Whenever a door is opened, the beeper will sound on the keypad for about 2-3 seconds. To turn this feature on, PRESS THE PART ARM 2/NIGHT BUTTON TWICE IN 3 SECONDS. The display will periodically show the message **CHIME IS ON** on the lower line. To turn this feature off, PRESS THE PART ARM 2/NIGHT BUTTON TWICE IN 3 SECONDS and the message will disappear.

HELP

This function is used to assist users who know their access code but have forgotten or are unsure of which function button to press.

ENTER USER CODE AND THEN PRESS THE "HELP" BUTTON.

DISPLAY SHOWS **SELECT AN OPTION . . .**

AND THEN THE FIRST OPTION ALLOWED TO THAT USER

e.g. **DISARM ?**
 Code DISARM

or **CLEAR MESSAGES ?**
 Code 0

etc.

On the top line, the system is now asking for an answer. That is, does the user want to select the option displayed ?

PRESS "YES" BUTTON if yes, and the system will execute the option displayed. To view the next choice, press the "RETURN/#" button. To go back to a previous selection, press the "PART ARM 1/EVENING " button.

The lower line shows the procedure to follow for direct access to a function e.g., to clear the display without using the Help option, enter Code plus 0 (zero) button.

To exit from this function press the "NO" button at any time.

ZONE SHUNT

This function allows the user to place a zone out of service (e.g., loading door, window, etc.). Subsequent disarming of the area will remove only the shunts applied to that area. Re-entry into this function allows removal of all shunts.

ENTER USER CODE THEN PRESS THE "NO" BUTTON.

DISPLAY SHOWS **SHUNT MODE**

THEN **ZONES DOORS**
 DISARM HELP

PRESS THE DISARM BUTTON TO SELECT ZONES.

DISPLAY SHOWS **SHUNT FROM 1**

ENTER THE NUMBER OF THE ZONE TO BE SHUNTED, FOR EXAMPLE ZONE 5.

DISPLAY SHOWS **SHUNT FROM 5**

PRESS THE "RETURN/#" BUTTON.

DISPLAY SHOWS **SHUNT TO 5**

PRESS THE "RETURN/#" BUTTON.

DISPLAY SHOWS **1 ZONE SHUNTS**
AND BEEPER SOUNDS

ZONE SHUNT cont.

DISPLAY SHOWS **ZONES DOORS**
 DISARM HELP

TO EXIT FROM THIS MODE, PRESS THE "NO"
BUTTON.

DISPLAY SHOWS **DAY DATE TIME**
 AREA X DISARMED

IF YOU SELECT THIS FUNCTION AND SOME
ZONES HAVE BEEN PREVIOUSLY SHUNTED,
THEN THE DISPLAY WILL SHOW

CLEAR ALL SHUNTS ?

A) TO ADD MORE SHUNTS AND LEAVE THE
ORIGINAL SETUP UNCHANGED, PRESS THE "NO"
BUTTON.

DISPLAY SHOWS **SHUNT FROM 1**

PROCEED AS ABOVE.

B) TO REMOVE ALL SHUNTS, PRESS THE "YES"
BUTTON.

DISPLAY SHOWS **CLEARED**

THEN **SHUNT FROM 1**

PROCEED AS ABOVE OR PRESS "NO" TO RETURN
TO MENU AND THEN "NO" AGAIN TO QUIT.

SET DATE/TIME

This function is used to change the date and time.

ENTER USER CODE, THEN PRESS "SHIFT" BUTTON
AND THEN PRESS THE "9" BUTTON.

DISPLAY SHOWS **SET DATE/TIME**

THEN **SET YEAR: 1998**

ENTER NEW YEAR VALUE AND PRESS "RETURN/#"
BUTTON

DISPLAY SHOWS **SET MONTH: 1**

ENTER NEW MONTH VALUE (JAN= 1, FEB= 2, ETC.,)
AND PRESS "RETURN/#" BUTTON

DISPLAY SHOWS **SET DAY: 1**

ENTER NEW DAY VALUE (01 TO 31) AND PRESS
"RETURN/#" BUTTON

DISPLAY SHOWS **SET HOUR: 16**

ENTER NEW HOUR VALUE (01 TO 23) AND PRESS
"RETURN/#" BUTTON

DISPLAY SHOWS **SET MINUTE: 15**

ENTER NEW MINUTE VALUE (01 TO 59) AND PRESS
"RETURN/#" BUTTON

DISPLAY SHOWS **SET SECOND: 21**

ENTER NEW SECOND VALUE (01 TO 59) AND PRESS
"RETURN/#" BUTTON

DISPLAY SHOWS NEW **DAY DATE TIME**
 SYSTEM DISARMED

DAYLIGHT SAVING TIME CHANGE (Hour Change)

This function is used to prepare the panel to automatically adjust forward or backward for the daylight saving time change.

On **any** day of the week prior to the Sunday changeover,

ENTER USER CODE, PRESS "SHIFT" BUTTON AND THEN PRESS THE "HELP" BUTTON.

DISPLAY SHOWS **HOUR CHANGE ON SUNDAY**

On Sunday at 2:00 AM, the panel will automatically add or subtract one hour and cancel the message.

If the hour change is entered by mistake, RE-ENTER USER CODE, PRESS "SHIFT" BUTTON AND THEN PRESS "HELP" BUTTON

DISPLAY SHOWS **CANCEL HOUR CHANGE**

and then returns to **DAY DATE TIME
AREA X DISARMED**

This option has now been cancelled.

SET TIME COMMANDS

This function is used to examine and program the auto-arm time tasks. A number of the time tasks allow for Closing Warning **and** Auto-Arming of the areas in a partitioned system as well as the Full Arming of the system. This task will permit a closing warning to sound at a specific time during the day. When the warning occurs, a 10-minute timer is started, the panel will beep and if the warning is not acknowledged within the time period, the panel will execute an arming of the system. If the premises are unattended, then the timer will expire and the arming will occur. Note that if the panel has been previously armed, then no action will occur when this task executes.

ENTER USER CODE, PRESS "SHIFT" BUTTON AND THEN PRESS THE "*" (BACKSPACE) BUTTON.

DISPLAY SHOWS **SET TIME COMMANDS**

THEN MAY SHOW **02:00/[DAYLIGHT SAVG]**

PRESS "RETURN/#" BUTTON

DISPLAY SHOWS **24:00/[AREA 1 CLOSE WARN**

A value of 24:00 means that the task will not operate. Enter a 4-digit time value (military time) to indicate when you wish to be alerted about the impending arming and press the RETURN/# to complete the entry. Note that this time will apply to **every** day of the week. The next area will be displayed and again enter the appropriate time or leave as 24:00. In a similar manner, examine all time commands and the display will return to date and time.

SETTING USER IDS (Codes)

This function allows a Master user to assign unique ID codes to each of the 248 general users. If 4-digit code operation has been chosen, the valid codes are 0001 to 9999. If 5-digit code operation has been chosen, the valid codes are 00001 to 59999. In this section, we shall assign to two users the four-digit codes "1234" and "5678".

ENTER MASTER USER CODE, THEN PRESS THE "SHIFT" BUTTON AND THEN PRESS THE "DISARM" BUTTON.

DISPLAY SHOWS **USER SETUP**

AND IN A MOMENT **IDS OPTIONS NAMES**
 DISARM PART2 HELP

PRESS THE "DISARM" BUTTON.

DISPLAY SHOWS **ENTER USER NO. 2**

ENTER USER NUMBER AND PRESS "RETURN/#" BUTTON.

DISPLAY SHOWS **USER CODE _ _ _ _**

ENTER "1" "2" "3" "4"

DISPLAY SHOWS **ENTER USER NO. X**

(where X is one higher than the previous user number).

SETTING USER IDS (Codes) cont.

ENTER USER NUMBER AND PRESS "RETURN" BUTTON.

DISPLAY SHOWS **USER CODE _ _ _ _**

ENTER "5" "6" "7" "8"

DISPLAY SHOWS **ENTER USER NO. X**

At this point, you may continue to enter the codes for the rest of the users or you may

PRESS "NO" BUTTON to exit from this option.

DISPLAY SHOWS **IDS OPTIONS NAMES**
 DISARM PART2 HELP

PRESS "NO" BUTTON to return to date and time.

NOTES:

i) If you enter a duplicate code, the keypad will beep and re-display **USER CODE _ _ _ _**. Re-enter a different value or press the "RETURN/#" key to leave the old value unchanged.

ii) A higher user number cannot assign codes to a lower user number, e.g., user 45 cannot assign codes to user 33.

REMOVING USER IDS

If a user code is no longer necessary, you may remove the code from the system. To do this, choose the SETTING USER IDS option (see page 14).

ENTER USER NO. AND PRESS RETURN BUTTON.

DISPLAY SHOWS **USER CODE _ _ _ _**

PRESS THE "PART ARM 2/NIGHT" BUTTON WHICH ENTERS A "*". THE ENTRY IS SELF-COMPLETING AND THE DISPLAY WILL SHOW

IDS OPTIONS NAMES
DISARM PART2 HELP

(Do not use the "*" button to the left of the "0" button.)

PRESS "NO" BUTTON to return to date and time.

SETTING USER OPTIONS

This option allows a Master user to assign operating options to each of the 248 general users.

ENTER MASTER USER CODE, THEN PRESS THE "SHIFT" BUTTON AND THEN PRESS THE "DISARM" BUTTON.

DISPLAY SHOWS **USER SETUP**

AND IN A MOMENT **IDS OPTIONS NAMES**
DISARM PART2 HELP

PRESS "PART ARM 2/NIGHT" BUTTON.

DISPLAY SHOWS **ENTER USER NO. 3**

Note that this user is one greater than your user number because you are not allowed to give yourself options, it must be done by a user lower in number than yourself.

ENTER USER NUMBER AND PRESS "RETURN/#" BUTTON.

DISPLAY SHOWS **DISARM**
NO

PRESS "NO" BUTTON if no, and the selected user will not be allowed to disarm the system

or

PRESS "YES" BUTTON, if yes, and the

SETTING USER OPTIONS cont.

DISPLAY CHANGES TO **DISARM**
YES.

The selected user will now be allowed to disarm the system. All options available to the Master user will be consecutively listed. By pressing "YES" or "NO", you can allow or deny access to each item of the list for that selected user. The display then increments to the next user.

Hint: You can step ahead to the next choice by pressing the "DISARM" button or you can step back to the previous choice by pressing the "PART ARM 1/EVENING" button. In a similar manner you can use the "DISARM" and "PART ARM 1/EVENING" buttons to increment or decrement the user number instead of entering a numeric value.

WHEN ALL CHOICES HAVE BEEN MADE

DISPLAY SHOWS **ENTER USER NO. X**

(where X is one higher than the previous user number).
At this point, you may continue to enter the options for the rest of the users or you may

PRESS "NO" BUTTON to exit from this option.

DISPLAY SHOWS **IDS OPTIONS NAMES**
DISARM PART2 HELP

PRESS "NO" BUTTON to exit to DISARM mode.

SETTING USER NAMES

This option allows the Master user to record the names of the 248 general users. This is useful when examining the log.

ENTER MASTER USER CODE, THEN PRESS THE "SHIFT" BUTTON AND THEN PRESS THE "DISARM" BUTTON.

DISPLAY SHOWS **USER SETUP**

AND IN A MOMENT **IDS OPTIONS NAMES**
DISARM PART2 HELP

PRESS "HELP" BUTTON.

DISPLAY SHOWS **ENTER USER NO. 2**

ENTER USER NUMBER AND PRESS "RETURN/#" BUTTON.

DISPLAY SHOWS **A**

The cursor will be flashing at the far left of the display. The letters of the alphabet are associated with the 19 buttons and the cursor is used to select the required characters. Refer to the template chart at the back of this booklet for the letter assignments. When the cursor is pointing UP, the number buttons for example are as marked. Press the "SHIFT" button once and the cursor will point to the LEFT. The number buttons now have a new set of alphabetic designations. Press the "SHIFT" button again and the cursor will point to the RIGHT. The number

EDITING USER NAMES

If you enter the wrong character(s), you can correct the error as follows:

PRESS "SHIFT" BUTTON until the cursor is pointing up.

DISPLAY SHOWS ^

PRESS "YES" BUTTON to move the cursor forward (right) or PRESS "*" (BACKSPACE) BUTTON to move the cursor backward (left) until it is flashing over the character to be deleted.

PRESS and hold the "SHIFT" BUTTON for about one second to delete the unwanted character from the display. If you find that you are deleting more than you intended, you are holding the SHIFT BUTTON down for too long. You may find it easier to delete the entire name and start again.

ENTER CORRECT CHARACTER(S) (see page 24) and notice that the text to the right of the cursor will move ahead.

PRESS "SHIFT" BUTTON IF NECESSARY to return cursor to the up position AND PRESS "RETURN" BUTTON to store name.

USER SET OWN ID

This function allows a general user to select their own code rather than use the code given by the Master user. The general user now has an absolutely confidential code. The Master user must first authorize the use of this option and assign a temporary code to the general user. This function can only be used once; otherwise, the Master user must reset the option.

ENTER USER CODE, THEN PRESS "SHIFT" BUTTON, AND THEN THE "0" (zero) BUTTON.

DISPLAY SHOWS USER SET OWN ID

THEN ENTER CODE 1 _ _ _ _

The system requires you to enter two codes, one of which it will choose for you to keep.

ENTER A CODE AND

DISPLAY SHOWS ENTER CODE 2 _ _ _ _

DISPLAY BRIEFLY SHOWS SELECTED CODE X

(where X is choice 1, or choice 2).

The system then returns to the DISARM mode.

The new user code supercedes the old temporary code, and the latter will no longer be valid.

SYSTEM LOG

This function allows authorized users the ability to either print or view the historical log for the Security zones or for the Door Access zones.

ENTER USER CODE, AND THEN PRESS THE "YES" BUTTON.

DISPLAY SHOWS **ALARM ACCESS**
 DISARM HELP

PRESS THE DISARM BUTTON TO SELECT ALARM

THE DISPLAY SHOWS **SYSTEM LOG**

AND THEN **PRINT LOG ?**

A yes or no answer is required.

PRESS "YES" BUTTON if a serial-input printer has been connected to the panel (the log contains the previous 1000 historical events).

or

PRESS "NO" BUTTON if no printer connected, and the log will be sequentially displayed in reverse order (most recent event first). Note that date and time are always displayed on the first line and are now separated with an asterisk (indicating that the panel is displaying the log). You may fast forward through the log by repeatedly pressing the "DISARM" button, or rewind the log by pressing the "PART ARM 1/EVENING ARM "button. Note also that one to three dashes appear in the first three column positions on the upper line of the display. Each new **complete** log display increments the dash.

SYSTEM LOG cont.

To terminate either the printing or displaying of the log,

PRESS THE "NO" BUTTON.

DISPLAY SHOWS **ABORTED**

AND THEN **ALARM ACCESS**
 DISARM HELP

PRESS THE "NO" BUTTON TO EXIT

The system then returns to the DISARM mode.

WARNING MESSAGES

If any of the following messages appear, silence the beeping tone by following the ACKNOWLEDGE function (see page 6).

The message below indicates that the AC power has been removed from the system.

DISPLAY SHOWS AC POWER FAIL

The message below indicates that the standby battery is faulty or disconnected.

DISPLAY SHOWS BATTERY PROBLEM

The message below indicates that a TAMPER condition exists on one of the zones.

DISPLAY SHOWS *ZONE TAMPER ALARM*

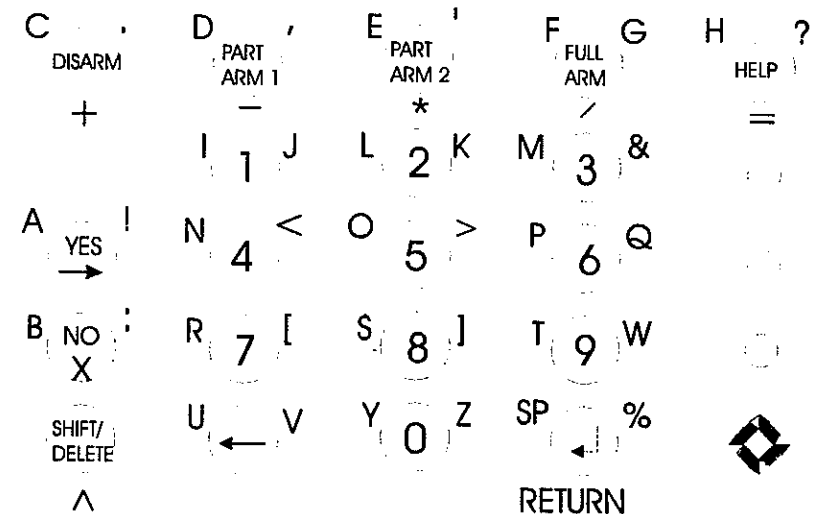
The message below indicates that a panel fuse has blown.

DISPLAY SHOWS F2/F3 FUSE BLOWN

Should any of the above messages be displayed, CALL FOR SERVICE IMMEDIATELY.

SETTING USER NAMES TEMPLATE CHART

The drawing below shows the various letters of the alphabet and characters that are available for describing zones and user names. When the cursor is shifted left (<) by pressing the SHIFT/DELETE button, the left character is selected (C D E F etc.). When the cursor is shifted right (>) by again pressing the SHIFT/DELETE button, the right character is selected (G Q W etc.) When the cursor is pointing up (^) the number button or symbol below a button is chosen (2 5 * =).



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