

# ICON 16 Series

# Users Guide

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## Terms .....you may need to know

- Alarm** - The state of a security system when an armed sensor has been activated.
- Area** - A group of sections that may be independantly armed and disarmed. A security system may have several areas.
- Area Off** - All sections that are programmed for that Area are Disarmed, except sections programmed for 24 Hour mode.
- Area On** - All sections that are programmed for that Area are Armed except a section which is isolated.
- 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 alarm.
- Door Contact** - A sensor which detects the opening of a door.
- Entry Timer** - 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.
- Isolate** - To inhibit or bypass one or more sections from arming.
- Passive InfraRed** - A sensor 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 Section** - A section may be programmed to be silent. i.e. does not trigger the siren or strobe in alarm.
- Siren Timer** - A timer used to limit the running time of the siren.

## *Section Lights*

There are up to 48 section lights on the keypad.

- When the Area is in the **OFF** mode, the sections for that area are not armed (except for 24 hour sections) 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 Area is in the **ON** mode, the sections for that area are armed. If the section light is Flashing the sensor is activated and triggers the siren and strobe light (unless programmed to be silent). This alarm is transmitted to the Central Station. When the light is out the section is not activated.
- When the Area has been Armed, an exit timer starts and holds the sections that have been programmed for Exit delay disarmed. This allows the user to exit the premises without activating the alarm.
- When the Area is armed, and the Exit timer has finished, Entry into the premises can be made via a section that has Entry delay. This will start the Entry delay. If the Area is disarmed before the Entry Delay Timer expires, there will be no alarm.

## *Program Light* -

When fitted, this Light will be ON when a Master code is entered and the user codes are being viewed or changed. Program Light is also On when a user code is in Isolate or Test modes.

## Keypad

## Indicators .....cont'd

### *Power Light*

This light is normally ON. This indicates that the Plug Pack power and backup battery are normal.

- When the mains has failed the power light will single flash.
- When the battery is low in voltage, the power light will double flash.
- Fast flash while in Program mode.

### *Area*

- ON when the Area is armed.
- Single flash when the Area is armed and the Exit timer is running.
- Double flash when a section in Alarm for that Area or the Entry timer is running.
- OFF indicates Area is not Armed.

## Keypad

## Keys

### *0 - 9 Keys*

- Used to enter numeric Codes or select Functions.

### *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, while Arming the System.

### *Partial Key*

- Used when a valid User Code has been entered to select which Area is to be armed or disarmed

### *Off Key*

- Used when a valid User Code has been entered to Disarm all areas assigned to that user code.

### *On Key*

- Used when a valid User Code has been entered to Arm the Area or Areas assigned to that user code. Also used by the Master code holder to program.

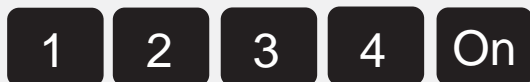
## Arming Areas with a User Code

**Notes:**

1. User codes may be allocated to control any combination of Areas and can only Arm and Disarm these preprogrammed Areas.
2. An Area will not Arm unless all section lights in the Area are out or the section is Isolated.
3. If a Section is already Isolated before Arming, it will remain Isolated until the Area is Disarmed.
4. Power light should be ON and not flashing. (Unless Partial or Isolate keys have been pressed.)
5. Any section may be programmed to have Exit Time. The Exit Timer starts as soon as the Area is Armed and the Area light starts flashing. The beeper beeps while the Exit timer is running.
6. Exit only via programmed Exit/Entry sections in the area that is being Armed.
7. If the Exit / Entry sections are not sealed when the exit timer expires then the siren will give a 2 second warning and the entry timer is started. If the area is not turned OFF before the entry time expires a full siren / strobe and alarm transmission to the Central Station will occur.
8. When a user code is entered, all the Areas that the code is permitted to control are selected for arming. To limit which areas are selected, the Part or Partial key may be pressed. Specific Areas may then be selected for Arming.
9. When Partial Area arming is selected, the area indicators will be ON if the Area is Armed, OFF if the Area is not Armed or flashing if it is selected for partial Area Arming.

**Key Sequence**

**Operation**



Example shows a User Code 1 2 3 4 being used to arm all it's Areas .



Example shows a User Code 1 2 3 4 selecting partial to arm areas 4 and 5.



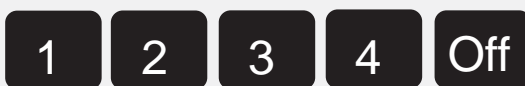
## Disarming Areas with a User Code

### Notes:

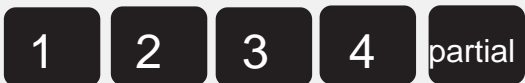
1. User codes can be allocated to control any combination of Areas and can only Arm and Disarm these preprogrammed Areas.
2. This key sequence also acknowledges or silences the siren / strobe if an alarm is activated.
3. When a user code is entered, all the areas that the code is permitted to control are selected for disarming. To limit which areas are selected, the partial key may be pressed then specific Areas may be selected for Disarming.
4. All non 24 hour sections that are isolated will be De-Isolated when an area is disarmed.

### Key Sequence

### Operation



Example shows a User Code 1 2 3 4 being used to dis-arm all it's Areas . (Isolated Sections will Slow Flash)



Example shows a User Code 1 2 3 4 selecting partial mode to dis-arm areas 4 and 5.



## Isolating a Section

### Notes:

1. When a valid user code has been entered and the isolate key has been pressed, all isolated sections will be Slow Flashing. Any section may be Selected or De - Selected and only sections that are Slow Flashing will be isolated when the Area is On .
2. An Area may be armed or disarmed with sections Isolated. Only sections that are allocated to the Area being armed may be isolated. Any other section that has been selected for isolation will be ignored.
3. If disarming an area then only 24 hour sections may be isolated.
4. When entering section numbers a two digit number must be used.
5. Only valid section numbers may be entered.
6. Non 24 hour sections are automatically de-isolated when the Area is turned OFF.

### Key Sequence

### Operation

1 2 3 4 isolate

Example shows a User Code 1 2 3 4 being used to enter Isolation mode.

0 4

Sections 4 and 7 are being Isolated in the Area the User Code is allocated.

0 7

On

When desired sections are isolated the Area to ON mode.



**Notes:**

1. Default User Code 01 is.. 1111 with Areas 1,2,3,4,5,6, 7,8.
2. User codes are 4 digits long and can be allocated to control any combination of areas.
3. User codes are used to change the status of panel, isolate sections or acknowledge alarms.
4. User codes cannot be the same or within one count of another User code or be the first 4 digits of the 6 digit Master Code or Technician Code.
5. To change User codes all areas must be in the OFF mode.
6. Area 9 is not a physical area but is used to limit access to panel test functions and print requests. (Enable area 9 for the user code that will be used for test functions and print requests.)
7. Area 10 is not a physical area but is used to inhibit a user's ability to isolate a section.
8. **To delete a user code** enter the isolate key as the new code.

<i>Key Sequence</i>	<i>Operation</i>
<div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">2</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">1</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">8</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">5</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">7</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">2</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">On</div> </div>	Example shows Master code 218572 used to enter program mode.
<div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">0</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">1</div> </div>	Select a User code (01-80). Example shows 01.
<div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">1</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">2</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">3</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">4</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">On</div> </div>	Enter and Store new user code 1 2 3 4.
<div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">0</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">1</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">partial</div> </div>	Select User code 01 area allocation mode.
<div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">0</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">4</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">0</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">5</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">On</div> </div>	Select area 4 and 5 then store. Finish selection and exit area allocation mode.
<div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">0</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">2</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">isolate</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px;">On</div> </div>	Select and delete user 02.
<div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; border-radius: 5px; display: inline-block;">Off</div>	Exit program mode.

**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.
4. All Areas must be in the OFF mode to enter the master code.

**Key Sequence****Operation**

2 1 8 5 7 2 On

Enter existing Master code 218572 used to enter program mode.

0 0

Select function 00

2 4 6 8 1 2 On

Enter new master code 2 4 6 8 1 2

Off

Exit program mode with the OFF key.

# Test Functions

## Notes:

1. Test your system regularly and this will keep you familiar with the system and confident in the systems operation.
2. Maximum testing time is 10 minutes.
3. All Areas must be in the OFF mode before entering test mode.
4. Test modes described below.

- Test 1** - *Walk test* - Beeper 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** - *Test all lights and beeper* operates until the next key is pressed used to check operation of lights and beeper.
- Test 5** - *Recall Last Alarm* - last alarm flashes until next key press.
- Test 71** - *Print a report* of the last 150 events in the Event log.
- Test 70** - *Print a report* of the all the events in the Event log (1000).  
Test mode is exited. Abort print report by pressing any key.
- Test 9** - (Dialler Only) Sends a *Test Message* to the Central station.  
Test mode is exited.

## 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.



# Warranty Statement

MCM Electronics Pty Ltd., the Manufacturer warrants its manufactured equipment to be free from defects in material and workmanship for a period of sixty (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 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.

The 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 the 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.

# Section List

	AREAS	ENTRY/EXIT	24HR
1			
2			
3			
4			
5			
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# Section List

	AREAS	ENTRY/EXIT	24HR
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# Important Information

Central Station Phone :

Security Company Phone :

Control Panel Type :

Date Installed :

Installed by :

**Proudly Designed**

**and**

**Manufactured by**

