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Access codes

There are two User codes used in the system, all are 4 digit and can be set to any number from 0000 to 9999, signified by:

(n) (n) (n) (n)

The user 1 and 2 codes have the same operation for testing, Setting and Unsetting, but user 1 code which is usually considered to be the Managers code has the authority to add, change or delete the user 2 code and Duress code.

User 1 code - 0123 factory set

User 2 code - not programmed.

How to operate Personal Attack

Personal Attack buttons on the keypad are used to activate the alarm, irrespective of whether the system is armed or not.

Press Simultaneously:



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How to unset system in alarm

Enter your code. Entering the code will turn the alarm off and the cause of the alarm will be displayed. After investigation press Reset to clear the indication.

(n) (n) (n) (n)

🕅 Bell

Alarm

- FIRST ZONE IN ALARM

OTHER ZONES IN ALARM

Investigate the Alarm

Strobe Off

Day

Note: If the alarm indication does not clear, then the system may need to be reset by the installation engineer, contact you installer for further information.

Programs 1, 2 and 3

The panel uses 3 Part Set routines known as Programs. In each Program the exit mode can be changed and the zone may be set up to have a different function.

The examples below show how 3 typical Programs could be used in a house.

Program 1 To arm all of the zones and become Set as the user leaves the property and closes the final door.

Program 2 To protect the perimeter of the property in the evening and become Set after say 20 seconds.

Program 3 To protect the downstairs areas of the house at night and become Set silently.

The above are purely examples. The installer has the ability at the programming stage to configure all the circuits to the customer's exact requirements.

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How to set the system (on program 1)

The green Day indicator should be showing. Enter your code Day

	number and check
$(\mathbf{n} \ (\mathbf{n} \ (\mathbf{n} \ (\mathbf{n} \)$	that the system is
	clear (none of the
Exit beep	zone indicators
_	are showing). The
⊖ Day	sounder will now
	produce an exit
o/p = ARC	beep tone and you
Set output	should leave by
	the approved

route. The system will Set as the beep tone stops.

Push to Set Switch

In some systems a Push to Set switch may be fitted outside the premises near to the main exit door. This should be used to complete the setting procedure once the building has been vacated. As the switch is operated, the exit beep tone will stop and a chime tone will be produced to acknowledge setting.

Keyswitch Set

Your system may have been fitted with a remote keyswitch. This can be used as an alternative to arming the system with a code and will set Program 1.

Where a keyswitch is used it may be necessary on occasions to allow it to catch up with the system. For example if the alarm was set with a code, to Unset with the keyswitch, it would have to be momentarily turned to Set then returned to Unset.

Faults during setting

If the system is not clear when you try to Set it, the sounder will produce an open zone tone and the fault will be displayed. Either re-enter your code to turn off and investigate or omit the faulty zone(s) from the system.

How to unset the system (turn off)

On entering the premises an entry beep tone comes on. Enter your code, the green Day indicator is lit. The system is unset and disarmed.

Entry beep O Day (n) (n) (n)Acknowledge Day

o/p = ARC Unset output

How to set program1,2 or 3

The green Day indicator should be showing.				
- Day	Enter your code			
$ \bigcirc $	number and the			
	exit beep tone			
Exit beep	will start. Press			
	the Prog key and			
Prog ZONE 1-3 Exit beep	the exit tone will			
(1) (2) or (3)	stop. Press 1, 2			
	or 3 for the			
Exit beep 10 seconds insistent beeps	required			
	program, the			
🔿 Day	sounder will			
	beep to			
	acknowledge the			
Set output	program number.			
The exit beep tone will start an	id you should			

leave by the approved route. The system will Set as the beep tone stops.

It is important that you follow the correct procedure when setting the system. After leaving the protected area it is absolutely essential that you wait until the exit tone stops, before assuming the system has set.

How to Quick set

During the exit period (on entering User code) Day Set the system or Set a Program Set

the system may be Set quickly by pressing Set. This removes the exit time period.

5 seconds insistent beeps O Day o/p **T**ARC Set output

If you omit zones and require Quick Set, you will need to press Set twice.

displayed. Key in

the zone number(s)

to be omitted which

will flash to confirm

show steady are still

about to be armed.

When the selection is complete press

Set and the exit tone

will start.

selection. Zone

indicators which

How to Omit zone(s) on setting system

During the exit period after entering User code and selecting a Day program press Set the system or Set a Program and while the $\overset{OMIT,\ the\ exit\ tone}{}$ will stop and zones system is setting: that are about to be (Omit) ZONE(S) TO BE ARMED armed will be

Exit beep

(n)to be omitted - ZONE(S) TO BE OMITTED

Press the zone(s)

Set Exit beep 10 seconds insistent beeps O Dav o/p = ARC Set output

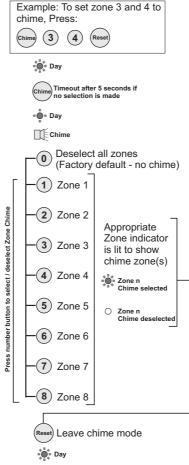
If a zone refuses to be omitted, it may be because the engineer has programmed the panel to prevent you from turning off the zone. If in doubt ask your installer for advice.

Fire Alarm

The fire zone will operate on detection of a fire, whether the system is Set or Unset, when configured as a 24 hour zone, and cause a distinctive internal sounder tone. The external sounders will pulse on and off at 2 second intervals and all keypad indicators will flash to attract attention.

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How to set Chime Zones



Chime is a low security monitoring system for use when the system is Unset. When a zone that is set to chime is operated, the internal sounder will produce a low volume two stage warning tone and the Zone indicator will show. The indicator may be cancelled by pressing Reset. Chime is particularly useful in a shop to warn of a customer presence or in a house to warn that a door or particular area has been accessed.

Any zone may set to be on or off chime by pressing the CHIME key and then keying in the required zone number(s). Key 0 to cancel all zones from chime. After a few seconds the system will automatically return to the Day mode.

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Operator's Program mode

The information below shows the programmable options available and how to change them.

Once the programming mode has been accessed, each section may be changed in any order. As each operation is completed the system will automatically return to top level of program mode.

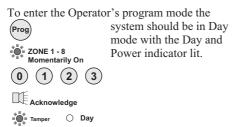
Note: When programming the system should be in the Day mode, with the Day and Power indicators lit.

To exit operation at any time

On pressing the Reset key you will quit the current level of operation.

Reset Quit the current function Leave Engineering menu Down one menu level

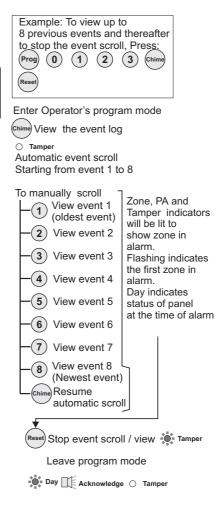
How to enter Operator's program mode



Operating instructions

How to view the event log

The panel can hold up to 8 previous events which can be scrolled automatically or manually. The automatic scroll starts with the newest event (number 8) to the oldest one (number 1).



<u>Operator's Program mode</u>

How to create/omit User 2 code

User 1 code which is usually considered to be	
Example: To create user 2 the Managers	
$\begin{array}{c} \text{code 4567, Press:} \\ \hline \text{Prog} (0) (1) (2) (3) (7) \\ \text{authority to add,} \end{array}$	
(4) (5) (6) (7) (Reset) change of defete the user 2 code.	
Enter Operator's program mode	
Change / omit User code 2	
(By user 1 only)	
* 5 * * • ZONE 1-4	

(n) (n) (n) New code	
NOTE - The sounder will produce a flat beep if code is rejected.	
Or	
(omit) To omit the user 2 code	
Rising beeps	
O ZONE 1-4 O Attack	
Reset Leave program mode	
acknowledge ○ Tamper	
How to change current user code	;
	9
You can change the current user 1 or user 2 Example: To change user 1 code for securit	
You can change the current user 1 or user 2	
You can change the current user 1 or user 2 Example: To change user 1 code for security	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Code for securit reason.	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8 7 7 7 7 7 Reset Enter Operator's program mode Change the code of Current	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8 7 7 7 7 7 esset Enter Operator's program mode Change the code of Current user (either User 1 or User 2)	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8 7 7 7 7 7 Reset Enter Operator's program mode Change the code of Current user (either User 1 or User 2) Attack	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8 7 7 7 7 7 Reset Enter Operator's program mode 8 Change the code of Current user (either User 1 or User 2) Attack 2 ZONE 1-4	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8 7 7 7 7 7 Reset Enter Operator's program mode Change the code of Current user (either User 1 or User 2) Attack zone 1.4 n n n n	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8 7 7 7 7 7 Reset Enter Operator's program mode 8 Change the code of Current user (either User 1 or User 2) Attack 2 ZONE 1-4	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: prog 0 1 2 3 8 7 7 7 7 7 8 asse Enter Operator's program mode Change the code of Current user (either User 1 or User 2) Attack 20NE 1-4 n n n n n Current user new code NOTE - The sounder will produce	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: Prog 0 1 2 3 8 7 7 7 7 7 reset Enter Operator's program mode Change the code of Current user (either User 1 or User 2) Attack 2 ZONE 1-4 n n n n n Current user new code NOTE - The sounder will produce a flat beep if code is rejected. Rising beeps O ZONE 1-4	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: prog 0 1 2 3 8 7 7 7 7 7 8 and Enter Operator's program mode B Change the code of Current user (either User 1 or User 2) Attack 20NE 1-4 n n n n n Current user new code NOTE - The sounder will produce a flat beep if code is rejected. Kising beeps O ZONE 1-4 NOTE - Factory default code for User 2 is not programmed	
You can change the current user 1 or user 2 Example: To change user 1 code from 0123 to 7777, Press: prog 0 1 2 3 8 7 7 7 7 7 8 esee Enter Operator's program mode Change the code of Current user (either User 1 or User 2) Attack Current user new code NOTE - The sounder will produce a flat beep if code is rejected. Kising beeps O ZONE 1-4 NOTE - Factory default code for	

Day Acknowledge OTamper

6

How to create/omit User 2 code

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How to create/change/omit the **Duress code**

The Duress code is used in a hold up situation where there is pressure to Set or Unset the system. Entry of the code will allow the system to work normally but also generate a silent PA type alarm by operating the PA communicator output. The duress code in not preprogrammed and can be created.

Example: To createduress 5555, Press:				
Prog () (5) (5)	1 5	$\tilde{}$	3 Reset	9
Enter Operator's				

program mode

 Change / Omit the Duress
 Code (By user 1 only) Attack

New duress code

Rising beeps

O ZONE 1-4

O Attack

(Reset) Leave program mode

Day Acknowledge O Tamper

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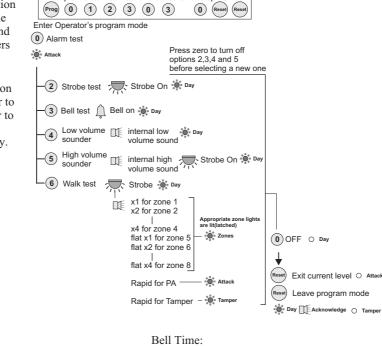
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Operating instructions

How to carry out Alarm and Walk tests Example: To start bell test and thereafter to stop bell test.

The alarm test function allows you to test the Strobe, Bell, Low and high volume sounders of the system.

The walk test function allows each detector to be checked in order to verify that they are functioning correctly.

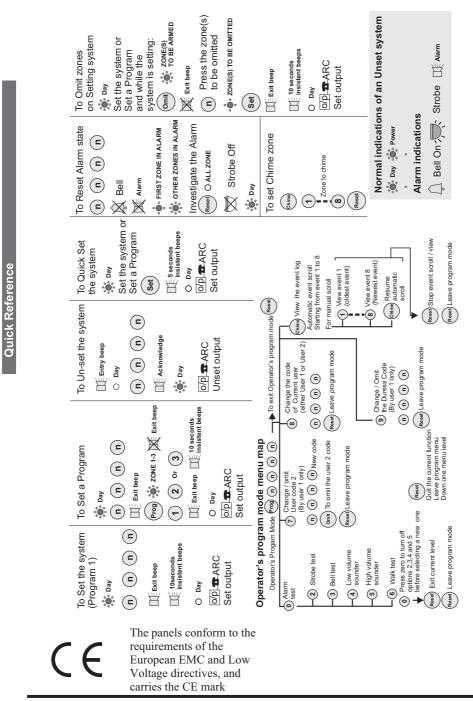


Servicing organisation details Servicing organisation name:

Bell delay

Telephone number:	Area protected	Program 1	Program 2	Program 3	
	Zone 1				
Date of installation:	Zone 2				
	Zone 3				
Account Number:	Zone 4				
	Zone 5				
Installation Date:	Zone 6				
	Zone 7				
	Zone 8				
	T = Timed (Entry/Exit - Zone) TI = Time Inhibited (Access zone to keypad) I = Immediate (All zones armed to give full alarm)				

How to carry out Alarm and Walk tests



Quick Reference

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