Teletek
electronics

USER
OPERATION
MANUAL

LED 16A Keyboard

ECLIPSE 8/ 16/ 32
ALARM CONTROL PANELS

Attention:
This manual contains information on limitations regarding product use and
function and information on the limitations as to liability of the manufacturer.
The entire manual should be carefully read.

The information in this manual is a subject to change without notice!

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Table of Contents:

USER MAINTENANCE NOTES

To provide long-lasting and reliable work of your security system we recommend the users to follow a few simple rules for maintenance:

1. Remove the protective transparent sticker from the LED display before starting daily operations with the keyboard.
2. Always close the protective cover when the keyboard is not used. That will protect the buttons from dust and dirt penetrating.
3. Weekly clean from dust the keyboards using a soft cloth. You can use also moist cleaning cloths for plastic surfaces.
4. Do not use any abrasive detergents that can scratch the surface.
5. Do not sprinkle or pour water and other liquids on the keyboard.

GUARANTEE
The guarantee terms are determined by the serial number (barcode) of the electronic device!
During the guarantee period the manufacturer shall, at its sole discretion, replace or repair any defective product when it is returned to the factory. All parts replaced and/or repaired shall be covered for the remainder of the original guarantee, or 6 months, whichever period is longer. The original purchaser shall immediately send manufacturer a written notice of the defective parts or workmanship.

INTERNATIONAL GUARANTEE
Foreign customers shall possess the same guarantee rights as those any customer in Bulgaria, except that manufacturer shall not be liable for any related customs duties, taxes or VAT, which may be payable.

GUARANTEE PROCEDURE
The guarantee will be granted when the appliance in question is returned. The guarantee period and the period for repair are determined in advance. The manufacturer shall not accept any product, of which no prior notice has been received via the RAN form at: http://www.teletek-electronics.com/en/support/Service
The setup and programming included in the technical documentation shall not be regarded as defects. Teletek Electronics bears no responsibility for the loss of programming information in the device being serviced.

CONDITIONS FOR WAIVING THE GUARANTEE
This guarantee shall apply to defects in products resulting only from improper materials or workmanship, related to its normal use. It shall not cover:
- Devices with destroyed serial number (barcode);
- Damages resulting from improper transportation and handling;
- Damages caused by natural calamities, such as fire, floods, storms, earthquakes or lightning;
- Damages caused by incorrect voltage, accidental breakage or water; beyond the control of the manufacturer;
- Damages caused by unauthorized system incorporation, changes, modifications or surrounding objects;
- Damages caused by peripheral appliances unless such peripheral appliances have been supplied by the manufacturer;
- Defects caused by inappropriate surrounding of installed products;
- Damages caused by failure to use the product for its normal purpose;
- Damages caused by improper maintenance;
- Damages resulting from any other cause, bad maintenance or product misuse.
In the case of a reasonable number of unsuccessful attempts to repair the product, covered by this guarantee, the manufacturer's liability shall be limited to the replacement of the product as sole compensation for breach of the guarantee. Under no circumstances shall the manufacturer be liable for any special, accidental or consequential damages, on the grounds of breach of guarantee, breach of agreement, negligence, or any other legal notion.

WAIVER
This Guarantee shall contain the entire guarantee and shall be prevailing over any and all other guarantees, explicit or implicit (including any implicit guarantees on behalf of the dealer, or adaptability to specific purposes), and over any other responsibilities or liabilities on behalf of the manufacturer. The manufacturer does neither agree, nor empower, any person, acting on his own behalf, to modify, service or alter this Guarantee, nor to replace it with another guarantee, or another liability with regard to this product.

UNWARRANTED SERVICES
The manufacturer shall repair or replace unwarranted products, which have been returned to its factory, at its sole discretion under the conditions below. The manufacturer shall accept no products for which no prior notice has been received via the RAN form at: http://www.teletek-electronics.com/en/support/Service .
The products, which the manufacturer deems repairable, will be repaired and returned. The manufacturer has prepared a price list and those products, which can be repaired, shall be paid for by the Customer. The devices with unwarranted services carry 6 month guarantee for the replaced parts.
The closest equivalent product, available at the time, shall replace the products, the manufacturer deems un-repairable. The current market price shall be charged for every replaced product.

STANDARDS AND CONFORMITY
The ECLIPSE Series control panels are designed according and with conformity to the European Union (EU) Low Voltage Directive (LVD) 2006/95/EC and Electro-Magnetic Compatibility (EMC) Directive 2004/108/EC.
The CE mark is placed for indication that the ECLIPSE Series control panels complies with the requirement of EU for safety, health, environmental and customer protection.
The ECLIPSE Series control panels are suitable for installation and operation in security systems specially designed to comply with standard EN 50131-1, grade 2.

1. GENERAL INFORMATION

ECLIPSE Series are control panels providing security and management of small and medium residential or office sites.

The ECLIPSE family includes:
- ➢ **ECLIPSE 8** for management of small sites up to 8 zones organized in 1 common area and for up to 8 users.
- ➢ **ECLIPSE 16** for management of small to medium sites up to 16 zones organized in 3 independent areas and for up to 32 users.
- ➢ **ECLIPSE 32** for management of medium sites up to 32 zones and 8 independent areas and for up to 64 users.

In ECLIPSE Series control panels are available two types of users: Managers and Regular users of the system. The Managers have extended rights for programming of special system menus and the regular users have limited rights for operation with the system.

Manager of the system can be every user, who has been granted manager rights. User 1 is the Chief Manager and his/her rights cannot be changed. The users can be granted manager rights by the Engineer of the system, as well as by another Manager of the system with programming rights.

The Manager programming menu is structured with 2-digit addresses numbers. The User programming menu is structured with 1-digit address numbers.

Entrance in the manager menu is possible even when the system is armed, but there are certain limitations, for example zones cannot be bypassed in armed mode.

It is possible to enter in manager programming menus from several keyboards at a time using the same manager access code.

The structure of Manager and User programming menus is as follow:
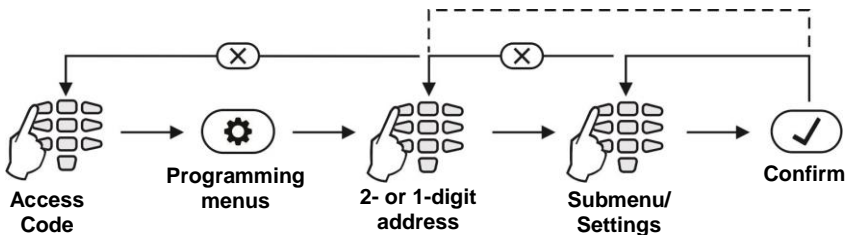
Note: When programming a submenu, after confirmation you will return one step back – when bypassing zones, programming access codes, association of areas, etc. When programming a setting, like date, time and other, after confirmation you will return two steps back to the main screen for entering address number.

> ⚠ **Before starting any programming or changing the system parameters, you should read carefully the provided detailed information for each menu and make sure that you understand the descriptions.**
> **Keep this manual in safe place and refer to the instructions every time you are about to program or change system parameters and settings.**

2. Description of LED 16A Keyboard
The general parameters for LED 16A Keyboard are:

Keyboard	Display	Areas	Zones	Card reader
LED 16A	LED	3	16	✗
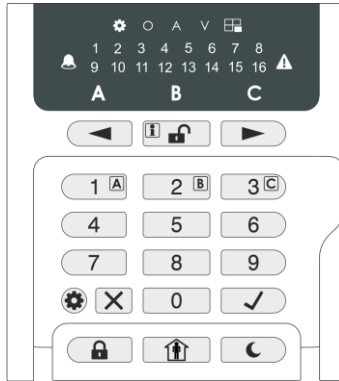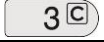
2.1 Front View

Front view of LED 16A keyboard with open protective cover. The keyboard is equipped with LED information display and rubber keypads for operation.

2.2 Buttons Functionality

Button	Function	Description
✓	ENTER	Confirmation of the entered data. Reviewing the memory log file, the system troubles and the bypassed zones – the respective system LED is blinking during the review.
✗	CANCEL	Canceling the entered parameters; exit from a programming mode.
🔒	FULL ARM	Quick button for Full Arming Mode.
🔓	DISARM	Disarming the system. Checking the address number.
🔼	STAY ARM	Quick button for Stay Arming Mode.
🌙	SLEEP ARM	Quick button for Sleep Arming Mode.
⚙	PRG	Entry in Manager and User programming modes.
1 Ⓐ	Area A	Arming/ Disarming the Area A.

2 B	Area B	Arming/ Disarming the Area B.
3 C	Area C	Arming/ Disarming the Area C.
◀ ▶	Scroll arrows	Arrows for moving the cursor on the left and on the right in programming mode.
0 - 9	Digit Buttons	Digital buttons for entering parameters, codes, etc.

2.4 Indication

Button/LED	Color	Description
🔒	Red	The area is in FULL ARM mode.
🏠	Red	The area is in STAY ARM mode.
🌙	Red	The area is in SLEEP ARM mode.
⊞	Red	Indication for bypassed zones in keyboards LED8 and LED16. Permanently lit - there are bypassed zones in the system. Blinking - review of the bypassed zones in the system.
⚠	Red	Indication for system faults in keyboards LED8 and LED16. Permanently lit - there are system troubles. Blinking - review of the system troubles.
🔔	Red	Indication for memory events in keyboards LED8 and LED16. Permanently lit - there are recorded memory log events. Blinking - review of the memory log events.
✿	Red	The system is in manager or user programming mode.
◯	Red	[O] is short from OPERATION – in programming mode.
V	Red	[V] is short from VALUE – in programming mode.
A	-	Not used in manager and user programming menus.
Areas: A, B, C	Off	The area is not used.
	Green	Permanently lit - the area is disarmed. Blinking - the area is ready to be armed after user code is entered and selected arming type.
	Red	Permanently lit - the area is armed. Blinking - entry/exit time is running; showing the available areas to disarm after a user code has been entered.
Zone numbers	Red	Permanently lit - indication for trouble or when the bypassed zones, system troubles or events are being viewed. Blinking - indication for an open zone when the system is disarmed.

2.4 Specialized Indication for Checking the Address Number

Using the DISARM ⬜️🔓 button the manager can check the number of the current programmed address.
The button is used in the following way:

1. The symbols ✿ and ∨ are lighting on permanently together with a number of zone(s), according the type of the programmed parameter. A blinking digit shows that parameter which is in setting mode, and lighting on digit button shows the current set value for this parameter.

2. To find out what is the number of the current ADDRESS, press the ⬜️🔓 button. The zone numbers 1 and 2 are lighting on, the zone 1 is blinking, and lighting on button shows the first digit of the address (operation) number.

3. Press the right arrow button. The cursor will move one position on the right, zone 2 starts blinking and lighting on digit number shows the next number of the address (or operation).

4. Press the ⬜️🔓 button again to step back in parameter setting mode.

Note: You can also leave the view mode and with single pressing the CANCEL button.
Recommendation: *If you are not familiar in details with the engineer programming menus (address and operation numbers) write down in sequence the digits (of lighting buttons) corresponding to the respective address positions (zone numbers).*

2.5 Sound Signalization

All ECLIPSE Series Keyboards have sound signalization for occurring of different system events. The sound signalization has 4 volume levels adjustable at address 90 from the Manager programming menus.

Sound Signal	Description
Button	Single short beep indicating the pressing of a key.
Confirmation	Two long sound signals, indicating the system confirmation to executed operation.
Cancel operation	A single long beep, indicating system incorrectly executed operation.
Entry time	Continuous beep, indicating intrusion into an entrance zone.
Exit time	Short beeps, indicating the system is armed and the user is required to leave the entrance zone. Ten seconds before the exit time is over beep frequency increases.
Technical problem	Two short beeps at every 20 sec, indicating a technical trouble. To stop the signalization - press the TROUBLE button.
Chime	Short beeps with subsequently increasing period, indicating intrusion into a zone with an activated chime option.
Fire alarm	Three sound signals in sequence repeated every 5 seconds. That kind of signalization shows activated fire detector in the premises.

2.6 Directions for Operation with LED Keyboards

LED 16A is a keyboards for management and programming with LED displays. The keyboard shows information about 16 zones and 3 areas of the systems.
The entrance of codes, addresses, and data is done via the digit buttons. For the different arming modes fast buttons with the respective symbol are used.

2.6.1 Programming by Manager

After manager code is entered, a confirmation beep is heard from the keypad. Entrance in programming mode by a manager is done by pushing the PRG (⊛) button. Two digits are lit on the keyboard display and LEDs ✿ and ∨ light on only for the keyboard, which is being used. The system expects entrance of 2-digit code for programming by manager. The values are entered with the digit buttons. The buttons corresponding to the set values for the respective address are lighting on.

2.6.2 Programming by User

Users in the system do not possess manager rights. Every code with forbidden option 8 Manager (programmed by the manager of the system) is a user code.

After user code is entered a confirmation beep is heard from the keyboard. Entrance in programming mode by a user is done by pushing the PRG (⊛) button. One digit lits on the keyboard display and LEDs ✿ and ∨ light on only for the keyboard, which is being used. The system expects entrance of 1-digit code for programming by User.

Attention: If 30 sec after entering the manager programming there is no activity (pressed button), the system will exit in normal operation mode.
It is possible to enter in manager programming menus from several keyboards at a time using the same manager access code.

3. OPERATION INSTRUCTIONS

3.1 Arming With a Keyboard

3.1.1 Full Arming Mode

Full Arm mode means that all zones in the armed areas are being protected. Full Arm can be initialized after entering a valid user code or with quick access without code, when this option is allowed in the menus for engineer programming.

Sequence of buttons for activation of "FULL ARM" mode:

With code	Quick arming
Code → 🔒 → **Area Numbers** → **Exit Time**	🔒 → **Area Numbers** → **Exit Time** **Push for 2-3 seconds**
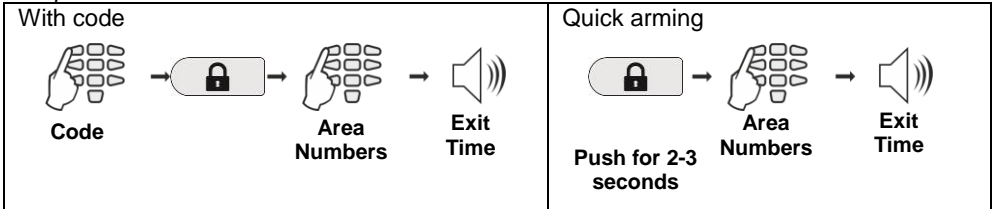
3.1.2 Stay Arming Mode

Stay Arm mode means that the user can remain in certain, already bypasses zones of the protected areas. Stay Arm mode can be initialized after entering a valid user code or with fast access without code, when this option is allowed in the menus for engineer programming.
Note: *Certain users may not be permitted to ARM the system in "Stay ARM" Mode.*

Sequence of buttons for activation of "STAY ARM" mode:

With code	Quick arming
Code → 🔼 → **Area Numbers** → **Exit Time**	**Push for 2-3 seconds** → **Area Numbers** → **Exit Time**
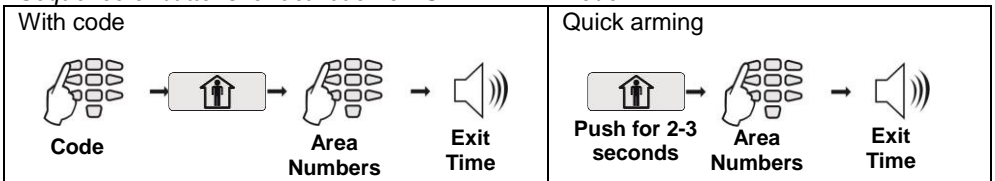
3.1.3 Sleep Arming Mode

Sleep Arm mode means that the user can remain in certain, already bypasses zones of the protected areas. Sleep Arm mode differs from Stay Arm mode in that for some of the areas it is initialized without exit time. In that case, the arming of the system is instant. Ask your installer for more details about you own system.
Note: *Certain users may not be permitted to ARM the system in "Sleep ARM" Mode.*

Sequence of buttons for activation of "SLEEP ARM" mode:

With code	Quick arming
Code → 🌙 → **Area Numbers** → **2 signals or Exit Time**	🌙 → **Area Numbers** → **2 signals or Exit Time** **Push for 2-3 seconds**

3.1.4 Arming All Available Areas in the System

The user can perform arming of all available for operation areas in system. To arm all areas use button "0". According the way of arming – with or without entering a user code – the number of the armed areas can be different.

With a user code

When using a code for arming, the user can arm at the same time *only all associated to its own code areas*. The user can be allowed to operate with one, several or all areas in the system – that depends on the programmed for the code at address 07 in the Managers menu.

Quick Arming (Without a user code)

When performing quick arming, without entering code, the user can arm at the same time *all available for operation areas in the system*.

Sequence of buttons for activation of all areas in the system:

With code	Quick arming
Code **Arming type** **Exit Time**	**Push for 2-3 seconds** **Exit Time**
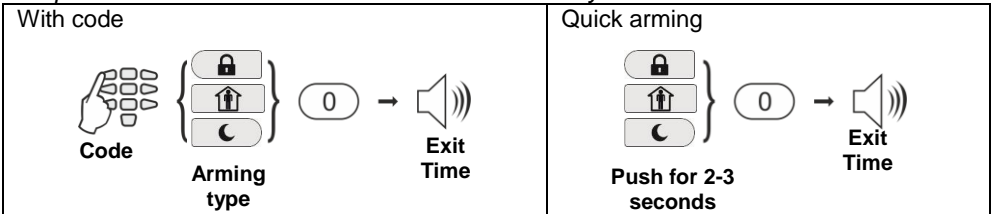
3.1.5 Viewing the Status of the Areas

The user can check-up what is the arming status of every one available area in the system. When the system is armed the letters of the armed areas are lit in red. The user can check the arming mode is with entering in sequence a valid code and area letter A, B or C.

Sequence of buttons for checking-up the area status:

Code   **Area A, B, C**   Full / Stay / Sleep **The quick button of the used Arming type is on in red**   **Exit**
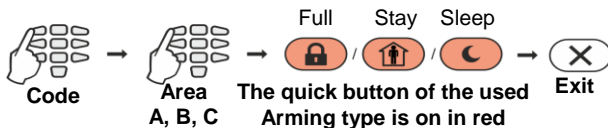
3.1.6 Reviewing the Open Zones

In normal operation mode the numbers of all open zones in the system are blinking on the LED display.
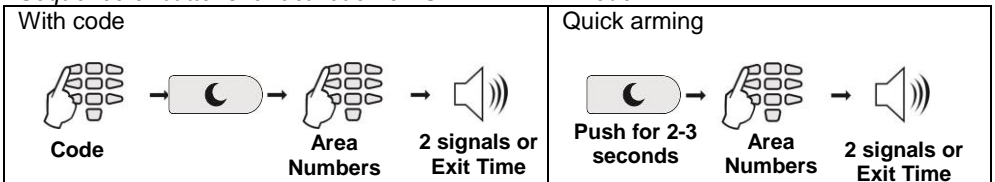
Attention: Areas with currently open zones cannot be armed!

The User can filter the displayed information and to review only those zone numbers which are associated to the area that has to be armed. The User can review only those areas for which he has assigned rights to operate!

The numbers of all open zones in the system are blinking. To review (filter) the zone numbers associated to an area the User has to enter a valid code and area number. Only the open zones for that area will proceed to blink and the area number is lighting on.

The exit from the open zones review mode is with pressing CANCEL button or automatically after 30 sec.

3.1.7 Changing the Arming Mode without Disarming
This is an extra functionality for changing the current arming mode with other without disarming before that. To use this feature keep in mind that the following priority between arming modes is adopted:

Priority	Arming	Description
1	Full	The Full arming mode cannot be changed with other arming.
2	Stay	The Stay arming mode can be changed to Full arming.
3	Sleep	The Sleep arming mode can be changed to Full or Stay arming.

Example: Areas A and B are in Full ARM mode, and Area C is in Sleep ARM mode. To change the arming mode of Area C do in sequence:

CODE - ⬆ - 3©

Note: Use the button "0" to change all areas from one arming mode to another.

3.2 Disarming
Every user can disarm only those areas associated for operation to its personal code.
Note: Certain users may not be permitted to disarm the system.

The user can disarm one, several or all areas at the same time.

Sequence for disarming via keyboard:

| **Entry time** | **Code** | | **Area Numbers** | **2 signals** |
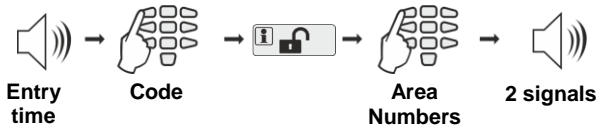
Notes: Use the button "0" to disarm all associated to the user code areas.

3.3 Stopping the Sounders
A triggered alarm can be reset by entering a valid user code.
Note: The user code must have assigned rights to operate with area where the alarm event is triggered off the sirens.

3.4 Panic Buttons
By using a combination of buttons the user can send an alarm signal without triggering the siren off. To send an alarm signal:
• For "FIRE ALARM" signal, press and hold the 7+9 buttons for 2 seconds.
• For "MEDICAL ALARM" signal, press and hold the 4+6 buttons for 2 seconds.
• For "PANIC ALARM" signal, press and hold the 1+3 buttons for 2 seconds.

3.5 Ambush Code

Ambush code is a system code which is used to disarm the system, but it also sends an "alert" signal to the monitoring station. It is used when the user is forced to disarm the system.

The Ambush code is formed by increasing the last digit of the user's personal code by 1. If the last digit is 9, it is replaced by 0.

For example: Personal code: 4615 → Ambush code: 4616
*   Personal code: 4619 → Ambush code: 4610*

3.7 Technical Troubles Review

The system troubles are indicated with permanently lit TROUBLE LED. To review the system troubles single press the ENTER button.
The indication for system trouble will stop automatically after the trouble is restored.
The system troubles are displayed with permanently lit on number on the LED display.

The list with possible system troubles is shown in the table below:

LED	Description
❶	Main power supply loss.
❷	Low battery charge or back-up battery is missing.
❸	Blown out fuse.
❹	Telephone line loss. Communication with monitoring station failed.
❺	Open TAMPER switch in the system.
❻	System buss error – short circuit in the system bus line or lost device.
❼	The fire line connection is broken up*.
❽	Trouble in the siren line*.

* Not supported in ECLIPSE 8/ 16 control panels.

3.7 Checking the Bypassed Zones

According the used keyboard the indication for bypassed zones differs.

Keyboard	Indication and checking the bypassed zone
LED 16A	The BYPASS LED is lit. In order to check the bypassed zones you need to press the ENTER button once. The numbers of the bypassed zones are lit, while the BYPASS LED blinks.

4. USERS' PROGRAMMING MENUS

There are no default codes for ordinary users in the system. The Manager in the system can set new codes and allow certain users to have manager rights (for ECLIPSE 32 only). *To enter user programming mode, enter in consecutive order:*

Code*   **1-digit address**
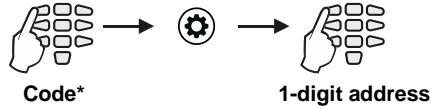
* Code without manager rights.

Quick table for Users' Programming Menu

Address Number	Programming parameter	ECLIPSE 8	ECLIPSE 16	ECLIPSE 32
1	Changing own code	✓	✓	✓
2	Memory LOG view	✓	✓	✓
3	Chime	✓	✗	✗
4	Zone bypassing	✓	✓	✓

4.1 Changing own code

Every user without manager rights in the system can change only his/her own access code. To change the code the user needs to enter the currently valid code:
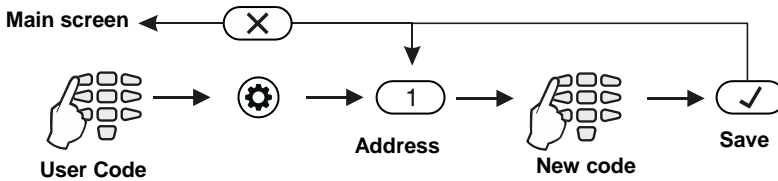
Main screen   **Address**   **New code**   **Save**

User Code

After confirming the new code with the ENTER button, if the code is accepted, the keyboard emits a confirmation beep and will return to code entry screen. If the entered code is already being used in the system (a valid user or ambush code), the keyboard emits a rejection beep. For LCD keyboards there is also "Invalid" message on the screen. The system returns to address entry screen.
Going back to the main screen is done by pressing the CANCEL.

Note: Certain users may not be permitted to change their own code. In order for users to be allowed to change their codes, option «4.Programming» at address 06 of the manager programming menus needs to be allowed.

4.2 Memory LOG review by User

Viewing the memory log is done at address 2 after entering a user code:

User Code   **Address**

The events are viewed in consecutive order, one by one, from the last to first with the help of the arrow buttons.

On the screen of LED 16A keyboard the information about the type of event is shown in hexadecimal form. The lit digits on the display form a code defining the event, which can be checked in the Table of memory log events in the Appendix.
By pushing button "2" additional information about the user, zone or device is being displayed. No information about the date and time is available when using a LED keyboard.

Notes:
The memory log can be checked also when the system is armed after entering a valid user code.

4.3 Turning on the Chime signalization by User

Attention: This menu is available for ECLIPSE 8 control panel only.

The Chime signalization is a sound signal from the keyboards when opening an entry/ exit type zone. The option can be enabled or disabled by the user. By default, the Chime signalization is DISABLED.

To enable the Chime signalization the user first has to enter valid access code:

User Code   **Address**
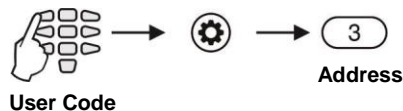
After entering the address 3, the digit buttons 1 to 9 are off – the Chime is disabled. Press a random digit button or arrows to enable the Chime. The Chime is enabled when the buttons from 1 to 9 are on.

The choice is confirmed by pressing the ENTER button.

4.4 Zone bypassing by User

Every user can bypass only zones that are associated to areas he is allowed to work with (arm and/or disarm). Bypassing zones is done at address 4 after a valid user code has been entered:
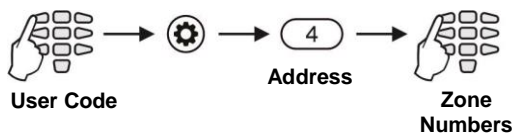
Enter the address 4 and choose a zone number for bypass – the LED for zone 1 is blinking on the display. If the buttons 1 to 9 are off the zone is not bypassed; if the buttons 1 to 9 are on – the zone is bypassed. To change the zone status, press a random button or the arrows. Confirm with ENTER button. The BYPASS LED is lit permanently.

The choice is confirmed by pressing the ENTER button.

To check the bypassed zones in the system see item 3.7.

Note: Certain users may not be permitted to bypass zones. In order for users to bypass zones option «3. Bypassing» at address 06 of the managerial programming menus needs to be allowed.

5. MANAGERS' PROGRAMMING MENUS

User 01 is always Chief Manager is the system. The default Chief Manager Code is 0000.

Important Notes:
The Chief Manager's rights cannot be changed.
One Manager cannot change other Manager codes.
The Manager can change only regular User codes associated to common Area number(s) with him.

To enter manager programming mode, enter in consecutive order:

Manager code   **2-digit address**

Quick table for Managers' Programming Menu

Address Number	Programming parameter	ECLIPSE 8	ECLIPSE 16	ECLIPSE 32
01	Changing User codes	✓	✓	✓
02	Memory LOG view	✓	✓	✓
03	Chime	✓	✗	✗
04	Zone bypassing	✓	✓	✓
05	Engineer access	✓	✓	✓
06	User attributes	✓	✓	✓
07	User areas	✗	✓	✓
09	User timeslot	✗	✗	✓
10	User Proxi attributes	✓	✓	✓
11	Add/ Delete user card	✓	✓	✓
13	User clone	✗	✗	✓
14	Setting Time	✓	✓	✓
15	Setting Date	✓	✓	✓
16	Remote access	✓	✓	✓
17	Remote access attributes	✓	✓	✓
18	Manual test	✓	✓	✓
90	Buzzer level	✓	✓	✓
91	Brightness	✓	✓	✓

5.1 Creating and Changing User codes

Creating new and changing existing user codes is done at address 01. To create a new or change an existing use code the system Manager enters in consecutive order:
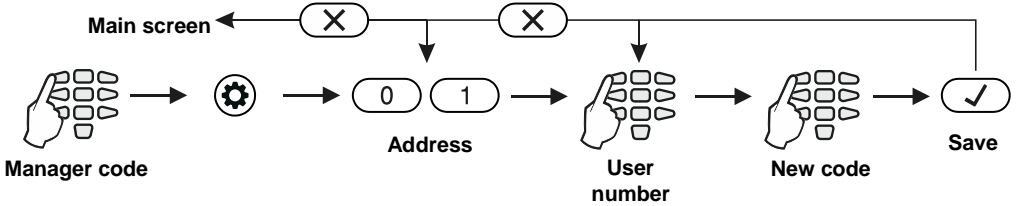
Attention: In ECLIPSE 32 control panel you cannot create or change other Manager codes, so before that go to address 06 and disable the 8.Manager right for the regular users.
After confirming the new code with the ENTER button, if the code is accepted, the keyboard emits a confirmation beep and goes back to the user number screen. If the entered code is already being used in the system (a valid user or ambush code), the keyboard emits a rejection beep.
To return to the main screen press the CANCEL button a few times.

5.2 Deleting User codes

The complete removal of user (or manager) code is done by deleting its rights (address 06) and its associated areas (address 07). If only the rights are deleted the code will remain active but with limited functions – it could be used only to check the memory log and troubles in the system and to arm the associated areas in Full arm mode. To remove the code completely the code's associated areas need to be deleted as well – see items 5.6 and 5.7.

5.3 Memory LOG review by Manager

Viewing the events in the memory log is done at address 02 after manager code has been entered:
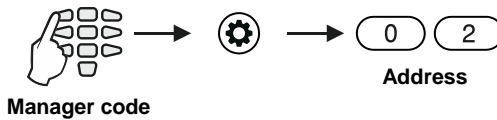
The events are viewed in consecutive order, one by one, from the last to first with the help of the arrow buttons.

See also the detailed description of item 4.2.

5.4 Turning on the Chime signalization by Manager

Attention: This menu is available for ECLIPSE 8 control panel only.
The Chime signalization is a sound signal from the keyboards when opening an entry/ exit type zone. The option can be enabled or disabled by the manager. By default, the Chime signalization is DISABLED.

To enable the Chime signalization the user first has to enter valid manager code:
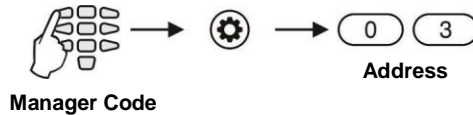
See item 4.3 for the visualization according the used keyboard.

5.5 Zones bypassing by Manager
Bypassing zones is done at address 04 after entering manager code:

See item 4.4 for the visualization according the used keyboard.
To check the bypassed zones in the system see item 3.7.

Note: *Certain Managers may not be permitted to bypass zones. In order for users to bypass zones option «3. Bypassing» at address 06 of the manager programming menus needs to be allowed.*

5.6 Engineer Access
Disabling engineer access (access to the engineer programming menus) is done at address 05, after entering manager code:
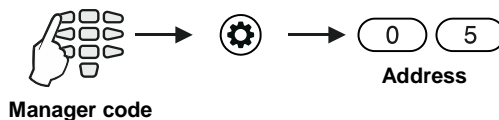
By default engineer access is ENABLED.

After entering the address 05, the digit buttons 1 to 9 are on – the Engineer access is enabled. Press a random digit button or arrows to disable. The Engineer access is disabled when the buttons from 1 to 9 are off.
The choice is confirmed by pushing the ENTER button.

5.7 Assigning User attributes

Assigning attributes to users is done at address 06, after entering manager code:
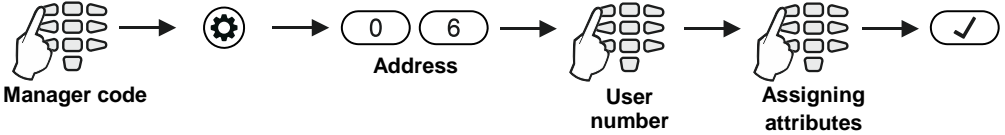
Attention:
User code 01 is Chief Manager and always has full access and assigned attributes which cannot be changed or deleted!

Function of the user attributes:

1. Disarm	The user code can disarm the system.
2. Stay and Sleep Arm	The user code can arm the system in STAY and SLEEP mode.
3. Zone Bypass	The user code can bypass zones in the protected site.
4. Programming	The user code has access to the user programming menus.
5, 6 and 7 are not used	
8. MANAGER in the system	The user code has manager attributes in the system and has access to the Manager programming menus. *Note: When attribute 8. Manager, is set, attribute 4. Programming also needs to be set!*

Enter at the address 06 and choose a user number – the LED for zone 1 is blinking on the display. The digit buttons corresponding to the assigned attributes are on. To disable an attribute press the respective number – the button is off, meaning the attribute is disabled.

The final choice is confirmed by pushing the ENTER button.

Note: If all attributes for a certain user code are disabled it does not get deleted from the system and it can be used for FULL ARM, viewing the memory log and system troubles.

5.8 Associating Area numbers to User

Attention: This menu is available for ECLIPSE 16/ 32 control panel only.

Associating areas to user codes is dome at address 07, after entering manager code:

To every user code one or more areas can be assigned.

Enter at the address 07 and choose a user number- the LED for zone 1 is blinking on the display. The digit buttons corresponding to the associated areas are on. To disable an area press the respective number - the button is off, meaning the area is not associated.
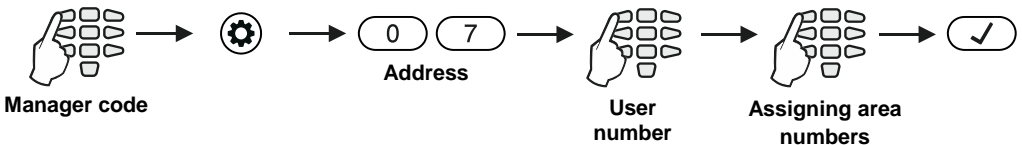
The final choice is confirmed by pushing the ENTER button.

Note: When no areas are associated to a certain code, it is deleted from the system, regardless if there are attributes assigned to it.

5.9 Associating Timeslots to User

Attention: This menu is available for ECLIPSE 32 control panel only.
From 1 to 8 timeslots for working hours can be defined in the system. Their programming is done by Engineer. Beginning and end of the working hours, active days of the week and possibility for including holydays are set for every time slot.

Associating timeslots to user codes is done at address 09, after entering manager code:

Manager code   **Address**   **User number**   **Number of timeslot**
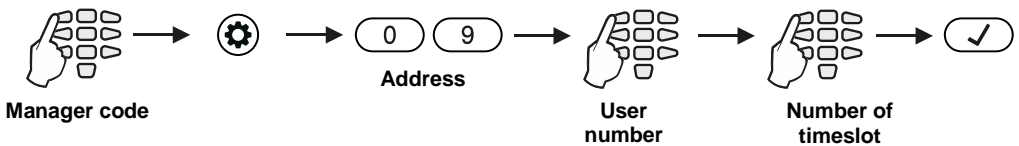
Time slot from 1 to 8 is assigned to the address. Only one time slot can be associated to every user code.

Enter at the address 09 and choose a user number - the LED for zone 1 is blinking on the display. The digit button corresponding to the associated timeslot is on. By default the digit button 0 is on. To set other timeslot number you have to press the corresponding digit button.

Note:
If no time slot is associated to the code, the digit 0 is entered. This is the setting by default.

The final choice is confirmed by pushing the ENTER button.

5.10 Assigning Attributes for user proxy card
At this address the manager sets rights to user cards for arming/ disarming the system via proxy reader built-in in a keyboard. **The settings of this address do not concern the arming and disarming via stand-alone proxy reader.**

Assigning attributes for work with proxy reader is done at address 10, after entering manager code:

Manager code   **Address**   **User number**   **Assigning attributes**
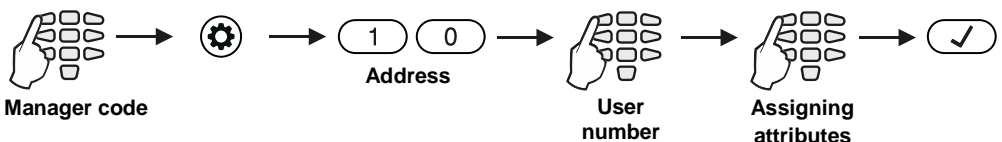
User attributes for work with a proxy reader:

1. Disarming	Disarming all areas associated to this user.		
2. Arming attributes	Parameters 2 and 3 are set in a certain combination for determining the options for arming with a proxy reader. The options are related with the type of arming mode. Choose a combination between options 2 and 3 depending on the type of arming mode, which will be used:		
3. Arming attributes	**2**	**3**	**Arming mode**
	✱	✱	Arming is not allowed
	✱	3	FULL ARM
	2	✱	STAY ARM
	2	3	SLEEP ARM

Enter at the address 10 and choose a user number - the LED for zone 1 is blinking on the display. The digit buttons corresponding to the set proxy attributes are on. To change settings press the respective button number according the table above.

Notes: *Only one arming mode can be used with every proxy card.*
By default, all users are allowed to arm and disarm the system in SLEEP ARM mode.

The final choice is confirmed by pressing the ENTER button.

5.11 Registering a User card
Registering a user card is done at address 11, after entering manager code:
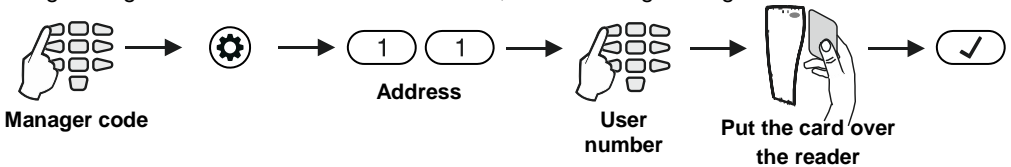
Manager code → **Address** 1 1 → **User number** → **Put the card over the reader** → ✓

Enter at the address 11 and choose a user number - the LED for zone 1 is blinking on the display. The registered user card is indicated with digit buttons 1 to 9 lighting on.

5.12 Deleting a User card
Deleting a card is done again at address 11, after entering a manager code:
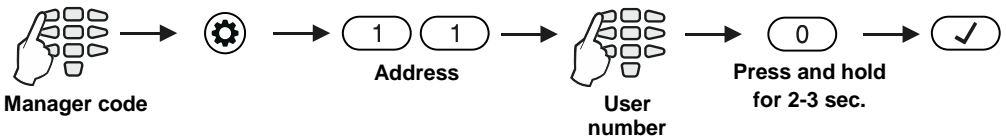
Manager code → **Address** 1 1 → **User number** → **Press and hold for 2-3 sec.** 0 → ✓

Enter at the address 11 and choose a user number - the LED for zone 1 is blinking on the display. The registered user card is indicated with digit buttons 1 to 9 lighting on. Press and hold for 2-3 second the button "0".
Note: *No confirmation is necessary after deleting of a user card. You cannot reject the operation with pressing the CANCEL button. To register the card again, follow the steps in item 5.11.*

5.13 Cloning Users

Attention: This menu is available for ECLIPSE 32 control panel only.
This is an address for copying (cloning) of attributes, rights, associations, time slots and rights for work with proxy cards. The address allows the settings of one user code to be copied to one or more users, which saves the need to program setting for every user separately.
Cloning is done at address 13, after entering manager code:
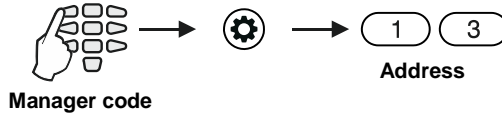
The cloning procedure is started with pressing the ENTER button.

5.14 Setting the Time
Setting the time is done at address 14, after entering manager code:
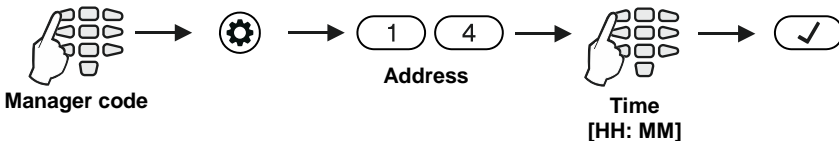
After entering address 14, digit 1 on the display blinks, while 2, 3 and 4 are lit permanently – the system indicates that it expects entering the new time in the format [HH:MM] – hour from 00 to 23 and minutes from 00 to 59. Enter in sequence the new time. You can review the entered time using the arrow buttons – the set value at the respective position is indicated with a lit on digit button.
The entered time is confirmed by pressing the ENTER button.

5.15 Setting the Date
Setting the date is done at address 15, after entering manager code:
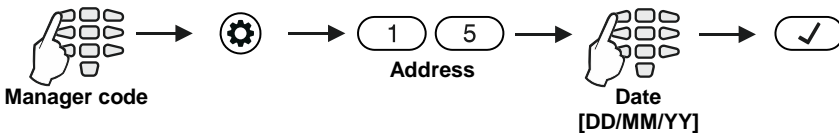
After entering address 15, on the display 1 blinks, while 2, 3, 4, 5 and 6 are permanently lit – the system indicates that it expects entering of a new date in format [DD/MM/YY]. Enter in sequence the new date. You can review the entered date using the arrow buttons – the set value at the respective position is indicated with a lit on digit button.

The entered date is confirmed by pushing the ENTER button.

5.16 Blocking Remote Access Via UDL

At address 16 the Manager can enter the number of allowed incorrect code (ARM / DISARM / BYPASS / PC ID) via UDL for a period of 24 hours.

A number from 000 to 255 can be entered, while the default number of attempts is 10. When the set number of incorrect codes is reached the system will be blocked – communication via UDL will be impossible.

The system will be unblocked at 00:00h on the following day and communication via UDL will be possible again.

In order to set the number of allowed incorrect codes, the Manager needs to enter his/her code:

Manager code **Address** **Number from 000 to 255**

After entering address 16, on the display 1 blinks, while 2 and 3 are lit permanently – the system indicates that it expects entering a number for allowed incorrect codes from 000 to 255. After entering the first digit on the display 1 and 3 are lit permanently, while digit 2 blinks. After entering the second digit on the display 1 and 2 are lit permanently, while digit 3 blinks. All 3digits need to be entered.

The entered number is confirmed by pressing the ENTER button.

5.17 Assigning Rights for Remote Access

At address 17 the Manager assigns rights for remote access of the system. The setting is common for all managers:

Manager code **Address** **Assigning rights**

Remote access rights:

1. REMOTE DISARM	Allows remote disarm
2. REMOTE ARM	Allows remote arm.
3. REMOTE CODES ACCESS	Allows remote change of user codes.
4. REMOTE PROGRAMMING	Allows remote programming of the system.
6. REMOTE ZONE BYPASS	Allows remote zone bypass.

By default all attributes are enabled.

Enter at the address 17 the LED for zone 1 is blinking on the display. The digit buttons of the enabled remote access attributes are lighting on, and the digit buttons corresponding to the disabled attributes are off.
The final choice is confirmed by pressing the ENTER button.

5.18 Sending a "Manual test" Message

At address 18 the Manager can trigger off sending a "Manual test" message to a monitoring station or test message with a voice dialer (when such is fitted in the controlled panel).
It is used for testing the communicator without the need to send a technician on site.
In order to send a "Manual test" message, the Manager needs to enter his/her code:

Manager code → ⚙ → (1) (8)
Address

The communicator will start an automatic sending of messages – firstly towards the monitoring station (if there are phone numbers entered in the digital communicator) and afterwards via the voice dialer (if there is such fitted and there are phone numbers entered). The programming menu can be exit by pushing the CANCEL button.

5.19 Setting the Sound Level

At address 90 you can set the volume level of the keyboard buzzer. **The setting is individual for every keyboard** and there are 4 different volume levels.
In order to change the volume level of the keyboard buzzer, the Manager needs to enter his/her code first:

◀ **Reducing the volume**

Manager code → ⚙ → (9) (0)
Address

▶ **Increasing the volume**
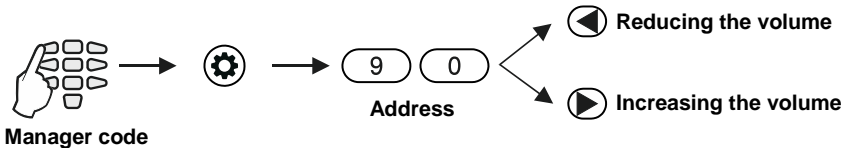
The volume levels are shown on the keyboard displays as follows:

Lighting on digit buttons	Volume level
1	Very low
1 2	Low
1 2 3	Medium
1 2 3 4	High

The choice is confirmed by pushing the ENTER button.

Note:
The sound level cannot be muted or disabled.

5.20 Setting the intensity of illumination of the buttons

At address 91 a setting for the intensity of illumination of keyboard buttons is available. The setting is individual for every keyboard and there are 7 different levels of intensity. In order to change the intensity, the Manager needs to enter his/her code first:
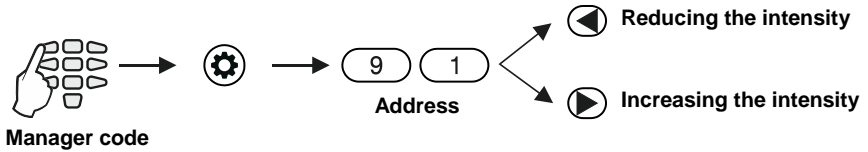
The levels of intensity are shown on the keyboard displays as follows:

Lighting on digit buttons	Intensity level
1	Very low
1 2	Low
1 2 3	Middle
1 2 3 4	Normal
1 2 3 4 5	Normal
1 2 3 4 5 6	High
1 2 3 4 5 6 7	Very high

The choice is confirmed by entering the ENTER button.

Note: The intensity of button illumination set at address 91 is seen only when the keyboard is used (a button is pushed). If no button is pushed in an interval of 10 seconds, the keyboard goes into standby mode, which has a default button illumination.

APPENDIX A - Table for Memory LOG Events

For convenience the table includes a graphic representation of the LEDs as they light up for the respective event. A black digit on a white background indicates an extinguished LED and a white digit on a black background indicates a lit up LED. Scroll from LED 1 to LED 8 to determine the correspondence between the event displayed on the keypad and the text in the table.

Example: Suppose the event displayed on the keypad is represented by a LED combination of 3, 7 and 8. The table discloses the first LED 3 data entry. The next data entries disclose that of the first LED 7. Next digit is the first data entry of LED 8. This is the data entry with the ordinal number of 35 "Quick arming – Full Arming".

Event number	LED Indication	Description
1	①②③④⑤⑥⑦❽	Burglary Alarm event
2	①②③④⑤⑥❼⑧	Burglary Alarm event restore
3	①②③④⑤⑥❼❽	Fire Alarm event
4	①②③④⑤❻⑦⑧	Fire Alarm event restore
5	①②③④⑤❻⑦❽	Panic Alarm event
6	①②③④⑤❻❼⑧	Panic Alarm event restore
7	①②③④⑤❻❼❽	Tamper Alarm event
8	①②③④❺⑥⑦⑧	Tamper Alarm event restore
9	①②③④❺⑥⑦❽	Medical Alarm event
10	①②③④❺⑥❼⑧	Medical Alarm event restore
11	①②③④❺⑥❼❽	Activated zone with „24h Burglary" AUX attribute
12	①②③④❺❻⑦⑧	Restored zone with „24h Burglary" AUX attribute
13	①②③④❺❻⑦❽	Activated zone with AUX „AC Loss" attribute
14	①②③④❺❻❼⑧	Restored zone with AUX „AC Loss" attribute
15	①②③④❺❻❼❽	Activated zone with AUX „Battery Low" attribute
16	①②③❹⑤⑥⑦⑧	Restored zone with AUX „Battery Low" attribute
17	①②③❹⑤⑥⑦❽	Activated zone with AUX „Water leakage" attribute
18	①②③❹⑤⑥❼⑧	Restored zone with AUX „Water leakage" attribute
19	①②③❹⑤⑥❼❽	Activated zone with AUX „GAS Detector" attribute
20	①②③❹⑤❻⑦⑧	Restored zone with AUX „GAS Detector" attribute
21	①②③❹⑤❻⑦❽	Activated zone with AUX „GSM Link Trouble" attribute
22	①②③❹⑤❻❼⑧	Restored zone with AUX „GSM Link Trouble" attribute
23	①②③❹⑤❻❼❽	Activated zone with AUX „GAS Trouble" attribute
24	①②③❹❺⑥⑦⑧	Restored zone with AUX „GAS Trouble" attribute
25	①②③❹❺⑥⑦❽	Activated zone with AUX „High temperature" attribute
26	①②③❹❺⑥❼⑧	Restored zone with AUX „High temperature" attribute
27	①②③❹❺⑥❼❽	Activated zone with AUX „Low temp" attribute
28	①②③❹❺❻⑦⑧	Restored zone with AUX „Low temp" attribute
29	①②③❹❺❻⑦❽	Activated zone with AUX „Loss of heat" attribute
30	①②③❹❺❻❼⑧	Restored zone with AUX „Loss of heat" attribute
31	①②③❹❺❻❼❽	Activated zone with „Write to LOG"[1] attribute
32	①②❸④⑤⑥⑦⑧	Restored zone with "Write to LOG"[1] attribute

33	①②❸④⑤⑥❼❽	Zone Bypass
34	①②❸④⑤⑥❼⑧	Zone Bypass restore
35	①②❸④⑤⑥❼❽	Quick arming – FULL ARM
36	①②❸④⑤❻❼⑧	Quick arming – STAY ARM
37	①②❸④⑤❻❼❽	Quick arming – SLEEP ARM
38	①②❸④⑤❻❼❽	Arming with user code - FULL
39	①②❸④⑤❻❼❽	Arming with user code - STAY
40	①②❸④❺⑥⑦⑧	Arming with user code - SLEEP
41	①②❸④❺❻⑦⑧	Disarming with user code
42	①②❸④❺⑥❼❽	Remote arming - FULL
43	①②❸④❺⑥❼❽	Remote arming - STAY
44	①②❸④❺❻⑦⑧	Remote arming - SLEEP
45	①②❸④❺❻⑦⑧	Remote disarming
46	①②❸④❺❻❼❽	Arming with keyswitch - FULL
47	①②❸④❺❻❼❽	Arming with keyswitch - STAY
48	①②❸❹⑤⑥⑦❽	Arming with keyswitch - SLEEP
49	①②❸❹⑤⑥⑦⑧	Disarming with keyswitch
50	①②❸❹⑤⑥❼❽	FULL Arming on TimeSlot
51	①②❸❹⑤⑥❼⑧	STAY Arming on TimeSlot
52	①②❸❹⑤❻⑦⑧	Disarming on TimeSlot
53	①②❸❹⑤⑥⑦❽	FULL Arming on "no movement"
54	①②❸❹⑤⑥❼⑧	STAY Arming on "no movement"
55	①②❸❹⑤❻❼❽	Bypass of zone with FORCE attribute when arming
56	①②❸❹⑤❻⑦⑧	Debypass of zone with FORCE attribute when disarming
57	①②❸❹❺⑥⑦⑧	Arm Delay on Timeslot
58	①②❸❹❺⑥❼❽	Ambush code entered
59	①②❸❹❺⑥❼❽	Medical panic alarm sent from keyboard
60	①②❸❹❺❻⑦⑧	Medical panic alarm from keyboard restored
61	①②❸❹❺❻❼⑧	Police panic alarm sent from keyboard
62	①②❸❹❺❻⑦⑧	Police panic alarm from keyboard restored
63	①②❸❹❺❻❼❽	Fire panic alarm sent from keyboard
64	①❷③④⑤⑥⑦❽	Fire panic alarm from keyboard restored
65	①❷③④⑤⑥⑦❽	Keyboard blocking
66	①❷③④⑤⑥❼❽	Entry in Engineer programming menu
67	①❷③④⑤⑥❼❽	Exit from Engineer programming menu
68	①❷③④⑤❻⑦❽	Entry in Remote programming mode
69	①❷③④⑤❻❼⑧	Exit from Remote programming mode
70	①❷③④⑤❻❼❽	Periodical test
71	①❷③④⑤❻❼❽	Manual test
72	①❷③④❺⑥⑦⑧	No AC mains power supply
73	①❷③④❺⑥⑦⑧	Mains power supply restore
74	①❷③④❺⑥❼❽	Battery low charge
75	①❷③④❺⑥❼❽	Battery loss
76	①❷③④❺❻⑦⑧	Battery restore

77	①❷③④❺❻⑦❽	Siren output short-circuit
78	①❷③④❺❻❼⑧	Siren line broke out
79	①❷③④❺❻❼❽	Siren restored
80	①❷③❹⑤⑥⑦⑧	2-wire fire line fault (PGM1)
81	①❷③❹⑤⑥⑦❽	2-wire fire line fault restored (PGM1)
82	①❷③❹⑤⑥❼❽	Fuse blown out
83	①❷③❹⑤⑥❼❽	Fuse restore
84	①❷③❹⑤❻⑦⑧	Telephone line loss
85	①❷③❹⑤❻⑦❽	Telephone line restore
86	①❷③❹⑤⑥❼❽	System power up
87	①❷③❹⑤❻❼❽	System reset
88	①❷③❹❺⑥⑦⑧	Time change
89	①❷③❹❺⑥⑦❽	Communication error for report to monitoring station
90	①❷③❹❺⑥❼⑧	Report to monitoring station restore
91	①❷③❹❺⑥❼❽	Periphery device loss
92	①❷③❹❺❻⑦⑧	Periphery device restore
93	①❷③❹❺❻⑦❽	Tamper form periphery device
94	①❷③❹❺❻❼⑧	Tamper form periphery device restore
95	①❷③❹❺❻❼❽	Arming on "no movement" failure
96	①❷❸④⑤⑥⑦⑧	User Code Changed

(1) – The events are not sent to the monitoring software.

System Check List – Fill in from the Installer

Zones Description

Zone	Type	Zone	Type	Zone	Type
1		12		23	
2		13		24	
3		14		25	
4		15		26	
5		16		27	
6		17		28	
7		18		29	
8		19		30	
9		20		31	
10		21		32	
11		22			

PGMs Description

PGM 1		PGM 3		PGM 5	
PGM 2		PGM 4			

System Timers

Entry time, (sec.)	
Exit time, (sec.)	
The siren will be activated, (min.)	

Arming Modes for Stand-alone Proxy Reader

Mode	Areas							
	A1	A2	A3	A4	A5	A6	A7	A8
Full Arming								
Mode A								
Mode B								

F – Full Arming; **s** – Stay Arming; **S** – Sleep Arming; **D** – Disarming;
"*" – No changing of the area status

Installer: ....
Service: ....
Tel./Fax: ....

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