

CA 60 - MANUAL DE PROGRAMARE

Centrala de alarma cu 6 zone versiunea 4.30



Figura 1. LCD Display

(1)(2)(3)(4)(5)(6) - semnifica ledurile de afisaj

☐ - indica starea bateriei:

- ☐ (static) – baterie OK
- ☐ (Clipeste) – baterie slaba sau lipsa

☐ – indica starea tensiunii de retea:

- ☐ (static) – power OK
- ☐ (clipeste) – power loss

☐ – indica defectiunile din sistem (clipeste)

M – indica faptul ca exista evenimente noi in memorie

ON – indica sistem ARMAT

OFF – indica sistem DEZARMAT

88:88 – afiseaza informatii numerice (time, date, codes, etc.)

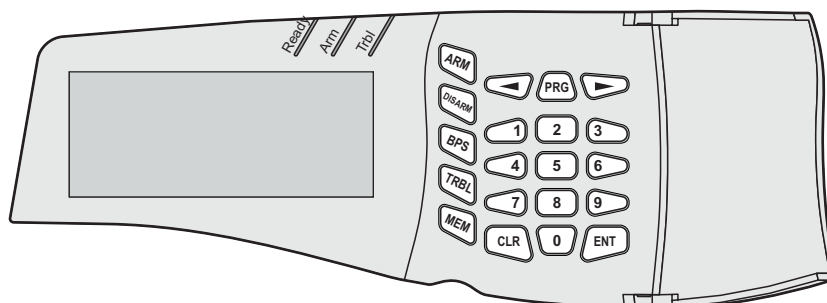
READY – sistemul este gata de armare

FIRE – incendiu

ALARM – alarma

MEMORY – raport evenimente

STAY – sistemul este armat STAY



Afisare probleme sistem:

Tastati [MASTER]+[TRBL]

- [1] Defect AC
- [2] Defect Baterie
- [3] Defect Siguranta
- [4] Defect Linie Tel .
- [5] Eroare Comunicare Tel.
- [6] Tamper

La tastatura LED afisarea se va face cu [USER] +[ENTER]

Armarea :

- Armare completa: [USER] + ARM + 0
- Armare STAY: [USER] + ARM + 1
- Armare FORCE: [USER] + ARM + 2
- Armare INSTANT: [USER] + ARM + 3

Beepuri de tastatura:

- Beep scurt = Confirmarea sonora a apasarii tastei
- Beep lung = Eroare
- Serie beepuri = Confirmare introducere corecta a datelor

VALORI PREPROGRAMATE : COD MASTER = 0000 ; COD INSTALLER = 7777

INTRAREA IN PROGRAM

- 1) Tastati [COD INSTALLER (7777)]
- 2) Ledul " READY",TRBL si "ARMAT" intermitent aprins indica intrarea in mod de programare
- 3) Introduceti adresa din doi digiti
- 4) Introduceti data de programat. Pentru renuntare se tasteaza[CLR]
- 5) Pentru iesirea din program tastati [CLR]

Valoarea introdusa apare afisata pe segmentul de LED in hexazecimal .Pe tastatura LCD segmentul numeric **88:88** indica valoarea direct in zecimal

RESETAREA LA VALORILE PREPROGRAMATE

Daca in urma programarii s-au introdus date gresite , ex cod installer , sistemul se reseteaza total :

- 1) Conectati jumperul situat in MIJLOCUL placii
- 2) Realimentati placa fara acumulator si asteptati 10 sec.
- 3) Deconectati jumperul
- 4) Reconectati bateria si asteptati 10 secunde , veti auzi un beep de tastatura indicand finalizarea.

ADRESA	DESCRIEREA	PREPROGRAMARE
(00)	DREPTURILE CODULUI MASTER	INITIAL =1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	0 = Managerul nu are drept de a schimba atributele de user. INITIAL 1 = Managerul are drept de a schimba atributele de user.	
(01) – (16)	DREPTURILE USERILOR	INITIAL =1

LED	1	2	3	4	5	6	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 01
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 02
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 03
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 04
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 05
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 06
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 07
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 08
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 09
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 11
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 12
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 13
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 14
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 15
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	USER 16

Semificatia Ledurilor

- LED 1 = DISARM
- LED2 = FULL ARM
- LED3 = STAY ARM
- LED4 = FORCE ARM
- LED5 = LOG
- LED 6 = BYPASS

Un utilizator poate avea unul sau mai multe atribute. LED-ul corespunzător tastei apăsată se va aprinde la activarea atributului respectiv, iar la o alta apăsare a aceleași taste, LED-ul se va stinge implicit cu dezactivarea atributului respectiv. Prin apăsarea tastei ENTER se vor confirma datele introduse.

INITIAL = Toate Led - urile aprinse

(20)	MOD DE LEGARE	INITIAL =1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	0 = ATZ : EOL 1Kohm + TAMPER 1Kohm INITIAL 1 = EOL 1 Kohm.	

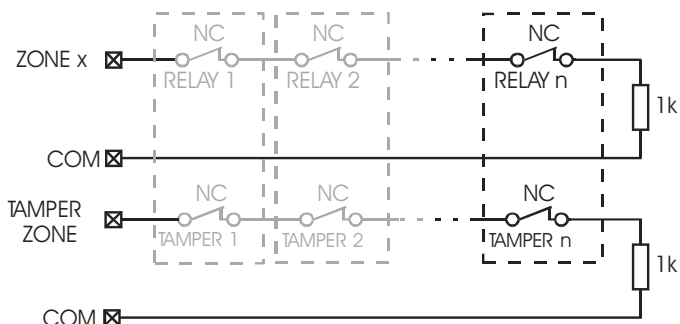


Figura 3 - cablare cu EOL 1Kohm

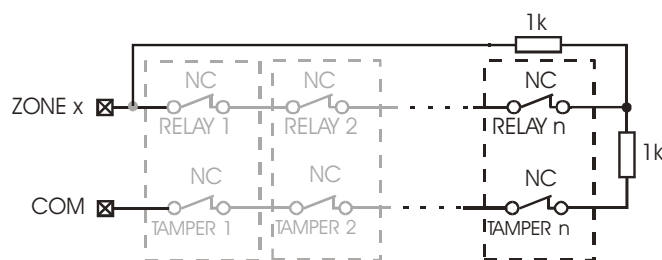


Figura 4 - cablare ATZ cu EOL 1Kohm + 1Kohm

ADRESA	DESCRIEREA	PREPROGRAMARE
(21)-(26)	DEFINIRE ZONA 1 - 6	<i>INITIAL =Bifat</i>



La adresele unde exista 2 file de program trecerea de la o fila la alta se va face cu tastele :



Atentie ! :
Pentru setarea
optiunii se va
introduce
valoarea in
HEXA
(Vezi anexa de
la sfarsit)

LED	1	2	3	4	5	6	DATA		LED	1	2	3	4	5	6	
Fila 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0/	NEFOLOSITA	Fila 2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	AUTOBYPASS (vezi ADR 27)
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1/	INTRARE		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	BYPASSABILA
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2/	FOLLOW		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	STAY
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	3/	INSTANT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FORCE
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4/	24H		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	DOUBLE KNOCK
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	5/	INCENDIU		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	CHIME
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	6/	PANICA								
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	7/	TAMPER								
	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8/	PANICA MEDIC								
	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	9/	KEYSWITCH								



La Fila 2 se pot valida mai multe atribute la aceeasi zona

(21) DEFINIRE ZONA 1	◀ ▶																																																				
<table style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:10%;">LED</th> <th style="width:10%;">1</th> <th style="width:10%;">2</th> <th style="width:10%;">3</th> <th style="width:10%;">4</th> <th style="width:10%;">5</th> <th style="width:10%;">6</th> <th style="width:10%;">DATA</th> <th style="width:10%;"></th> <th style="width:10%;">LED</th> <th style="width:10%;">1</th> <th style="width:10%;">2</th> <th style="width:10%;">3</th> <th style="width:10%;">4</th> <th style="width:10%;">5</th> <th style="width:10%;">6</th> <th style="width:10%;"></th> </tr> </thead> <tbody> <tr> <td>Fila 1</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> <td style="background-color: #cccccc;">/</td> <td></td> <td>Fila 2</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> <td>Validarea/devalidarea atributelor se face prin apasarea tastelor 1~6</td> </tr> <tr> <td></td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td> <td style="background-color: #cccccc;">1/</td> <td><i>INITIAL</i></td> <td></td> <td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td> <td><i>INITIAL</i></td> </tr> </tbody> </table>	LED	1	2	3	4	5	6	DATA		LED	1	2	3	4	5	6		Fila 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	/		Fila 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Validarea/devalidarea atributelor se face prin apasarea tastelor 1~6		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1/	<i>INITIAL</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<i>INITIAL</i>		
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ADRESA	DESCRIEREA	PREPROGRAMARE
(27) _/	AUTOBYBASS COUNTER	<i>INITIAL</i> 6/

LED 1 2 3 4 5 6

 INITIAL

VALOARE = Valorile sunt de la 1 la 9
 Vizualizarea se face in hexazecimal

(28) _/	PULSE COUNTER PENTRU ZONA 4	<i>INITIAL</i> 0/
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LED 1 2 3 4 5 6

 INITIAL

VALOARE = Valorile sunt de la 1 la 9
 Vizualizarea se face in hexazecimal

(29) _/	MOD DE LUCRU ZONA INSTANT	<i>INITIAL</i> 0/
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LED 1 2 3 4 5 6

 INITIAL

VALOARE = Valorile sunt 1(DA) sau 0(NU)
 1 = toate led-urile aprinse
 0 = toate led-urile stinse

(31)-(33)	DEFINIRE PGM 1 -3
-----------	--------------------------

LED 1 2 3 4 5 6

Fila 1

- ALARMA
- PANICA
- TAMPER
- INCENDIU
- RESET FUM
- ARMAT/DEZARMAT

LED 1 2 3 4 5 6

Fila 2

- PANICA MEDICALA
- STAY,BYPASS
- DEFECT AC
- DEFECT BATERIE
- DEFECT SIGURANTA
- COMANDA PE +
(stins = comanda pe -)

(31) DEFINIRE PGM 1 Definirea conditiilor de activarea a PGM-ului se face prin apasarea tastelor 1~6
 Se pot alege mai multe conditii la fiecare PGM.

LED 1 2 3 4 5 6

Fila 1

 INITIAL

LED 1 2 3 4 5 6

Fila 2

 INITIAL

(32) DEFINIRE PGM 2 Definirea conditiilor de activarea a PGM-ului se face prin apasarea tastelor 1~6
 Se pot alege mai multe conditii la fiecare PGM.

LED 1 2 3 4 5 6

Fila 1

 INITIAL

LED 1 2 3 4 5 6

Fila 2

 INITIAL

(33) DEFINIRE PGM 3 Definirea conditiilor de activarea a PGM-ului se face prin apasarea tastelor 1~6
 Se pot alege mai multe conditii la fiecare PGM.

LED 1 2 3 4 5 6

Fila 1

 INITIAL

LED 1 2 3 4 5 6

Fila 2

 INITIAL

ADRESA	DESCRIEREA	PREPROGRAMARE																																																																																																															
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LED	1	2	3	4	5	6																																																																																																											
Fila 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Digit 1	◀	Vizualizare	▶	Digit 2	Fila 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																																																																		
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>																																																																																																		
(43)	<u> </u> / <u> </u> / <u> </u> TIMP INTARZIERE SIRENA(secunde)	<i>INITIAL</i> (<u>0</u> / <u>0</u>)																																																																																																															
(44)	<u> </u> / <u> </u> / <u> </u> / <u> </u> / <u> </u> SETARE CEAS HH:MM	(<u>0</u> / <u>0</u> / <u>0</u> / <u>0</u>)																																																																																																															
(45)	<u> </u> / <u> </u> / <u> </u> / <u> </u> / <u> </u> SETARE DATA ZZ:LL	(<u>0</u> / <u>1</u> / <u>0</u> / <u>1</u>)																																																																																																															
(46)	<u> </u> / <u> </u> / <u> </u> TIMP INTARZIERE DEFECT TELEFON(minute)	<i>INITIAL</i> (<u>0</u> / <u>0</u>)																																																																																																															
(47)	<u>0</u> / sau <u>1</u> / VALIDARE RAPORT PANA AC 1 =Valideaza raportarea la dispecerat dupa 30 de minute de pana AC	<i>INITIAL</i> (<u>0</u>)																																																																																																															
(48)	<u>0</u> / sau <u>1</u> / DURATA ALARMA INCENDIU 0 = pana la dezarmare 1= timp sirena (vezi Adr 42)	<i>INITIAL</i> (<u>0</u>)																																																																																																															
(49)	<u>0</u> / sau <u>1</u> / MOD ALARMARE TAMPER 0 = Nu activeaza sirena si in mod dezarmat 1= ACTIVEAZA	<i>INITIAL</i> (<u>0</u>)																																																																																																															
(50)	<u> </u> / <u> </u> / <u> </u> / <u> </u> / <u> </u> / COD INSTALLER Este necesar reintroducerea codului nou pt confirmare	<i>INITIAL</i> (<u>7</u> / <u>7</u> / <u>7</u> / <u>7</u>)																																																																																																															
(51)	<u>0</u> / sau <u>1</u> / VALIDARE HARDWARE RESET 1 = VALIDAT 0 =invalidat ATENTIE RETINETI CODUL INSTALLER !	<i>INITIAL</i> (<u>1</u>)																																																																																																															

ADRESA	DESCRIEREA	PREPROGRAMARE
(52)	RESETARE SOFT Se apasa succesiv 1,2,3,4,5,6 si se confirma cu ENTER	
(53)	RESETARE COD MASTER Se apasa succesiv 1,2,3,4,5,6 si se confirma cu ENTER CODUL MASTER SE VA RESETA LA VALOAREA DE 0/0/0/0	
(54)	<u>0</u> / sau <u>1</u> / VALIDARE QUICK ARM 1 =Valideaza	INITIAL (1)
(55)	<u>0</u> / sau <u>1</u> / VALIDARE COD STRESS 1 =Valideaza	INITIAL (0)
(56)	<u>0</u> / sau <u>1</u> / VALIDARE BLOCARE TASTATURA 1 =Valideaza	INITIAL (0)
(57)	DEFINIRE MASCA TROUBLE	

LED	1	2	3	4	5	6	SEMIFICATIE LEDURI	LED	1	2	3	4	5	6	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PANAAC
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	INITIAL		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEFECT BATERIE
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEF . SIGURANTA
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEF . TELEFON
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	DEF . COMUNICARE
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	TAMPER

PARAMERII DE COMUNICARE TELEFONICA

(60)	NR 1 DE TELEFON PT COMUNICARE	
	<p>Numarul suporta maxim 16 Caractere .Daca numarul setat este mai scurt se apasa tasta (ENTER)</p> <p>Primul Nr. De Telefon</p> <p>___/___/___/___/___/___/___/___/___/___/___/___/___/___/___/___/</p>	<p>SIMBOLURI NECESARE PT NR. DE TELEFON : FORMARE PULS =(ARM)+0 FORMARE TON =(ARM)+1 PAUZA =(ARM)+2 ASTEAPTA TON =(ARM)+3 STERGE NUMAR =(ARM)+5</p>
(61)	ACONT NR 1 ___/___/___/___ Sunt valide simbolurile de la 0 la 9	INITIAL (9/9/9/9)
(62)	PROTOCOLUL DE COMUNICARE PENTRU TEL. 1 Sunt valide tastele de la 0 la 2 : 0 = Protocol USER - pentru transmisie pe telefonul personal 1 = ADEMCO CONTACT ID implicit , vezi anexa 2 2 = SIA Level 1 , vezi anexa 2	INITIAL (1)

ADRESA

DESCRIEREA

PREPROGRAMARE

(63)

NR 2 DE TELEFON PT COMUNICARE

Numarul suporta maxim 16 caractere
 .Daca numarul setat este mai scurt se
 apasa tasta **(ENTER)**

SIMBOLURI UTILE PT NR. DE TELEFON :

FORMARE PULS = (ARM) + 0

FORMARE TON = (ARM) + 1

PAUZA = (ARM) + 2

ASTEAPTA TON = (ARM) + 3

STERGE NUMAR = (ARM) + 5

A doilea Nr. De Telefon

__ / __ / __ / __ / __ / __ / __ / __ / __ / __ / __ / __ / __ / __ / __ / __ /

(64)

ACONT NR 2 __ / __ / __ / __ Sunt valide simbolurile de la 0 la 9 **INITIAL (9/9/9/9)**

(65)

PROTOCOLUL DE COMUNICARE PENTRU TEL. 2

_ /

Sunt valide simbolurile de la 0 la 2 :

0 = Protocol **USER** - pentru transmisie pe telefonul personal1 = **ADEMCO CONTACT ID** implicit , vezi anexa 22 = **SIA Level 1** , vezi anexa 2**INITIAL (1)**

(66)

0/ sau 1/

ASTEPTARE TON LINIE

1 =Valideaza

INITIAL (1)

(67)

__ / __ / __ / __ / **ORA TRANSMITERII RAPORTULUI PERIODIC** **INITIAL (0/0/0/5)**

(68)

__ / __ / **PERIODA DINTRE RAPOARTELE DE TEST (zile)** **INITIAL (0/1)**

(69)

DEFINIRE TIPURI DE MESAJE Pt TEL1 SI TEL2

LED	1	2	3	4	5	6		LED	1	2	3	4	5	6	
Fila 1 =	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ALARMA	Fila 2 =	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ALARMA
Telefon1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PANICA	Telefon2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PANICA
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INCENDIU		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INCENDIU
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ARM / DISARM		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ARM / DISARM
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PANICA MEDICALA		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PANICA MEDICALA
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TROUBLE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TROUBLE

INITIALTEL1 selectate : **ALARMA / PANICA / INCENDIU / PANICA MEDICALA / TROUBLE**

TEL2 neselectate

OBS :

●Daca se foloseste protocolul **USER** mesajele transmise vor fi **IMPLICIT** :**ALARMA / PANICA / INCENDIU / TROUBLE**

Acestea se vor transmite cu celasi semnal sonor

●Daca se conecteaza la dispecerat

Înainte de configurarea parametrilor, se vor șterge codurile evenimentelor care nu se doresc a fi transmise,

TELEPROGRAMAREA**(70)****NR DE TELEFON PT TELEPROGRAMARE ***

Numarul suporta maxim 16 caractere
 .Daca numarul setat este mai scurt se
 apasa tasta **(ENTER)**

Nr. De Telefon al Computerului

___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ / ___ /

SIMBOLURI UTILE PT NR. DE TELEFON :

FORMARE PULS = (ARM) + 0

FORMARE TON = (ARM) + 1

PAUZA = (ARM) + 2

ASTEAPTA TON = (ARM) + 3

STERGE NUMAR = (ARM) + 5

* Se foloseste doar daca se utilizeaza optiunea **CALL BACK** vezi adr 73**(71)****PC ID**

___ / ___ / ___ / ___

Sunt valide simbolurile de la 0 la 9

INITIAL (1 2 3 4)

Acesta este numarul cu care **COMPUTERUL** se identifica in momentul in care centrala ii raspunde.
 El trebuie setat si in softul de teleprogramare !

(72)**PANEL ID**

___ / ___ / ___ / ___

Sunt valide simbolurile de la 0 la 9

INITIAL (1 2 3 4)

Acesta este numarul cu care **CENTRALA** se identifica in momentul in care centrala ii raspunde.
 El trebuie setat si in softul de teleprogramare !

(73)**0/** sau **1/****OPTIUNEA CALL BACK****INITIAL (1)**

1 =Valideaza

(74)

___ / ___ /

NUMARUL DE RINGURI**INITIAL (0/7)**

Este numarul de ringuri la care raspunde centrala in cazul unui apel din exterior

(75)**0/** sau **1/****BYPASSARE MASINA FAX****INITIAL (0)**

1 =Valideaza

(76)

___ /

NR. INCERCARILOR DE COMUNICARE**INITIAL (0)**

0 = seteaza implicit 4 incercari pt dispecerat si 2 pt comunicatorul vocal

COMUNICATORUL VOCAL**(80)****INREGISTRAREA MESAJELOR VOCALE**

Odata accesata adresa ,pe afisorul lui VD 60 se va aprinde punctul zecimal.Cu un difuzor de min 8 ohm se pot asculta mesajele care au fost inregistrate folosind tasta **PLAY** si selectand cu tasta **MSG**.Pentru inregistrare se conecteaz jumperul **REC** si apasand **PLAY** se inregistreaza mesajul dorit selectat cu **MSG** pe durata cat **LED** este aprins.Mesajele pot fi in doua grupe :
 Mesaje pe eveniment respectiv Mesaje pe zone :

MSG Mesaj determinat de :

Mesaj pe zona
 La adr **(85)** se introduce **0**

1	Alarma sau Tamper Zona 1
2	Alarma sau Tamper Zona 2
3	Alarma sau Tamper Zona 3
4	Alarma sau Tamper Zona 4
5	Alarma sau Tamper Zona 5
6	Alarma sau Tamper Zona 6
7	Dezarmare cu co DURESS
8	Mesaj comun de prezentare l

Mesaj pe eveniment
 La adr **(85)** se introduce **1**

MSG Mesaj determinat de :

1	Alarma in sistem
2	Alarma de Panica
3	Alarma de Tamper
4	Alarma de Incendiu
5	Panica Medic
6	Defect AC
7	Defect Baterie
8	Mesaj comun de prezentare l

ADRESA	DESCRIEREA	PREPROGRAMARE
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(81)	NR 1 DE TELEFON AL COMUNICATORULUI VOCAL	
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Regula de introducere anumerelor de telefon este descrisa la adresa (63)

_ / _ /

(82)	NR 2 DE TELEFON AL COMUNICATORULUI VOCAL	
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_ / _ /

(83)	NR 3 DE TELEFON AL COMUNICATORULUI VOCAL	
------	---	--

_ / _ /

(84)	NR 4 DE TELEFON AL COMUNICATORULUI VOCAL	
------	---	--

_ / _ /

(85)	0/ sau 1/ OPTIUNI DE COMUNICARE VOCALA	INITIAL (1)
	0 =Mesaje alocate pe zone 1=Mesaje alocate pe eveniment	

TESTAREA SISTEMULUI

(90)	WALK TEST	SELF TEST
------	------------------	------------------

Permite verificarea cablarii corecte a zonelor.Centrala nu va tine cont de atributele de zona (ex. Panica , incendiu ,keyswitch) Activarea zonei va fi indicata pe tastatura si insotita acustic de beepuri) O defectiune de tamper va fi indicata prin aprinderea constanta a zonei respective .Nu e necesara apasarea tastelor.

(91)	LED TEST	SELF TEST
------	-----------------	------------------

Permite verificarea functionarii corecte a senalzarilor specifice ale tastaturii. .Nu e necesara apasarea tastelor.

(92)	PGM TEST	SELF TEST
------	-----------------	------------------

Permite verificarea functionarii PGM-urilor.Centrala nu va tine cont de atributele PGM (ex. Panica , incendiu ,keyswitch) Activarea PGM seface prin apasarea tastelor numerice [1] -[3] corespunzatoare PGM 1-3 si [4] iesirii de sirena .

(93)	TESTAREA COMUNICATIEI TELEFONICE	SELF TEST
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Monitorizeaza functionarea corecta a comunicatiei telefonice Atat spre dispecerat cat si a celei vocale .Prin apasarea tastei [ARM] centrala va incepe comunicarea spre dispecerat si spre numerele comunicatorului vocal .**Apasarea tstei [0] va opri orice comunicare si va sterge bufferul de transmisie !**Aceasta Functie este utila a fi folosita si inaintea primei conectari la un dispecerat evitand transmiterea tuturor evenimentelor din buffer. Iesirea din test se face cu [CLEAR] dar daca nu se va apasa initial [0] sistemul comunica in continuare .

Zona [1] - PULSEAZA - cautarea mesajului de transmis
- APRINSA - mesajul a fost gasit

Zona [2] - PULSEAZA - formeaza numar
- APRINSA - numarul a fost format

Zona [3] - PULSEAZA - asteapta Hand shake dipecerat
- APRINSA - Hand shake OK

Zona [4] - PULSEAZA - transmite date spre dispecerat
- APRINSA - transmisie OK

Zona [5] - PULSEAZA - asteapta Kiss off dipecerat
- APRINSA - Kiss off OK

Zona [6] - APRINSA - comunicarea a fost OK

Dupa terminarea comunicarii tastatura va emite un beep lung .

(94)**VIZUALIZARE BUFFER EVENIMENTE****SELF
TEST**

Primul eveniment vizualizat este ultimul cronologic

(95)**MONITORIZAREA TELEPROGRAMARII****SELF
TEST**

Permite monitorizarea procesului de teleprogramare cu ajutorul unui calculator si al softului UDL Manager .Apasarea tastei [0]va opri comunicatia .Centrala poate fi fortata sa raspunda indiferent de valoarea introdusa la adresa [74] prin apasarea tastei [ARM] .

Fazele procesului vor fi indicate prin aprinderea zonelor [1] - [6] dupa cum urmeaza :

Zona [1] - PULSEAZA - primeste apel
- APRINSA - apel acceptat

Zona [4] - PULSEAZA - primeste date de la PC
- APRINSA - pachetul de date primit

Zona [2] - PULSEAZA - formeaza numar CALL BACK
- APRINSA - numarul a fost format

Zona [1] - PULSEAZA - trimite date catre PC
- APRINSA - pachetul de date transmis

Zona [3] - PULSEAZA - initiere transmisie date
- APRINSA - conexiune reusita

Zona [1] - APRINSA - teleprogramare completa

(96)**TESTAREA MODEMULUI CENTRALEI****SELF
TEST**

Testeaza functionalitatea electrica a modemului.Pentru relevanta se va monta un telefon in paralel cu linia telefonica . Zonele aprinse indica modul de lucru al modemului.Prin apasarea tastelor corespunzatoare [1] - [5] se vor selecta urmatoarele proceduri ::

[1] comuta releul decupland receptoarea spre A1 , B1

[4] transmite un semnal pilot de inalta frecventa

[2] initiaza linia telefonica

[5] transmite un semnal pilot DTMF

[3] transmite un semnal pilot de joasa frecventa

[3] [4] [5] se vor auzi in receptorul telefonului

(97)**AJUSTAREA CEASULUI INTERN**

Se pot introduce digiti intre 00 si 99.Introducerea numarului 50 semnifica faptul ca nu se doreste ajustare .Valorile peste 50 vor incetini ceasul intern cu 5 secunde / unitate iar cele sub 50 vor grabi ceasul intern cu 5 secunde / unitate .

CITITORUL DE PROXIMITATE

Dupa adresarea cititorului din jumperii de pe spatele placii acestuia se leaga pe busul de date si se alimenteaza .

Inrolarea unui card se va face dupa secventa :

[COD MASTER] +[PRG] + [60]

Secventa va fi confirmata sonor de doua beepuri de tastatura

[USER ID] de la 00 la 16

Se prezinta cardul

Se iese cu [CLEAR]

Stergerea cardului :

[COD MASTER] + [PRG] +[61]

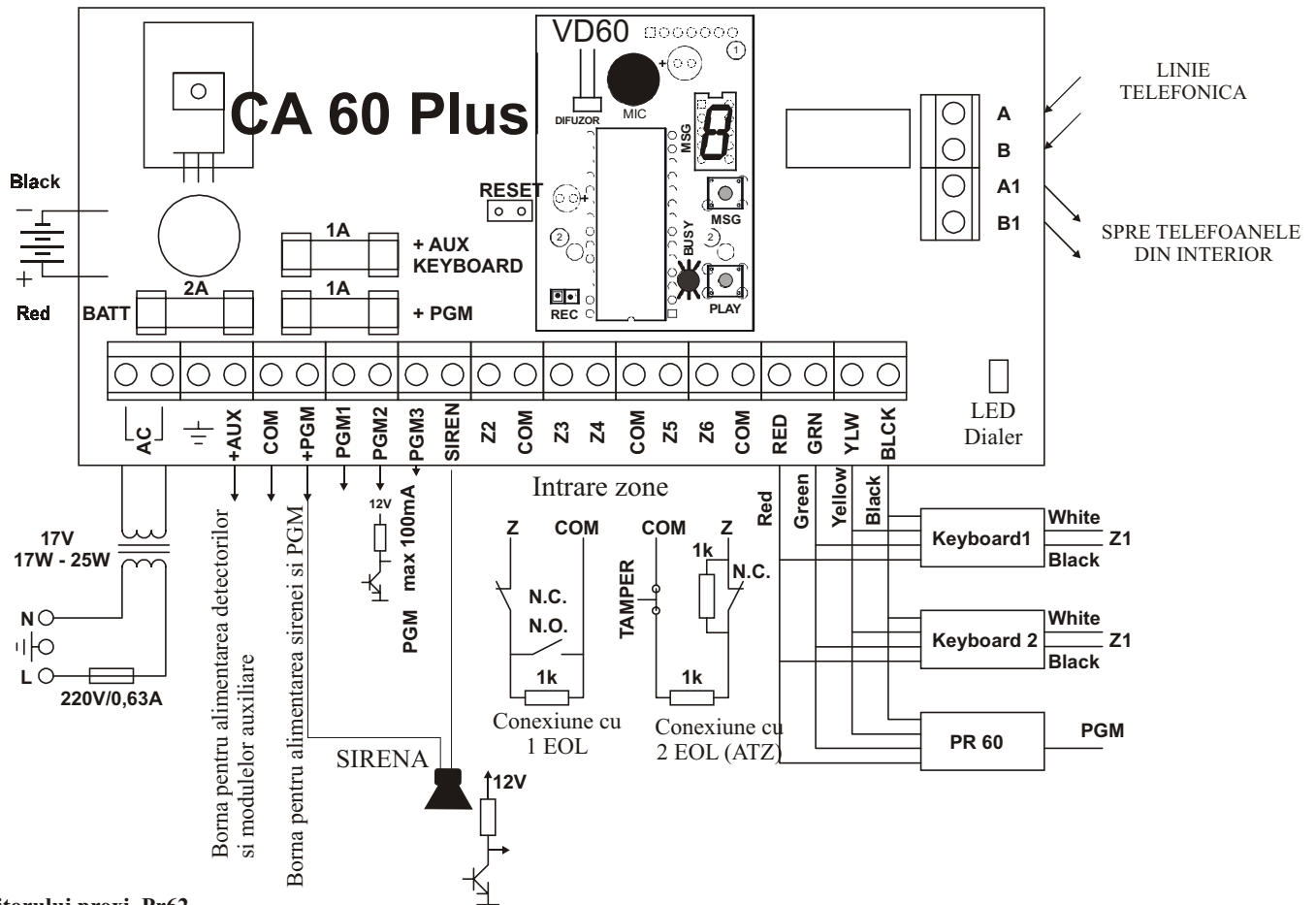
Secventa va fi confirmata sonor de doua beepuri de tastatura

[USER ID] de la 00 la 16

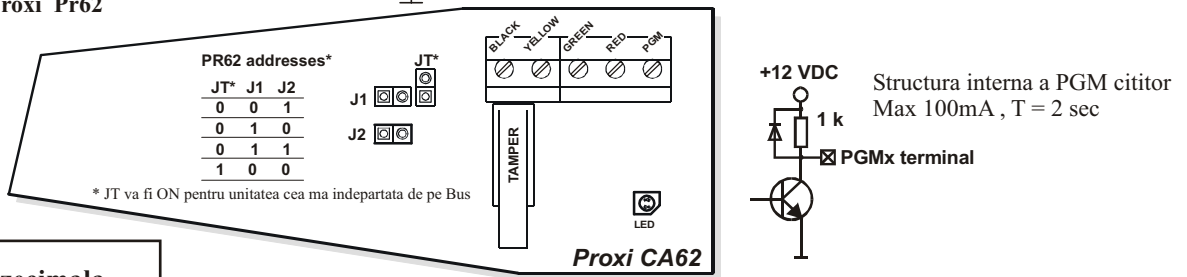
[ENTER]

Se iese cu [CLEAR]

Pentru o programare corecta userii respectivi trebuie sa fie programati initial !



Conectarea cititorului proxi Pr62



Conversia Hexazecimala

0						
1						✓
2						✓
3						✓
4						✓
5						✓
6						✓
7						✓
8						✓
9						✓

