

GV3 Series Control Panels



EN | Owner's Manual
Supplement





System Requirements



Minimum system requirements for Classification in accordance with ANSI/SIA CP-01-2007:

- UL Listed and Classified control unit Model D9412GV3, D7412GV3, or D7212GV3
- UL Listed and Classified keypad Model D1256, D1257, D1260, D1255, D1255R, or D1255 RW
- UL Listed Local Bell

The minimum firmware requirements for SIA CP-01 compliance are:

Control Panel	Firmware Version
D9412GV3	8.00 or later
D7412GV3	8.00 or later
D7212GV3	8.00 or later

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1.0 Introduction

This document supplements the *Security System Owner's Manual* (P/N: 71-06633-000) with the features for the GV3 Series. The instructions for the commands listed in this document replace those commands in the *Security System Owner's Manual*. Refer to the *Owner's Manual* for the operation of your new security system and its other basic features.



Place this supplement inside the *Security System Owner's Manual*.

2.0 General Commands

2.1 Two-Man Rule

2.1.1 Description

The Two-Man Rule adds an extra step to the disarming process by requiring two unique passcodes to disarm an area from the same keypad.

- I have this feature.
- I do not have this feature.

2.1.2 Using the Two-Man Rule

1. Ensure that the keypad shows idle armed text or *Disarm Now*.
2. Enter a valid passcode with the authority to Passcode Disarm by pressing the [passcode digits] followed by the [ENTER] key (D1260) or [ENT] key (D1255).
3. The keypad shows a request for the *SECOND CODE*:
4. Enter a second valid passcode with the authority to Passcode Disarm by pressing the [passcode digits] followed by the [ENTER] or [ENT] key. The second passcode must be different from the first passcode.

The area is disarmed and ready for entry.

2.2 Early Ambush

2.2.1 Description

Early Ambush adds an extra step to the disarming process by requiring the entry of an additional passcode to confirm that the area is secure. The second passcode can be same as the first or different, depending upon the configuration. The first entry disarms the area and the second entry stops an automatic timer from sending a duress event.

- I have this feature.
- I do not have this feature.

2.2.2 Using Early Ambush

1. Ensure that the keypad shows idle armed text or `Disarm Now`.
2. Enter a valid passcode with the authority to Passcode Disarm by pressing the [passcode digits] followed by the [ENTER] key (D1260) or [ENT] key (D1255).
3. Ensure that the keypad shows idle disarmed text.
4. You can now search the area; however, you must enter the second passcode before the preset Early Ambush Time expires.
5. Enter a second valid passcode with the authority to Passcode Disarm by pressing the [passcode digits] followed by the [ENTER] or [ENT] key.
6. The keypad shows `CODE 2 VALIDATED` to confirm that the second passcode is accepted and the Early Ambush Window is canceled.

The area is disarmed and ready for entry.

2.3 Easy Exit Control

2.3.1 Description

The GV3 Series Control Panels change from one armed state to another armed state without disarming. The Easy Exit Control feature decreases the number of keystrokes and simplifies system operation. This feature is available by default and is always on.

2.3.2 Using Easy Exit Control

Switching armed states from Master to Perimeter:

1. Ensure that the keypad shows idle master armed text.
2. Press the [COMMAND] key. The keypad shows SYSTEM COMMAND.
3. Press [3] to Perimeter Arm.
4. The keypad display shows the Exit Delay countdown.
5. Enter or exit from the premises.

Switching armed states from Perimeter to Master:

1. Ensure that the keypad shows idle perimeter armed text.
2. Press the [COMMAND] key. The keypad shows SYSTEM COMMAND.
3. Press [1] to Master Arm.
4. The keypad shows the Exit Delay countdown.
5. Enter or exit from the premises.

2.4 Passcode Follows Scope

2.4.1 Description

The Passcode Follows Scope feature is an optional arming and disarming restriction that can be enabled on keypads with access to multiple areas. When this feature is set to **No**, the keypad restricts Passcode Arming and Passcode Disarming to the home area of the keypad. When set to **Yes**, this feature allows users to arm or disarm all the areas to which they and the keypad have access. This feature causes no restrictions to the keypad scope as it pertains to any command or arming method other than Passcode Arming or Passcode Disarming.

- I have this feature.
- I do not have this feature.

2.4.2 Using Passcode Follows Scope

Arming from a keypad with Panel Wide scope and Passcode Follows Scope enabled:

1. Ensure that the keypad shows idle disarmed text.
2. Ensure that you have a valid passcode with the authority to Passcode Arm in all areas.
3. Enter your passcode by pressing the [passcode digits] followed by the [ENTER] key (D1260) or [ENT] key (D1255).
4. The keypad shows `ARMING: 12345678` to indicate which areas are ready to enter exit delay and arm.
5. The keypad shows the exit delay countdown.
6. Exit from the premises.

Arming from a keypad with Panel Wide scope and Passcode Follows Scope disabled (default):

1. Ensure that the keypad shows idle disarmed text.
2. Ensure that you have a valid passcode with the authority to Passcode Arm in all areas.
3. Enter your passcode by pressing the [passcode digits] followed by the [ENTER] key (D1260) or [ENT] key (D1255).
4. The keypad shows the exit delay countdown.
5. Exit from the premises.

2.5 Passcode-Controlled Menu

2.5.1 Description

When enabled, the system prompts users to enter a passcode before viewing the keypad menu. The system shows the user the menu options allowed according to their authority level, thereby providing users only pertinent commands and functions.

I have this feature.

I do not have this feature.

2.5.2 Using Passcode Controlled Menus

On a **D1255 Keypad** with the Passcode Controlled Menu enabled:

1. Press the [ESC] key. The keypad shows ENTER PASSCODE.
2. Enter your passcode by pressing the [passcode digits] followed by the [ENT] key. The first menu item for which you have authority appears.

On a **D1260 Keypad** with the Passcode Controlled Menu enabled:

1. Press the [Menu>] soft key in the lower right corner. The keypad responds with Enter passcode: then press [ENTER] display.
2. Enter your passcode by pressing the [passcode digits] followed by the [ENTER] key.

The first and second menu items for which you have authority appear.

2.6 Walk Tests

2.6.1 Description

The D9412GV3, D7412GV3, and D7212GV3 have three Walk Test menus that allow the user to test various points that are within the scope of the keypad without sending a report to the central station.

When performing a Walk Test, the **Walk Test** menu indicates that the menu is ready to time out, and clearly indicates on all keypads in the area of operation that a test is in progress. Additionally, the Walk Test procedure issues point trouble conditions for any 24-hr or fire points that remain off-normal when the Walk Test menu exits. After the system annunciates the trouble condition, faulted points are automatically swinger shunt bypassed regardless of the point index settings. These features are always enabled and have no configuration parameters.

The warning tones commence 5 min prior to timeout.



Test each smoke detector according to the manufacturer's instructions.

Table 1: Walk Test Menu Access

Test Type	Command Sequence	Menu Function Name	Point Types Tested
Walk	[COMMAND][4][4]	WALK TEST ?	Visible Perimeter and Interior
Fire	[COMMAND][5][8]	FIRE TEST ?	Fire and 24-hour
Invisible	Not applicable	INVISIBLE TEST ?	Invisible Perimeter and Interior

I have this feature.

I do not have this feature.

2.6.2 Using Walk Test

On a D1255 Keypad:

1. If you use the command sequence, press the keys shown in the Command Sequence column of *Table 1* for the necessary test. The keypad shows the number of testable points within the scope of the keypad: ### PTS TO TEST. Proceed to Step 5.
2. If you use menu function list, press the [ESC] key.
3. Press the [NEXT] key until the Menu Function Name (refer to *Table 1*) appears.
4. Press the [ENT] key to activate the selected walk test function. The keypad shows the number of testable points within the scope of the keypad: ### PTS TO TEST
5. Press the [NEXT] key to see VIEW UNTESTED?
6. Press the [ENT] key to view the untested points. The keypad shows the total number of untested points within the keypad scope: ### PTS UNTESTED.
7. Press the [NEXT] key to view the first point's name.
8. Press the [ENT] key to view the point's hardware state. Refer to *Table 2*.

Table 2: Hardware States of Points

Display Text	Hardware State
1PT### NORMAL HW	Normal
1PT### OPEN HW	Opened
1PT### SHORT HW	Shorted
1PT### MISSNG HW	Missing

9. Activate the point's sensor and observe the appropriate state change.
10. Press the [NEXT] key to advance to the next untested point within the scope of the keypad.
11. Repeat steps 8 through 10 until all points are tested.

On a **D1260 Keypad**:

1. If you use the command sequence, press the keys indicated in the Command Sequence column of *Table 1* on page 10 for the necessary walk test. The keypad shows the number of testable points within the scope of the keypad: ### points remain to be tested. Proceed to Step 5.
2. If you use the menu function list, press the [Menu>] soft key in the lower right corner.
3. Press the [Next >] soft key until the Menu Function Name (refer to *Table 1* on page 10) appears.
4. Press the corresponding soft key to activate the necessary Walk Test functions.

The keypad shows the number of testable points within the scope of the keypad: ### points remain to be tested.

5. Press the [View untested Pts >] soft key to see ### PTS UNTESTED.
6. Press the [Next Pt >] soft key to view the first or next untested point:

	[Point Text]
Area #, Pt #	
[Point State] HW	Next PT>
<Exit	Prev PT>



The point state can be NORMAL, OPEN, SHORT, or MISSING.

7. Activate the point's sensor and observe the state change.
8. Repeat Steps 5 through 7 until all points are tested.

2.7 Door Activated Custom Function

2.7.1 Description

The D9412GV3 and D7412GV3 allow a custom function to be activated when user credentials are presented to a D9210B Door Controller Reader. The custom function executes as if the user performed a function at the keypad that is associated with the door controller.

- I have this feature.
- I do not have this feature.

2.7.2 Using Door Activated Custom Functions:

Executing the door's custom function by a user that has authority to do so when disarming the area:

1. Ensure that the area you are about to enter is armed.
2. Present your user credentials to the D9210B Door Controller Reader. The area disarms and the custom function executes.

The area is now safe to enter.

2.8 Access Level Control

2.8.1 Description

Use this function to manually enable or disable access authority levels assigned to users. This function can be used to disable a user's access level temporarily instead of deleting and adding the user.

- I have this feature.
- I do not have this feature.

2.8.2 Using ACCESS LEVEL CTL?

On a **D1255 Keypad**

1. Activate the door's custom functions. Refer to *Section 2.7.2 Using Door Activated Custom Functions* on page 13.
2. Ensure that the display shows idle disarmed text.
3. Press the [MENU] key to enter the function list, then press [NEXT] repeatedly until you reach the CHANGE LEVEL CTL? prompt. Press [ENT].

4. ACCESS LEVEL CTL appears, indicating that you are affecting the authority levels of cards or tokens and not passcodes. Press [ENT].
5. ENTER LEVEL: appears. Enter the access authority level number and press [ENT].
6. If the access level is currently disabled, LEVEL # ENABLE? appears. If the access level is currently enabled, LEVEL # DISABLE? appears. Press [ENT] to accept the choice.
7. ENTER LEVEL: appears again. Press [ESC].

On a D1260 Keypad

1. Activate the door's custom functions. Refer to *Section 2.7.2 Using Door Activated Custom Functions* on page 13.
2. Ensure that the display shows idle disarmed text.
3. Press the [Menu>] soft key to enter the function list. Then press [Next>] repeatedly until you reach the CHANGE LEVEL ? prompt.
4. Press the [Change Level ? >] soft key. ACCESS LEVEL CTL appears, indicating that you are affecting the authority levels of cards or tokens and not passcodes.
5. ENTER LEVEL: appears. Enter the access authority level number and press [ENTER].
6. If the access level is currently disabled, LEVEL # ENABLE? appears. If the access level is currently enabled, LEVEL # DISABLE? appears. Press [ENTER] to accept the choice.
7. Repeat Steps 5 and 6 as necessary.

2.9 Door Control

2.9.1 Description

The door control function has three sub-functions:

- CYCLE DOOR?
- UNLOCK DOOR?
- SECURE DOOR?

CYCLE DOOR? unlocks a door briefly to allow a person into an area.

UNLOCK DOOR? unlocks a door to allow free access.

SECURE DOOR? locks a door and prohibits access regardless of a user's authority level.

- I have this feature.
- I do not have this feature.

2.9.2 Using Door Control?

On a D1255 Keypad

1. Ensure that the display shows idle disarmed text.
2. Press the [COMMAND] key. The display shows SYSTEM COMMAND.
3. Press [4] and [6].



You can use the function list in place of steps 2 and 3 to start this function.

1. Press the [MENU] key to enter the function list.
2. Press [NEXT] repeatedly until you reach the DOOR CTRL? prompt.
3. Press [ENT].

4. The first sub-function that appears is CYCLE DOOR?. You can cycle through the three sub-functions by pressing [PREV] and [NEXT].

On a D1260 Keypad

1. Ensure that the display shows idle disarmed text.
2. Press the [COMMAND] key. The display shows SYSTEM COMMAND.
3. Press [4] and [6].



You can use the function list in place of steps 2 and 3 to start this function.

1. Press the [Menu>] soft key to enter the function list.
2. Press [Next>] repeatedly until you reach the DOOR CTRL? prompt.
3. Press the [Door Control ? >] soft key.

4. All authorized door control function sub-functions are listed. Press the corresponding soft key to enter the sub-function.

2.9.3 Cycle Door?

1. To unlock an access door briefly and allow a person into an area, press [ENT] at the *Cycle Door?* prompt.

The display shows *CYCLE 1 2 3 4 5 6 7 8* if all doors are in a normal state and available. If a door is not in a normal state, the number of the door is replaced with one of the symbols indicated in *Table 3*.



Depending on your keypad, the operations in this section are the same, but the keypad display and keys are slightly different.

Table 3: Key to Symbols

Symbol	Description
---	Door is not active, not in scope, or user does not have access level authority
C	Door is timed door sequence
U	Strike and shunt are latched active (held open)
X	Strike and shunt are deactivated (secured)
P	There is a problem with the door; call your security company

2. Enter the number of the door to cycle then press [ENT]. This door cycles and the display changes to reflect the new status of the doors. For example, to cycle Door 3, at the *CYCLE DOOR 1 2 3 4 5 6 7 8* prompt, press [3], then press [ENT]. The display shows *CYCLE DOOR 1 2 C 4 5 6 7 8*. This indicates that all doors are in a normal state, except for Door 3, which is cycled.
3. Press [ESC] to leave this sub-function, or enter another door number to cycle.

2.9.4 Unlock Door?



Depending on your keypad, the operations in this section are the same, but the keypad display and keys are slightly different.

1. To unlock a door to allow free access, at the `CYCLE DOOR?` prompt, press `[NEXT]` to enter the `UNLOCK DOOR?` sub-function.
2. The display shows `UNLOCK 1 2 3 4 5 6 7 8` if all doors are in a normal state and available. If a door is not in a normal state, the number of the door is replaced with a symbol indicated in *Table 3* on page 16.
3. Enter the number of the door to unlock then press `[ENT]`. This door unlocks and the display changes to reflect the new status of the doors.

For example, to unlock Door 4, at the following prompt, press `[4]`, then press `[ENT]`.

```
UNLOCK DOOR 1 2 3 4 5 6 7 8
```

```
The display shows UNLOCK DOOR 1 2 3 U 5 6 7 8
```

This indicates that all doors are in a normal state, except for Door 4, which is unlocked.

4. Press `[ESC]` to leave this sub-function, or enter another door number to unlock.

2.9.5 Secure Door?



Depending on your keypad, the operations in this section are the same, but the keypad display and keys are slightly different.

1. To secure a door to prohibit access to users regardless of their access authority level, at the `CYCLE DOOR?` prompt, press `[PREV]` to enter the `SECURE DOOR?` sub-function.
2. The display shows `SECURE 1 2 3 4 5 6 7 8` if all doors are in a normal state and available. If a door is not in a normal state, the number of the door is replaced with a symbol indicated in *Table 3* on page 16.

3. Enter the number of the door to secure then press [ENT]. This door secures, and the display changes to reflect the new status of the doors.
For example, to secure Door 5, press [5], then press [ENT] at the following prompt: SECURE DOOR 1 2 3 4 5 6 7 8
The display shows SECURE DOOR 1 2 3 4 X 6 7 8. This indicates that all doors are in a normal state, except for Door 5, which is secured.
4. Press [ESC] to leave this sub-function, or enter another door number to unlock.



Each of these sub-functions acts as a toggle switch. To return a door to its normal state, follow the same procedure used to change its state. For example, if Door 3 is secured, to return it to its normal state, at the SECURE DOOR? prompt, enter [3] and press [ENT]. The door is no longer secured and the X is replaced with the number 3.

2.10 Delete User [COMMAND 53]

2.10.1 Description

Use this function to delete a personal passcode from your system without assistance from your security company. You must know the user number for the passcode you want to delete.

- I have this feature.
- I do not have this feature.

2.10.2 Using DEL USER ?

1. Ensure that the display shows idle disarmed text.
2. Press the [COMMAND] key. The display shows SYSTEM COMMAND.
3. Press [5] and [3].



You can use the function list in place of steps 2 and 3 to start this function.

1. Press the [MENU] key to enter the function list.
2. Press [NEXT] repeatedly until you reach the DEL USER? prompt.
3. Press [ENT].

4. The display shows DEL USER #. Enter the user number and press [ENT].
5. USER ## (or user text, such as the name of the user, if this feature was programmed into your system by your security company) appears, allowing for confirmation. Press [ENT]. If this is not the user you wish to delete, press the [NEXT] or [PREV] key until the correct user name appears, then press [ENT].
6. The display shows DELETE USER ##?. Press [ENT] to delete user, and USER DELETED appears. If the user number is not in the system, NOT IN USE appears. If you made an error and do not wish to delete this user, press [ESC].

2.11 Add/Change User - [COMMAND 56]

2.11.1 Description

Use this function to add or change a passcode or card without assistance from your security company. Before adding or changing a passcode or card, you must know which user numbers are available, the authority level you want to assign to the new user, and the areas in which the passcode or card are valid.

- I have this feature.
- I do not have this feature.

2.11.2 Using Add User ?

1. Ensure that the display shows idle disarmed text.
2. Press the [COMMAND] key. The display shows SYSTEM COMMAND.
3. Press [5] and [6].



You can also use the function list in place of steps 2 and 3 to start this function.

1. Press the [MENU] key to enter the function list.
2. Press [NEXT] until you reach the ADD/CHNG USER? prompt.
3. Press [ENT].

4. The display shows ENTER USER #. Enter the user number and press [ENT].
5. The display shows USER # (or user text, such as the name of the user, if this feature was programmed into your system by your security company) to allow for confirmation. Press [ENT] if the correct user number (or user name) appears. Press [ESC] if not.
6. ADD PASSCODE? appears. (If the user number already exists, CHANGE PASSCODE? Appears.) Press [ENT].
7. ENTER NEW CODE appears. Enter the new passcode followed by [ENT]. ENTER AGAIN appears.

8. Enter the new passcode a second time for confirmation. Press [ENT]. The display shows `PASSCODE ADDED` (or `PASSCODE CHANGED` if the user number was already in the system).



For systems with access control, the following prompts are available: `ADD CARD?`, `CHANGE CARD?`, and `SUB USER ID?`. Refer to *Systems With Access Control* on page 21 for details.



The system does not accept a passcode that is within two digits of an existing passcode. This is to avoid conflicts with duress passcodes. For example, if passcode 123 is already programmed in the system, the system does not accept 121, 122, 124, or 125 as passcodes.

9. `ADD LEVEL?` appears. If the user number already exists, `CHANGE LEVEL?` appears. Press [ENT].
10. `VALID AREA 1?` appears. If you wish this user number to be valid in Area 1, press [ENT]. If not, press [NEXT].
11. `AUTH LEVEL` appears. Assign the authority level you wish the user number to have for this area and press [ENT]. Record this information.
12. `VALID AREA 2?` appears. Enter the information necessary for the areas in the scope of the keypad by following steps 10 and 11 for each area (up to 8 areas).
13. `LEVEL ADDED` or `LEVEL CHANGED` appears when all area assignments are made. Press [ENT].



At the end of each function, press [ESC] to return to the `ENTER USER #` prompt. Press [ESC] again to return to idle text.

Systems With Access Control

If your system includes access control features, such as card readers at doors, the following prompts can appear during the `ADD USER?` procedure.

ADD CARD? (CHANGE CARD?)

1. If the user has card or token access to the building or area, press [ENT] at the `ADD CARD?` prompt, or at the `CHANGE CARD?` prompt if the user already has a card or token.

2. PRESENT CARD appears. Present the card at the card reader and wait for the tone.
3. If the reader identifies the card or token correctly, a tone sounds and the keypad shows CARD ADDED, or CARD CHANGED if the user already has a card or token. Press [ENT].

SUB USER ID?

1. At the SUB USER ID? prompt, press [ENT].
2. SUB USER #? appears. Enter 1, 2, or 3 for the desired Sub-User and press [ENT].
3. PRESENT CARD appears. Present the card or token at the reader and wait for the tone.
4. After the tone sounds, the display shows CARD ADDED, or CARD CHANGED if the Sub User number already existed.

3.0 SIA CP-01 Compliance Information



Warning: The default programming for the control panel includes a 30-second communication delay for alarms on non-fire zone types. It can be removed (or increased to 45 sec) at the option of the end user in consultation with the installer.

3.1 System Requirements

The minimum system requirements for SIA CP-01 compliance are:

Table 4: System Requirements

Control Panel	Firmware Version
D9412GV3	8.00 or later
D7412GV3	8.00 or later
D7212GV3	8.00 or later

3.2 False Alarm Reduction Features

False alarms are such an issue that the local authorities in some jurisdictions no longer respond to alarms. The Security Industry Association (SIA) has developed a Control Panel False Alarm Reduction Standard that details design features for security control panels and their associated arming and disarming devices to reduce the occurrence of false alarms.

This section of the user's guide supplement will help to explain proper operation of your SIA CP-01 compliant Bosch Security Systems, Inc. D9412GV3, D7412GV3, or D7212GV3 Control Panel.



Your installation company must configure all features necessary to provide SIA CP-01 compliance.

- I have this feature.
- I do not have this feature.

3.3 User-Caused False Alarms, Arming the System

3.3.1 Exit Time Defaults

The SIA standard calls for Exit Time to range from 45 sec to at least two min (not to exceed 255 sec).

The default is 60 sec.

3.3.2 Exit Tone

The SIA standard requires that the control panel provide an Exit Tone to alert anyone remaining in the premises that Exit Delay is in process. The tone pulsing rate increases during the last 10 sec of Exit Time.

The Exit Tone can be disabled only for individual keypads, not for the entire system.

During the last 10 sec of Exit Delay, the control panel's Alarm Bell output pulses on and off for the last 10 sec of Exit Delay.

3.3.3 Exit Time Restart

The SIA standard requires that the control have an option that restarts Exit Delay if a user follows these steps:

1. Starts Exit Delay (arms the system)
2. Exits and closes an Exit Delay zone.
3. Returns through an Exit Delay zone.
4. The control panel restarts Exit Delay (one-time restart only).

- I have this feature.
- I do not have this feature.

3.3.4 Exit Error

When a user leaves an Exit Delay zone faulted at the end of Exit Time, the control panel creates an "Exit Error" event as specified by the SIA standard:

1. An Exit Delay point remains faulted at the end of Exit Delay.
2. Entry Delay starts. Keypads show `DISARM NOW` and the Entry Tone sounds.

3. The user does not return to stop Entry Delay. The Entry Delay time expires.
4. The control panel starts the alarm transmission sequence, accompanied by an Exit Error report.

3.3.5 Master Arm – No Exit Feature (Unvacated Premises)

If a user Master Arms an area and does not leave the premises (no Entry/Exit zones are faulted during the exit time), the control panel's No Exit feature automatically shifts the Area from Master Armed to Perimeter Armed.

- I have this feature.
- I do not have this feature.

3.3.6 Recent Closing

If an alarm occurs within two min of the expiration of Exit Time, the control panel creates an "alarm-recent closing" event. If the user armed with a passcode, the user number is included in the recent closing report.

Recent Closing events are not created for Fire Alarm events.

3.4 User-Caused False Alarms, Disarming the System

3.4.1 Entry Time Defaults

The SIA standard requires an Entry Time of between 30 sec and 4 min. The required default is 30 sec. If the system is not disarmed within Entry Time, the control panel creates an Alarm Event.

During the Entry Time, the control panel sounds an Entry Delay Tone (distinct from the alarm tone).

3.4.2 Passcode Disarms System (Area)

When the control panel is in Entry Delay, entering a valid passcode disarms the system as soon as the last digit of the passcode is entered. No other keys are required.

When the control panel is in Exit Delay or is armed, entry of a valid Passcode must be followed by an [ENTER] or [ENT] key.

3.5 Arming and Disarming with Keyswitches

Arming Beeps and Flashes

The SIA standard requires that the control panel provide a means to annunciate a change in arming state made from a Keyswitch. The Alarm Bell output pulses on twice when a user disarms with a remote device. The Alarm Bell output pulses on once when a user arms with a remote device.

3.6 Alarm Transmission Sequence – Alarm Abort

The SIA standard requires an Alarm Abort feature. The control panel uses this feature to give end users an opportunity to acknowledge an alarm event and abort the alarm transmission. The following sections explain how this feature works.

3.6.1 Abort Window

The Abort Window is the time the end user has to acknowledge an alarm and effectively “abort” the control panel’s alarm response.

The Abort Window is programmable.

- The minimum duration is 15 sec.
- The maximum duration is 45 sec.
- The default is 30 sec.



In accordance with UL standards, the SIA standard intends that the combined Entry Time and Abort Window will not be programmed to exceed one minute.

3.6.2 Passcode Acknowledges Alarm

When the control panel is sounding an alarm, enter [passcode] + [ESC] to silence the alarm without disarming. Entering the first digit of the passcode temporarily silences the alarm at the keypad. If a valid passcode is not entered, the alarm begins sounding again after a period of about 10 sec with no keypad activity.

3.6.3 Alarms Acknowledged within the Abort Window

If the end user acknowledges an alarm within the Abort Window:

- The alarm output is silenced.
- No alarm, restoral, or cancel reports are sent.
- No alarm, restoral, or cancel reports are entered in the control panel event log.

3.6.4 At the End of the Alarm Abort Window

If no user acknowledges the alarm within the Alarm Abort Window, the control panel sends the appropriate alarm reports.

3.7 Cancel Report and Cancel Window

If a user acknowledges an alarm after the Abort Window expires, but before Bell Time expires, the control panel sends a Cancel Report. The Cancel Window starts when the alarm is sent and stops when the Alarm Bell timer expires or a user acknowledges an alarm.

3.8 Duress Alarm

This feature allows any passcode with the Send Duress permission enabled to **always** send a Duress Alarm event upon entry. The Duress Alarm feature allows an installation to allocate unique passcodes as the main duress passcodes for all users.

Additionally, when the SIA CP-01 compliant Duress Alarm option is enabled, the Passcode +1 and +2 options are disabled.

3.9 Swinger Shutdown

This feature allows for a control panel to automatically bypass a point that reports two or more alarm or trouble events within the same arm cycle. The maximum number of faults allowed on a point is called the Swinger Count. This value was set by the installer.

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