

HUNTER-PRO 896 Ver. 2.0.2

9-96 Zones Intruder Alarm System



USER GUIDE

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Please read this manual in its entirety before attempting to program or operate your system. Should you misunderstand any part of this manual, please contact the supplier or installer of this system.

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CHAPTER I INTRODUCTION

Congratulations on your purchase of the HUNTER-PRO 896 Intruder Alarm System! Much care has been taken in developing the HUNTER-PRO 896 Intruder alarm system, to provide you with unprecedented peace of mind. The user-friendly system with its advanced features will professionally help you to protect your home or business.

HUNTER-PRO 896 contains numerous features that allow it to benefit the customer's individual needs, and yet remain easy to program and use both by the customer and the technician. Therefore, it is important to read this manual thoroughly in order to familiarize yourself with the system and take full advantage of its features. To assure optimal safety and security, you should perform a system test to the HUNTER-PRO 896 once a week at least (see instructions further on this guide).

For any further questions, please contact your local PIMA distributor or PIMA directly according to the 'contact us' details on page 2.

Up to date literature is available to download from our website at:
www.pima-alarms.com

SAFETY INSTRUCTIONS

Your HUNTER-PRO 896 alarm system has been registered in accordance with EN60950 and its rules. EN 60950 requires us to advise you the following information:

1. In this alarm system exist hazards of fire and electric shock. To reduce the risk of fire or electric shock, do not expose this alarm system to rain or moisture. Pay attention: Telephone cords could be a good conductor for lightings energy.
2. Do not open the door of the alarm system. Dangerous high voltages are present inside of the enclosure. Refer servicing to qualified personnel only.
3. This alarm system should be used with AC 230V50Hz, protected by anti electric shock breaker. To prevent electric shocks and fire hazards, do NOT use any other power source.
4. Do not spill liquid of any kind onto the unit. If liquid is accidentally spilled onto the unit, immediately consult a qualified service.
5. Install this product in a protected location where no one can trip over any line or power cord. Protect cords from damage or abrasion.
6. Disconnect all sources of power supply before proceeding with the installation. Pay attention: do not install low voltage wires near by AC power wires they should be separated.
7. Connect the AC transformer output to the terminal block on the control panel as marked.
8. Connect the AC line cord to line power terminals as marked. (GND; N; L)

1.1 Main Features

- Hybrid system with 8 to 96 wired or wireless zones
- Friendly and easy to use and program, with fast arming keys
- LCD keypad with multilingual Menu-Driven screens for easy programming and operation
- Wide partitioning options:
 - Up to 16 partitions, each with its own Account ID and Users
 - Up to 8 subsystems, each with different keypads, IDs, etc.
- Passive arming: after a preset silence (no movement) time
- Automatic arming: at a preset time
- Full remote control including outputs via touch-tone telephone
- Control codes: 96 user codes, 96 proximity tag codes, 24 remote control codes, master code, door code, duress code
- Various authorization levels for each user
- Window time to restrict users from disarming the system (by code entering or remote control)
- Extensive zone testing
- 3 display types to view system status: "PIMA Fast display", "Scan Open Zones" and "All Zones Status".
- Built-in Unique Integrated Digital 4 channels to communicate with the CMS (Central Monitoring Station): Telephone, Long-range Radio, GSM, GPRS
- Full supervision data of wireless detectors (life signal, low battery, tamper)
- 4 Subscriber dialing numbers with optional voice message/microphone
- Various methods for preventing false alarms: Zone conditioning, pulse counter, 2 EOL resistors to detect short & cut, zone sensitivity, automatic zone deactivating, zone soaking
- Various accessories (microphone, voice unit etc.)
- Memory Log of up to 500 events (250 are non-volatile) that includes Time, Username and Zone name.

1.2 Signs, Programming Keys and Codes



Press a key



Press a key until confirmation beep sounds




Moves the cursor forward




Moves the cursor backwards



Enter the next level / Save

 Enable ('+') or disable ('-') a parameter / Clear the display

 Go up one level / Go to main display / Cancel

Master Code: A code enabled to enter the User menu.


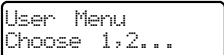

User Code: A code enabled by Master Code to enter the User menu.

Printed Zone Numbers: On the LCD keypad, zones number 1-16 and 17-32 are printed above and below the display window.

1.3 Entering User Menu

The User menu is where the user program and change data. User menu can be fully accessed with the Master Code. Other users can also access the User menu but are limited according to their authorization level, programmed by the system administrator (owner)/technician (see "Programming Codes" on page 27).

1.3.1 Entering User Menu with Master Code




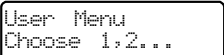

 Master Code   Function key (see page 9)

1.3.2 Entering User Menu with User Code

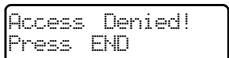


If a user is enabled by technician to enter the User Menu:

 User Code   Function key (see page 9)

If a user is not enabled by technician to enter the User Menu (User Code arms/disarms the system), the menu can still be accessed as follows:

   User Code   Function key (see page 9)

When a user selects a function (i.e., the corresponding key is pressed) it is not authorized to, the system displays the following:

CHAPTER 2 THE KEYPAD

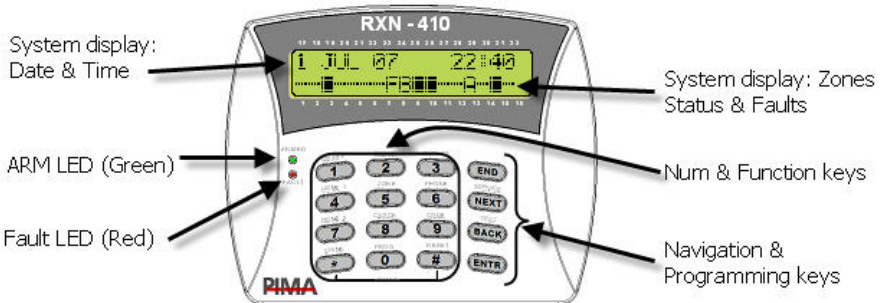
RXN-400 and RXN-410 are PIMA's LCD keypads that operate with HUNTER-PRO 896. They have been specially designed for maximum simplicity and durability and present decorative design. A keypad is used for arming, disarming and programming the system as well as displaying time and date, system status information, events and faults, memory log and more.

Printed on the keypad above each num key is the key function. For instance, key #9 is the codes programming key, key #2 is the memory log key and so on. A full description of each key function appears further on this guide.

Both RXN-400 and RXN-410 keypad models are identical, except for their screen size.

The display screen has two lines with 16 characters each. The upper line displays the time and the date (depending on the display type). Both lines display data regarding the system, such as events, faults and zone status.

Note: Up to 8 monitored keypads can be connected to the system simultaneously



Drawing 1- PIMA's RXN-410 LCD keypad with PIMA Display

2.1 Display Types

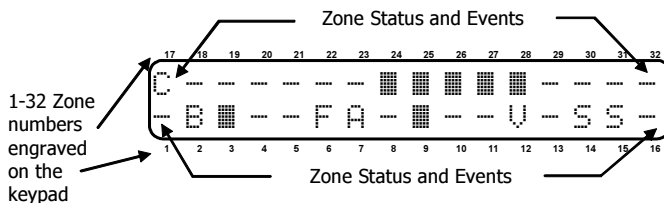
2.1.1 PIMA Fast Display

This display is best used on a 32 zones system. All events and zones are displayed in a single screen using signs and abbreviations. Drawing 1 demonstrates PIMA fast display (with 16 zones).

Information on the top line includes: time, date and system status. If the system is configured to more than 16 zones than this information will not be presented in this display type, but zones information only (see next drawing).

System status characters on top line:

- P System is communicating or testing the PSTN line
- S Siren ON
- R Relay ON
- T System is reporting to Monitoring Station via radio transmitter



Drawing 2 - Fast Display, 32 zones

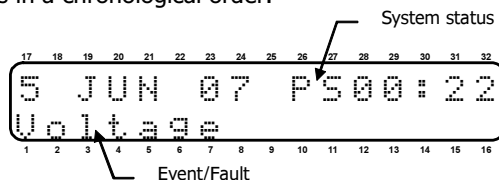
The following signs & characters appear next to the zone number/ partition that is engraved on the keypad:

- Closed zone
- Opened zone
- B Bypassed zone
- A Alarm zone (zone triggering an alarm)
- C Chime zone
- S Shortcut zone (zone was shortcut)
- F Failed zone (disconnected)/Tamper event (in a wireless detector)
- L Low battery in wireless detector
- U Supervision signal: Wireless detector did not report test to system
- T Zone is in Soak test

Note: When in PIMA display, the system will not display the zone status during faults. Only after all faults are resolved, PIMA Display returns.

2.1.2 'Scan Open Zones' Scrolling Display

In this display type the zones and events screens automatically interchange and display their status in a chronological order.



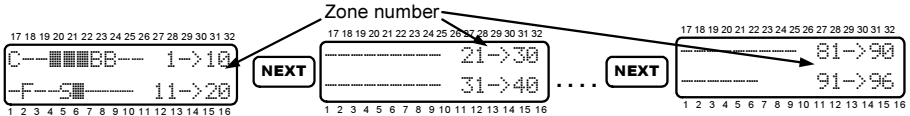
The upper line display is described in sub-section 2.1.1.

Bottom line display:

- Events, alerts and faults
- Opened zones (OP)
- Zones that triggered an alarm (AL)

2.1.3 Other Display Types

Display Type	What is displayed?
Disable zones	Open zones are not displayed
All Zones	All zones are displayed with their number and name, as programmed by the technician
Bypassed Zones	All bypassed zones are displayed
Soak Zones	All soaked (tested) zones are displayed
Chime Zones	All chimed zones are displayed
All Zones Status	See next sub-section (2.1.4)
Partitions Names	See sub-section (2.1.5)

2.1.4 All Zones Status Display

All programmed zones in the system are displayed, 10 zones in each line, 20 in every screen. In the above drawing, the first screen shows zones 1 - 10 and 11 - 20. Advance by pressing **NEXT**, return by pressing **BACK**.

"All zones status" display differs from "PIMA fast display", by showing all 96 zones in the system (if all programmed), while "PIMA fast display" shows only the first 32 zones in one screen.

2.1.5 Partitions Names Display

















All partitions (if programmed any) will be displayed with their name.

Note: When in PIMA fast display mode, the system will not show zones' status if a fault occurs. Only when the fault is resolved the fast display returns.

2.2 Keys Functions

As mentioned previously, operating and programming the system commences by entering the Master Code first and then pressing any further required key.

However, a number of keys enable certain actions by a single long press, without entering Master Code. The next table lists the various options:

Key	Enter Master/ User Code and press a key to..	Long press a key (without entering Master/User Code) to...
	Arm/Disarm	Fast arming the system*
	Display arming, alarm and fault history with time and date	-
	Temporary bypass of zones	-
	Arm the system to "Home 1" partial arming mode	Fast arming the system to "Home 1" partial arming mode*
	Display menu (see "Display Types", page 5)	"All Zones" display
	Program telephone numbers	-
	Arm the system to "Home 2" partial arming mode	Fast arming the system to "Home 2" partial arming mode*
	Program Time and date	-
	Program User codes	-
	Program Chime by zone	Enable/Disable Chime for all zones
	Program Auto-arming	Enter user menu with enabled code
	-	☞ - Display armed partitions ☞ - Reset smoke detectors
	(Programming help key)	Turn off buzzer in fault
	Display system name and version; Enter technician menu	Display Service Provider
	Test siren, battery, AC and phone line	-
	(Programming help key)	Display system's Name & Version

* If enabled by technician

CHAPTER 3 ARMING & DISARMING


Note: The system's default Master Code is 5555

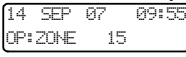
The system can be armed and disarmed in 4 ways:


- With the Keypad
- By remote control or Key fob
- Automatically (arming only)
- Remotely, via touchtone telephone, COMAX software, Internet, and GSM

As a rule, the system should be armed only when all zones (but those on the exit route) are closed and there are no faults (e.g., low battery, mains) and/or events (e.g., fire, panic). To arm the system with open zones, these zones should first be bypassed, as explained in this chapter.

3.1 Normal Arming & Disarming By the Keypad

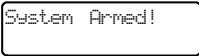
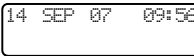
Before arming the system, make sure all zones (except exit delayed zones – usually zones on exit route) are closed: no  open zone blinking sign should be displayed (all zones indication is). In scrolling display, the next 'OP:' sign should not

appear: 

To arm the system:  User Code/Short Code. The green LED shall begin to blink, beeps will be heard from the keypad and the display will show the next exit delay

message: 

At the end of the exit delay, the green control LED shall stop to blink and stay on, the beeps will stop, the display will briefly show the following message:

 and the display will look like this: 

3.2 Arming When One or More Zones are Opened




When trying to activate the system with one or more zones opened (that are not on the exit route, i.e., exit delayed zones), the keypad will produce a fast-beep and the display will show the next (i.e.) scrolling screens:

 ... 

The bottom line shows the names and numbers of all opened zones, one by one. If no step is taken the system will be armed and alarms will be generated from the open zones.

 Master Code / User Code  

These are the two possible ways to act:

1. To temporary bypass the open zones: . Open zones are bypassed & system is armed. The letter  will appear next to the corresponding zone/s.
2. To cancel arming: . The system returns to normal operation mode.

3.3 Arming with Master Code

 Master Code    

3.4 Arming with User or Short Codes



 Short Code or User Code  

3.5 Arming the System to HOME 1/HOME 2 Modes

'HOME 1' and 'HOME 2' are partial zones arming modes.

Arming to "HOME 1":   Short Code / User Code or


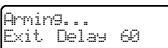
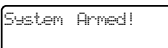

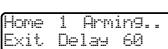
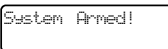

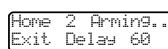
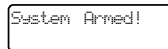
Master Code  

Arming to "HOME 2":   Short Code / User Code or

Master Code  

3.6 Fast Arming


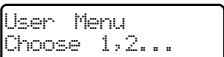

To quickly arm the system, if enabled by technician:

- Full Arming:   
- Arming to 'HOME 1':   
- Arming to 'HOME 2':   

Note: 'HOME 1' and 'HOME 2' exit delays can be disabled by a technician.

3.7 Arming Using Enabled User Code

If a user was enabled by technician to enter the User Menu:

 User Code  

If a user is not enabled to enter the User Menu:



3.8 Arming with Key, Key fob, or Proximity Tag

A key, 24 Key fobs and 96 RFID proximity tags can be attached to HUNTER-PRO 896. The Visonic Key fob has 4 push buttons for: Arming, Disarming, Arming to 'Home 1' and controlling one of the system's outputs. Pushing simultaneously "Full Arming" and "Home 1" buttons generates Panic alert.

The Key fob works with PIMA's I/O-WN wireless receiver and enables arming, disarming, duress alert, system output control and arming to 'HOME 1'.



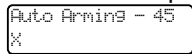
3.9 Automatic Arming

HUNTER-PRO 896 offers two ways to arm the system automatically:

1. Active - At a preset time, daily.
2. Passive - Arming when no activity is sensed by any detector for a period of time. Passive arming can be programmed per partitions.

3.9.1 Automatic arming at a preset day and hour

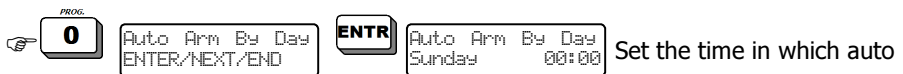
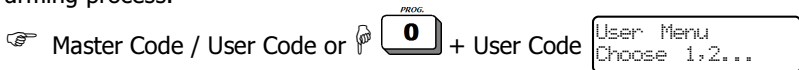
This feature lets you program the system to automatically arm itself in any day of the week at a specified hour. At the designated hour, the LCD keypad displays



and a countdown of 45 seconds starts. The countdown comes together with chime sound from the keypad. After the countdown is over, the arming process starts, according to the system's programming:



At any time during the countdown, entering a valid code stops the automatic arming process.



arming process starts or a hand presses an 'ENTR' button to set another day. a hand presses an 'ENTR' button to save.

Leaving the default 00:00 hour (or setting to it) means auto arming is disabled.

Note: To cancel a preset auto arming time, repeat the process and program it to 00:00 hour.

3.9.2 Automatic arming when no activity is sensed

Set inactivity time (in minutes) - a period of time in which if no activity is sensed by any detector the system will automatically be armed.

Master Code / User Code OR + User Code

set inactivity

time in minutes Mark '+' to enable the partition/s to be auto armed

Note: "Inactivity to arm" timing is programmed by the technician.

3.10 Disarming

3.10.1 With Master Code

Master Code

3.10.2 With User Code

User Code or + User Code

Entering user code immediately disarms the system.

Note: If the system is NOT disarmed, make sure you are not trying to disarm it outside the time frame you are enabled to (see "Programming User Codes" on page 27)

3.10.3 With Duress Code

Entering duress code disarms the system but also sends alert to the CMS and the private dialer. Duress code is a disarming code only.

Duress Code

CHAPTER 4 REMOTE CONTROL VIA PHONE

The alarm system can be remotely controlled via any touch tone or cellular phone. There are two modes of remote control: basic operations, mostly arming and disarming; And full operations, including activating outputs.

4.1 Mode A: Basic Operations

1. Dial to the system's telephone number.
2. Wait for the system's confirmation tone (a long tone followed by 2 beeps). Once a connection was established, any operation can take place, whether you dialed to the system or vice versa.
3. Enter Master Code. Do not to enter the code before the confirmation tone ends.
4. Wait a few seconds until the system confirms its status by one of the two following tones:
 - Continuous tone: The system is disarmed
 - Beep: The system is armed

Note: The system will not recognize commands (tones) from the telephone while sounding the confirmation tone. It is important to wait until the confirmation tone is over before pressing the telephone keys that control the system.

5. Execute a command by pressing a key on the phone:



Phone key	Function
0	Disable siren and dialer. The dialer will stop dialing to the next private phone numbers.
1	Arm the system
2	Disarm the system (if enabled by the technician)
4	Arm the system to "Home 1" mode
5	Switch on the Relay
6	Switch off the Relay
7	Arm the system to "Home 2" mode
8	Listen in for one minute (available only with MIC-200). Any more presses will extend the listen in time in one minute

Notes:

- 1) The alarm system confirms the command was received by 2 short beeps.
 - 2) While the system and the telephone are communicating, the message "Other keypad in use" will display on all connected keypads. If the system does not receive any command for a period of 60 seconds, it shall disconnect and return to regular operation mode. The system will remain in standby (with the above displayed on keypads) for another 60 seconds before keypad operation returns.
-

4.2 Mode B: Full functions

Note: By default, the system is set to mode A. Switching to mode B requires technician programming.

- Follow steps 1 - 4 in section 4.1 to establish communication with the system.
- To trip an output:  & the corresponding numbers from the following table.
- To release an output:  & the corresponding numbers from the following table:

System	
*01	Arm
#01	Disarm
*04	Home 1
*07	Home 2
*08	Listen in (with MIC-200)
*00	Stop sirens and dialer

Panel outputs	
11	External siren
12	Internal siren
13	Relay
14	Reset smoke detectors
15	ON/OFF output
16	ALARM output
17	Audio Ctrl output

OUT-1000 Expander	
21	Output # 1
22	Output # 2
23	Output # 3
24	Output # 4
25	Output #5
26	Output # 6
27	Output # 7
28	Output # 8

I/O-8Ns Relays			
31	Expander # 1	37	Expander # 7
32	Expander # 2	38	Expander # 8
33	Expander # 3	39	Expander # 9
34	Expander # 4	40	Expander # 10
35	Expander # 5	41	Expander # 11
36	Expander # 6		

I/O-R Expander #1			
51	Output #1	55	Output #5
52	Output #2	56	Output #6
53	Output #3	57	Output #7
54	Output #4	58	Output #8

I/O-R Expander #2			
59	Output #1	63	Output #5
60	Output #2	64	Output #6
61	Output #3	65	Output #7
62	Output #4	66	Output #8




I/O-R Expander 33			
67	Output #1	71	Output #5
68	Output #2	72	Output #6
69	Output #3	73	Output #7
70	Output #4	74	Output #8

I/O-R Expander #4			
75	Output #1	79	Output #5
76	Output #2	80	Output #6
77	Output #3	81	Output #7
78	Output #4	82	Output #8




Sending system status via SMS message to the private dialer			
91	Phone #1	93	Phone #3
92	Phone #2	94	Phone #4

4.2.1 Examples for mode B

Deactivating external siren:

Dial and wait for confirmation tone. When no sound heard  Master Code and wait for confirmation tone   11 (on telephone keys).

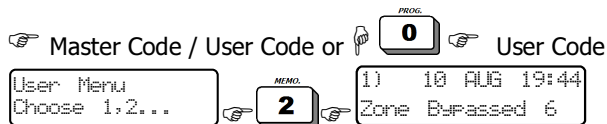
Activate output #5 on OUT-1000 outputs card:

Dial and wait for confirmation tone. When no sound heard  Master Code and wait for confirmation tone   25 (on telephone keys).

CHAPTER 5 MEMORY LOG

The system holds in its memory the last 500 events and operations in a chronological order. 250 of them are non-volatile.

5.1 Accessing Memory Log



5.2 Memory Log Display

The system's memory log has 4 sub-menus/viewing options:
All Events, Faults Only, Zone Alarms, Arming/Disarming.

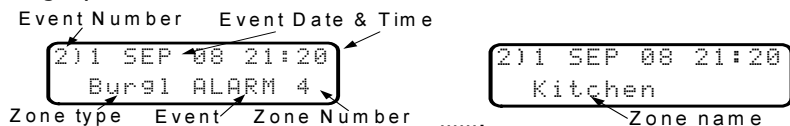
The log is displayed in 2 lines:

- The top line displays the event's no. and time and date it occurred.
- The bottom line displays the event type and the zone it occurred in and any other events.

The information/events logged in the memory are: arming, disarming, alarms, code changed, system time changed, faults, zones bypassed and more.

Examples:

Burglary alarm:



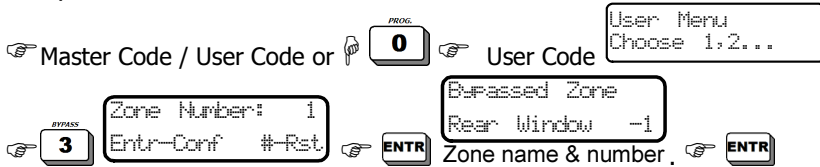
Two screens are displayed intermittently, showing the zone's name:

Fault:

```
56)4 MAR 08 02:54
AC Fault
```

CHAPTER 6 ZONES BYPASSING

If a zone is opened, the system cannot be armed, unless the zone is either closed or bypassed. A bypassed zone will automatically become active again the next time the system is disarmed.



to confirm and to scroll to the next zone. The letter "B" indicates a bypassed zone.

To reset a bypassed zone **#** (RESET).

Note: If a zone is bypassed and the system is not armed within a period of time set by the technician, the zone becomes active again.


CHAPTER 7 DISPLAY TYPES

7.1 Zone Status Display


















As mentioned previously, HUNTER-PRO 896 has two basic system status displays, fast and scrolling, and few others (see "Display Types" on page 8). To enter display types menu:

☞ Master Code/Enabled User Code OR ☞  + User Code ☞ 

Note:

- Pressing  in "All Zones", "Bypassed Zones", "Soak Zones" and "Chime Zones" screens displays a detailed description of the zones in this category.
- The letter "W" indicates a wireless zone.

7.1.1 Display Types by Order

Pressing	Display type	Details
	Fast Zones	The status of all first 32 programmed zones on one screen
 	Scan Open Zones	All open zones and faults are displayed, one by one
  X2	Disable Zones	Only faults are displayed
  X3	All zones	All zones names and numbers are displayed
  X4	Display Bypassed Zones	All bypassed zones are displayed
  X4	Display Soaked Zones	All soaked zones are displayed
  X3	Display Chime Zones	All chime zones are displayed
  X2	All Zones Status	All zones programmed in the system are displayed in groups of 10
 	Show Partitions Names	The partitions' names allocated to this keypad are displayed









7.2 Display type screens by order

☞ Master Code/Enabled User Code or ☞  + User Code ☞ 

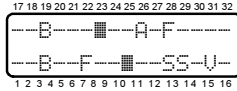


7.3 Examples of display types

7.3.1 Fast Zone display








Master Code/Enabled User Code OR    0 + User Code    ZONE 5   ENTR



The current display is now "Fast zone" display.

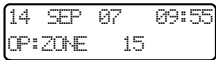


A sample screen: . See signs and letter legend on page 8, under "PIMA Fast Display".

7.3.2 Scan Open Zones

Master Code/Enabled User Code OR    0 + User Code   ZONE 5   NEXT








  ENTR. The current display is now "Scan open zones". A Sample screen:





All open zones with their name and number are displayed and all faults too, in automatic scrolling screens, continuously.







Note: Zones names are programmed by the technician





7.3.3 Disabled Zones

Master Code/Enabled User Code OR    0 + User Code   ZONE 5   NEXT X2







  ENTR. All disabled zones are displayed (if there are any), one by one, with their name and number.





7.3.4 All Zones

Master Code/Enabled User Code OR    0 + User Code   ZONE 5 







  NEXT X3   ENTR. All zones in the system are displayed one by one with their name and number.





7.3.5 Soak Zones

Master Code/Enabled User Code OR    0 + User Code   ZONE 5 


  BACK X4   ENTR. Soaked zones (zones in test mode) are displayed (if there are any).

7.3.6 Chime Zones

Master Code/Enabled User Code OR    0 + User Code   ZONE 5 

  BACK X3   ENTR. Chime enabled zones are displayed (if there are any).


7.3.7 All Zones

 Master Code/Enabled User Code OR   + User Code   

 X2  . All 96 programmed zones in the system are displayed, 20 zones in each screen.

7.3.8 Partitions Names

 Master Code/Enabled User Code OR   + User Code     

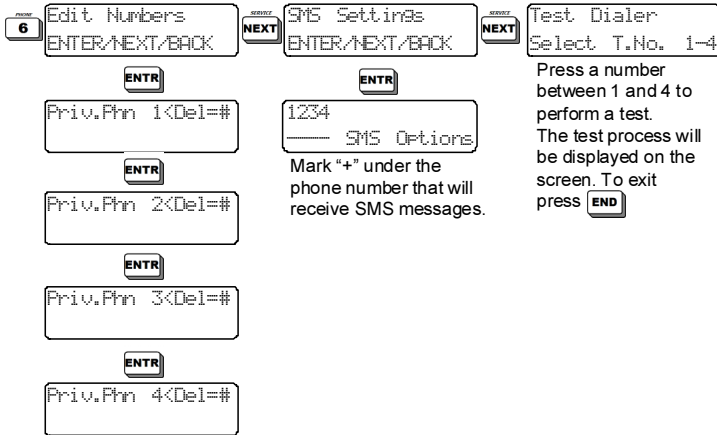
. The partitions controlled by the keypad are displayed in scrolling mode.

To return to zones display, repeat the programming steps.

CHAPTER 8 PHONE NUMBERS & SMS MESSAGES

This menu has 3 sub-menus: Edit phone numbers, SMS settings to define which phone number will receive SMS messages and Test dialer.

 Master Code/Enabled User Code OR   + User Code




8.1 Edit Dialer Phone Numbers

HUNTER-PRO 896 can call up to 4 private phone numbers. The dialer attempts dialing each number twice (i.e. total of 8 attempts) and plays an alarm warning sound when the call is 'picked'.

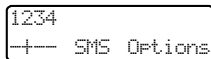
After the warning sound is over, the system awaits for remote-controlled commands through which the dialer can be halted. The dialer aborts dialing attempts in the following cases:

- The system is disarmed.
- A "Stop Dialer" command is received via the phone. The dialer will not dial to the next subscribers.
- All private dialer telephone numbers were dialed, each number twice.

To enter the following signs, push the  key repeatedly: '+', '*', '#', P (1 sec. delay)

8.2 SMS Options

HUNTER-PRO 896 can send SMS messages containing reports on alarms, faults and system status. This menu lets you determine to which of the 4 private dialer numbers SMS messages will be sent. To enable a number, mark "+" under it.



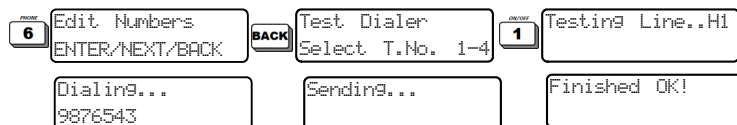
For example:

The system will send SMS messages to phone number 2.

Note: Ask the technician to enable this feature.

8.3 Dialer Test

 Master Code/Enabled User Code OR   0 + User Code



This menu lets you test the private phone numbers. Pressing any number between 1 and 4 will cause the dialer to dial to the corresponding number. If no call was received check the programmed number and call a technician if the number is ok.





CHAPTER 9 TIME AND DATE

Time and date, apart from constantly being displayed on the screen, are used in conjunction with various functions such as user code time window and all alarms and reports.

The system's memory log registers information about arming and disarming, auto-arming and alarms and faults - all with time and date information.



Therefore, please make sure that time and date always remain accurate. In addition, time and date information is crucial for the technician to examine and repair the system when necessary.

 Master Code/Enabled User Code OR   + User Code  

  Enter time in HH:MM format  

  Enter date in DD MM YY format    

Notes:

- To correct a mistaken data use  keys.
- The system will not accept meaningless data, such as the hour 25:25. In such a case an error message will appear. To correct, press the  key and enter data again.

CHAPTER 10 CODES

Most codes in HUNTER-PRO 896 are made of 4-6 digits and allow the user to program the system, arm and disarm it and more. 96 user codes, 96 proximity tags and 24 Key fobs can be programmed into HUNTER-PRO 896.

Important!

HUNTER-PRO 896 has a code-control feature that does not allow entering duplicate codes (including a code that starts with the same digits such as existing code).

User definitions:

User name User number

User 1 (1) A*K

ENTR/NEXT/END

A - The user has a proximity card
* - The user has a code
K - The user has a keyfob

10.1 Master Code

Reminder: The default Master Code is: 5555. It is recommended to replace it after installation (see how in this section).

The Master Code is used for accessing memory and programming different functions as described further. It is also used for arming and disarming the system. Master code can only be changed with the Master Code.


Changing Master Code:

Master Code User Menu
Choose 1,2... 9 Master Code
ENTR/NEXT/END ENTR

Master Code
***** (4-6) Enter 4 to 6 digits number ENTR

Note: A code is displayed in asterisks and cannot be revealed otherwise.

10.2 User Code

A user code is used for arming, disarming and accessing the user menu. As mentioned, HUNTER-PRO 96 can have 96 user codes. By default, entering the user code arms or disarms the system. If enabled by technician, entering the user code accesses the menu directly. In such a case, arming is done by pressing long  and entering user code.

A user code can have a name and a time window to disarm the system, can be allocated to one or more partitions and can have specific authorizations.

10.2.1 Programming User Code using Master Code

Master Code Master Code ENTER/NEXT/END User Codes ENTER/NEXT/END

User 1 (1) ENTER/NEXT/END to other users OR user number (1-96)

Entry/Change Code ENTER/NEXT/END User 1 ***** (4-6) new User Code (4 to 6 digits)

Press to exit.

10.2.2 Programming User Code using User Code

Master Code/Enabled User Code OR + User Code

User Codes ENTER/NEXT/END User 1 (1) ENTER/NEXT/END and proceed as in the previous sub-section.

Note: An asterisk (*) appears to the right of the user's name notes that the user has a valid user code.

10.2.3 Adding/Changing a User Code by User Code

A user code can be used for adding/changing another user code only if it enabled to do so (see section 10.5). If a user code is unauthorized, an "Access Denied" message will appear when trying to access the codes menu.

Master Code/Enabled User Code OR + User Code

and proceed as in section 12.2.1.

10.2.4 Deleting User Code using Master Code






Master Code Master Code ENTER/NEXT/END User Codes ENTER/NEXT/END

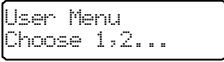
User 1 (1) * ENTER/NEXT/END Enter a user's number or use and to reach a user Delete Code ENTER/NEXT/END Press to exit.

Important!

Master Code can be changed only by Master Code


10.2.5 Deleting User Code using User Code

 Enabled User Code OR   + User Code  



















and proceed as in the previous section 12.2.4.

10.3 Entering Names and Characters















Names and characters are entered the same way as in standard cell phone. Each key has letters and characters associated with it. The number of key pushes you make determines which character is selected, e.g. the numeric key  is used for the letters M, N, O and number 6. To select 'M', press the key once; to select 'O', press the key three times. See all keys and their associated characters further. (See "Signs, Programming Keys and Codes" on page 6)

Notes:

- A User Name can have up to 8 characters (letters or digits).
- Each arming/disarming is registered in the memory along with the user name, date and time (see "Memory Display" on page 19)

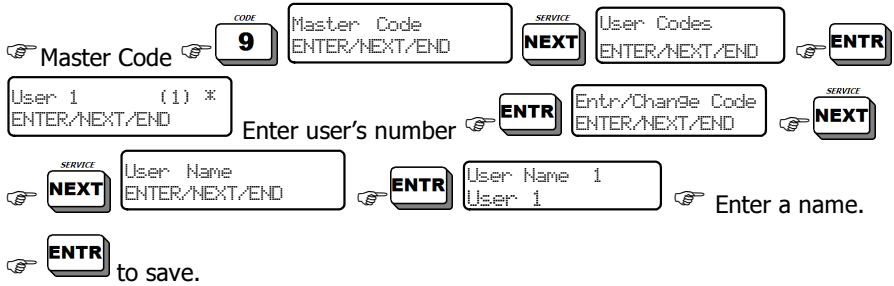
.,?!1 	ABC2 	DEF3 	Cancel 
GHI4 	JKL5 	MNO6 	Next char., Space 
PQRS7 	TUV8 	WXYZ9 	Prev. char. 
(/ * : - + # 	0 	# 	Save 

The following example illustrates writing the word 'KITCHEN':

Character	Push Key	No. of pushes	
K		2	
I		3	
T		1	
C		3	
H		2	
E		2	
N		2	

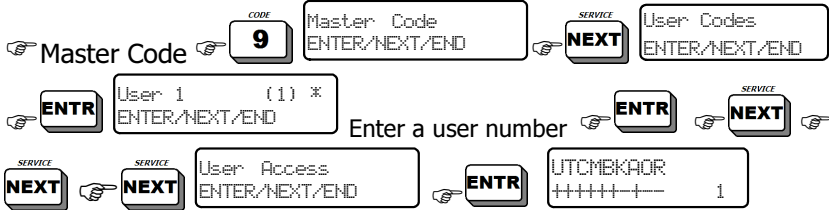
To enter 2 or more characters using the same key, wait 2 seconds between each character.

10.4 Entering a User Name



10.5 User Parameters

The user access authorizations are determined in a single screen:

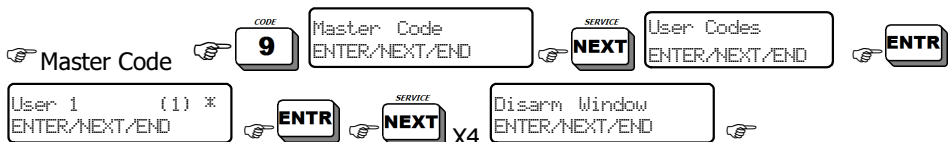


Par.	The User is authorized to...
U	Program User Codes
T	Program phone numbers
C	Program time and date
M	View the memory log
B	Program zones bypassing
K	Use any keypad (if partitioned)
A	Program auto-arming
O	Receive Open/Close reports by SMS
R	Remote control the system

Press **#** to change to enable ('+') a parameter. To save, press **ENTR**

10.6 Disarming Time Window

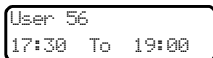
A user can be restricted from disarming the system outside a time window. By default, users can disarm the system at any time.





Note: There is no limit with arming the system to all the users at any time

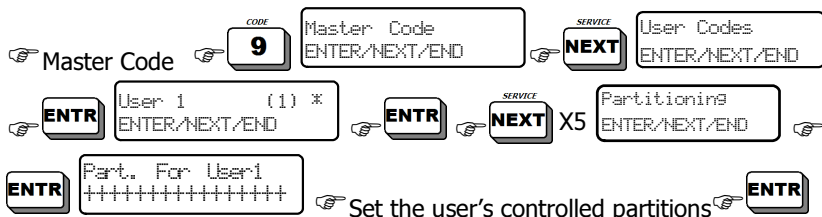
For example:



User 56 can disarm the system only between 17:30 (5:30 pm) and 19:00 (7:00 pm). Any attempt of this user to disarm in any other time, even a minute later or earlier, will be denied and the system will remain armed.

10.7 User's Partitions

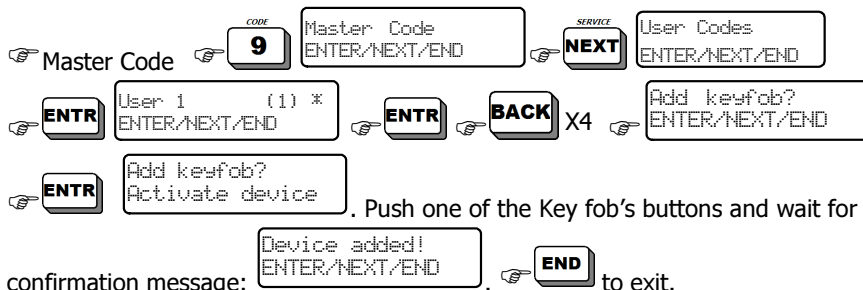
In a system divided into partitions (sub-systems), every keypad can only control the partition/s that are programmed to be controlled by it and a user can be authorized to control all or some of these partitions.



Notes:

- To enable a user to control his partition/s from any keypad attached to the system, the parameter “K” on the parameters set should be enabled. See page 30.
- Any partition can be assigned to one or more users. With standard system installation (i.e. no partitions), all users are assigned by default to all partitions.

10.8 Allocating a Key fob to a User



confirmation message: **Device added!** ENTER/NEXT/END . Press **END** to exit.
 After allocating a Key fob to a user the letter 'K' will appear on the user code screen to indicate a Key fob was allocated to the user.

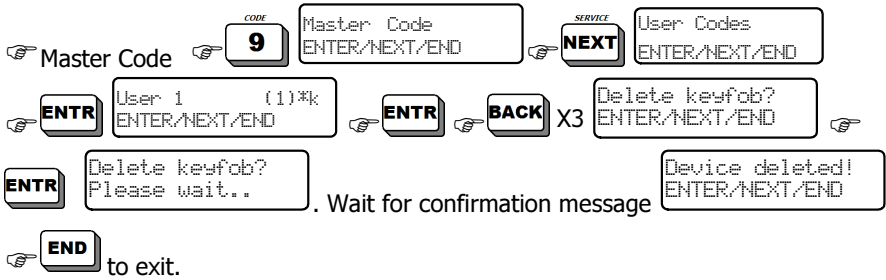
For example:

```
User 15      (15)*k
ENTER/NEXT/END
```

Notes:

- Up to 32 Key fobs can be programmed.
- A Key fob added to a user will operate according to the user's authorizations.

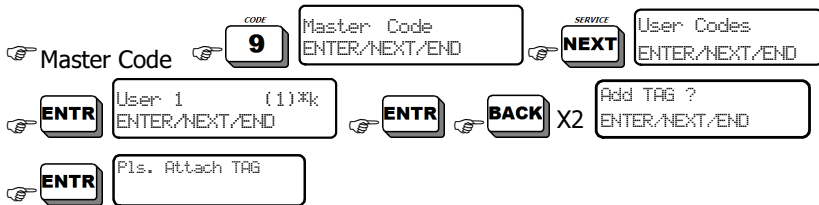
10.9 Deleting a Key fob



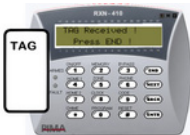
After canceling a Key fob the letter K will disappear from the user's code screen

10.10 Proximity TAG

10.10.1 Adding Proximity TAG

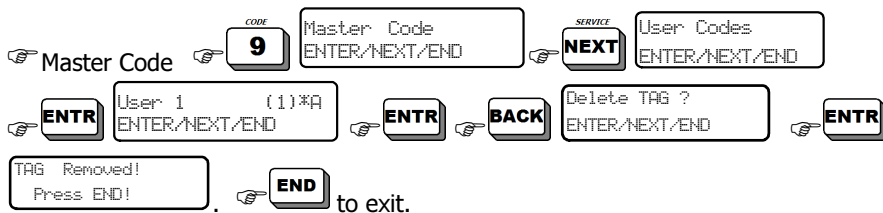


Attach the tag to the left side of the keypad, as seen in the following image, until a confirmation "TAG Received!" message appears as shown. **END** to exit.



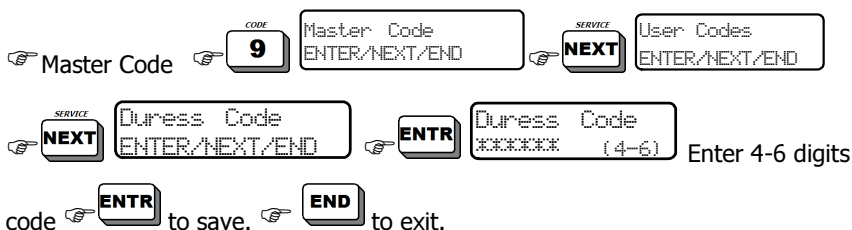
After adding proximity tag the letter A will appear on the user's code screen

10.10.2 Deleting Proximity TAG



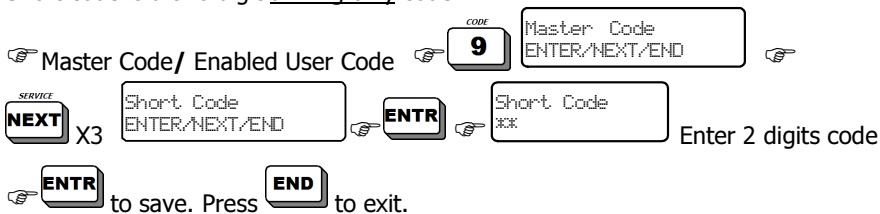
10.11 Duress Code

A duress code is a special disarming only code. This code is useful when the system is connected to CMS. Entering duress code disarms the system and sends duress code to both the CMS and the private dialer, without activating the sirens. The duress code is a 4 to 6 digits number.



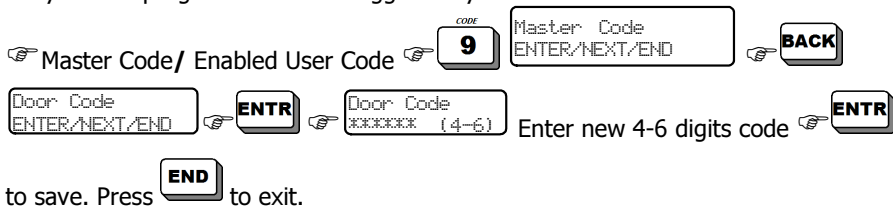
10.12 Short Code

Short code is a two digit arming only code.



10.13 Door Code

As can be expected, door code is mostly used to trigger door relays. However, any relay can be programmed to be triggered by the door code.




CHAPTER II OTHER TOPICS

11.1 Chime



The “Chime” feature enables to supervise opening/closing doors and windows by activating the keypad’s buzzer for two seconds each time a designated door/window is opened. This feature is especially useful with small children in the house and in shops.



Note: The “Chime” feature is available only when the system is disarmed

11.1.1 Programming Chime by Zone

Master Code/Enabled User Code OR  + User Code



User Menu
Choose 1;2...

 Zone Number: 1
ENTR-Conf #-Rst 

number  to confirm or to release. The next zone will appear. Press  to exit.

The letter “C” in the zones display indicates a chime zone.

11.1.2 Activating Chime to All Zones

. Pressing long the  key activates/deactivates (toggle mode) the chime to all zones. The display will show the following messages: Chime ON/OFF.

11.2 Panic Signal


Pressing the keypad panic combination or alarm from panic zone can activate a siren and a relay; can call the private dialer; can send SMS message and can send panic report to the CMS. Programming responses to Panic signal is done by a technician.

Activating Panic Signal from the Keypad

 + 

Press both asterisk and pound keys for 2 seconds.

11.3 Resetting Smoke/Fire/Anti-Mask Detectors

In case smoke or fire alarm is triggered, press and hold the  key (until you hear a confirmation sound) in order to reset and release the detectors. For auto-resetting, consult a technician.

11.4 System Tests

The system constantly tests the backup battery, mains and phone line. For manual test do as follows:

☞ Master Code/Enabled User Code OR ☞  + User Code

```
User Menu
Choose 1:2...
```

☞ 

The following screens appear:

```
Battery Test..
```

```
Battery Test..
Finished OK!
```

```
Testing Line..S1
```

```
Finished OK!
```



In case faults occur:


```
Battery Test..
Low Battery!
```

or

```
12 NOV 07 19:25
Phone Line Fault
```

11.5 Turning Off the Keypad Buzzer

Simultaneously pressing  and  keys turns on/off (toggle mode) the buzzer in the keypad. The keypad buzzer indicates few actions like pressing a key, confirming a long-press, counting down, disarming the system and more.

To turn the buzzer off in fault, ☞ 

CHAPTER 12 TROUBLESHOOTING

HUNTER-PRO 896 system tests itself and its components constantly. In case a fault occurs a red fault LED flickers, a description of the fault is displayed on the keypad's screen bottom line and the memory will log it with its date and time.



The system can be programmed to respond to any fault in various ways, like reporting to CMS, calling through the private dialer, activating outputs and accessories and more. To enable it, consult a technician.

Notes:

1. If more than one fault occurs, the display will scroll between faults.
2. If more than one keypad is connected to the system, when programming one keypad the rest will display the following message: "Other Keypad in Use". This message will also be displayed whenever a modem is in use or when the system is remotely controlled via phone.

The following table describes the possible system faults:

Displayed Fault	Solution
Low Battery	Occurs after a prolonged power failure. Wait 24 hours for the indication to stop. If the fault indication persists longer than one day, or there was no previous power failure, call a technician.
Mains Fault	Usually appears during a power failure. If other electrical appliances in the house are operating, check the switch or fuse to which the alarm system is connected. If the cause of the fault is unclear, call a technician.
Clock Not Set	Appears following a prolonged power failure during which the backup battery was completely discharged. Set time and date (see "Time and Date" on page 26)
Phone Line Fault	Perform phone line test (see section 8.3). Verify during the test that other instruments connected to the Alarm System's telephone line (i.e., telephone sets, facsimiles, etc.) are not active. If the fault persists, call a technician.
Tamper 1	Tamper switch 1 is opened or damaged. Call a technician.
Tamper 2	Tamper switch 2 is opened or faulty. Call a technician.
Expander X Tamper	Expander X's box or Tamper is opened. Call a technician.
Expander X Fault	Expander X is faulty. Call a technician.
Keypad X Tamper	Keypad X's Tamper is open. Call a technician.
Low Voltage	Appears before the backup battery is completely discharged, usually after a prolonged power failure. Call a technician immediately!
Wireless Z Fault	A wireless detector (zone) is faulty. Call a technician.
MS COM Fault	Failure to communicate with Monitoring Station. Call a

Displayed Fault	Solution
	technician.
KEYPAD NOT CONNECTED	No communication between the keypad and the HUNTER-PRO motherboard. Call a technician.
GSM Unit Fault	GSM unit not connected/operating properly. Call a technician.
GSM Link Fault	GSM channel bad reception or jamming. Call a technician.
GSM Comm. Fault	Communication failure between GSM unit and CMS 1. Call a technician.
GSM Comm. 2 Fault	Communication failure between GSM unit and CMS 2. Call a technician.
SIM Card Fault	No SIM card detected or card failure. Call a technician.
Detec Vol. Fault	Detector power supply. Call a technician.
Wireless System	Wireless receiver unit not connected/working properly. Call a technician.
W/L Unit Tamper	Wireless receiver box tamper is opened or faulty. Check that the wireless receiver box is properly closed. If problem remains, call a technician.
Check Keypad Number	The keypad's ID is misconfigured. Call a technician.
Keypad Fault	The keypad or communication with the keypad is faulty. Call a technician.
Zone Fault	A fault in one of system's zones. Call a technician.
Detec Vol. Fault	Detector voltage fault. Call a technician immediately!
SMS Com. Failure	SMS communication fault. Call a technician.
Install SMS Unit	No SMS card detected or card failure. Call a technician.
Network Fault	Call a technician.
IO-R X Fault	Call a technician.
IO-R X Tamper	Call a technician.
IO-R X Fault	Call a technician.
Exp. XX Voltage	Call a technician.
Wireless Jamming	The wireless receiver is jammed. Call a technician.
False Code	A false code has been entered. 
Anti Mask Block!	Anti-mask detector is blocked.  and call a technician.
Supervision:	A wireless detector "life signal" has not been detected. Call a technician.

APPENDIX: ZONES TABLE

No.	Name	Location
1		
2		
3		
4		
5		
6		
7		
8		
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12		
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No.	Name	Location
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43		
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80		
81		
82		

No.	Name	Location
62		
63		
64		
65		
66		
67		
68		
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70		
71		
72		
73		
74		
75		

No.	Name	Location
83		
84		
85		
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92		
93		
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95		
96		

Installer Details:

Name: _____ Telephone/Mobile: _____

Company: _____

Telephone: _____

Date of installation: Day ____ Month ____ Year ____

End of service: Day ____ Month ____ Year ____