Teletek electronics

USER OPERATION MANUAL

ECLIPSE 8
ECLIPSE 8+
ECLIPSE 16
ECLIPSE 32
ECLIPSE 99
(S.W. 3.xx)

ALARM CONTROL PANELS

CE

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

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

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USER MAINTENANCE NOTES

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

1. Remove the protective transparent sticker from the LED or LCD display before starting daily operations with the keyboard.
2. Always close the protective cover when the keyboard is not used. That will protect the buttons from dust and dirt penetrating.
3. Weekly clean from dust the keyboards using a soft cloth. You can use also moist cleaning cloths for plastic surfaces.
4. Do not use any abrasive detergents that can scratch the surface.
5. Do not sprinkle or pour water and other liquids on the keyboard.
6. Always use only alcohol-free cleaning detergents for cleaning the LCD display.
7. Before cleaning the LCD 32 Sensitive surface you can lock the sensitive buttons for 30 seconds with pressing at the same time the PRG button + right arrow button.

GUARANTEE

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

INTERNATIONAL GUARANTEE

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

GUARANTEE PROCEDURE

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

CONDITIONS FOR WAIVING THE GUARANTEE

This guarantee shall apply to defects in products resulting only from improper materials or workmanship, related to its normal use. It shall not cover:
- Devices with destroyed serial number (barcode);
- Damages resulting from improper transportation and handling;
- Damages caused by natural calamities, such as fire, floods, storms, earthquakes or lightning;
- Damages caused by incorrect voltage, accidental breakage or water; beyond the control of the manufacturer;
- Damages caused by unauthorized system incorporation, changes, modifications or surrounding objects;
- Damages caused by peripheral appliances unless such peripheral appliances have been supplied by the manufacturer;
- Defects caused by inappropriate surrounding of installed products;
- Damages caused by failure to use the product for its normal purpose;
- Damages caused by improper maintenance;
- Damages resulting from any other cause, bad maintenance or product misuse.

In the case of a reasonable number of unsuccessful attempts to repair the product, covered by this guarantee, the manufacturer's liability shall be limited to the replacement of the product as sole compensation for breach of the guarantee. Under no circumstances shall the manufacturer be liable for any special, accidental or consequential damages, on the grounds of breach of guarantee, breach of agreement, negligence, or any other legal notion.

WAIVER

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

UNWARRANTED SERVICES

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

STANDARDS AND CONFORMITY

The Eclipse Series control panels are designed according and with conformity to the European Union (EU) Low Voltage Directive (LVD) 2006/95/EC and Electro-Magnetic Compatibility (EMC) Directive 2004/108/EC.
The CE mark is placed for indication that the Eclipse control panels comply with the requirement of EU for safety, health, environmental and customer protection.

CERTIFICATIONS AND APPROVALS

Alarm Control Panel: **Eclipse 8, Eclipse 16, Eclipse 32** EN50131-1:2006; EN50131-3:2009 EN50131-6:2017; EN50131-10:2015 EN50136-1:2012; EN50136-2:2013 **Grade 2 Class I SP2** CE Cert. No: TT-449/2019	Alarm Control Panel: **Eclipse 99** EN50131-1:2006; EN50131-6:2008 EN50131-3:2009; EN50136-1:2012 EN50136-2:2013; EN50131-10:2014 **Grade 3 Class I SP2** CE Cert. No: TT-76/2018

1. GENERAL INFORMATION

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

The ECLIPSE family includes:

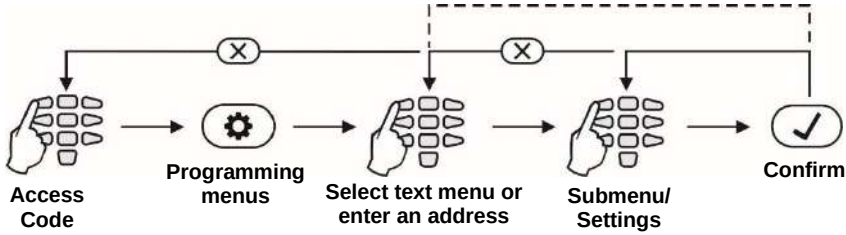
- **ECLIPSE 8** for management of small sites up to 8 zones organized in 1 common area and for up to 8 users.
- **ECLIPSE 8+/16** for management of small to medium sites up to 16 zones organized in 3 independent areas and for up to 32 users.
- **ECLIPSE 32** for management of medium sites up to 32 zones and 8 independent areas and for up to 64 users.
- **ECLIPSE 99** for management of large sites up to 99 zones and 16 independent areas and for up to 99 users.

In ECLIPSE Series control panels are available two types of users: Managers and Regular users of the system. The Managers have extended rights for programming of special system menus and the regular users have limited rights for operation with the system.
In Eclipse 32/99 system, Manager can be every user, who has been granted manager rights. User 1 is the Chief Manager and his/her rights cannot be changed. The users can be granted manager rights by the Engineer of the system, as well as by another Manager of the system with programming rights.
The Manager programming is structured as text menus or 2-digit addresses*.
The User programming is structured as text menus 1-digit address*.
**Note: The type of programming is set from the engineer on the site.*

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

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

The structure of Manager and User programming menus is as follow:



Note: The presented into this manual information is for User operation via LCD keyboard and set text menus, or LED keyboard.

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

2. SUPPORTED KEYBOARDS

According your system configuration, you may use one of the following keyboard models:

Keyboard	Display	Areas	Zones	Card reader
LED 8	LED	1	8	×
LED 16A / LED 16A VG	LED	3	16	×
LED 32	LED	8	32	✓ (option)
LCD 32	LCD	Up to 16	Up to 99	✓ (option)
LCD 32S	LCD	Up to 16	Up to 99	✓

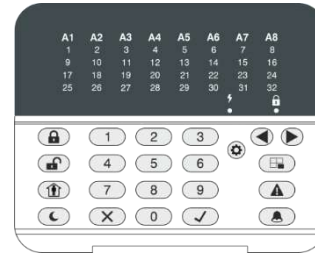
2.1 LED Keyboards



LED 8



LED 16A

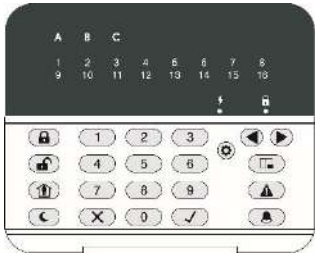


LED 32

Front view of ECLIPSE LED keyboards with open protective cover. The keyboards are equipped with LED information display and rubber keypads for operation.

2.2 LED Keyboards with Voice Guiding Messages

The control keyboard Eclipse LED 16A VG is equipped with voice guiding messages for events to support user operation.



LED 16A VG

Attention: *The voice messages cannot be muted or switched off. They can be only silenced at address 90 (text menu "5. KBD Settings – 1. Busser Level") in the manager programming menus. The volume level can be set in range from 1 (the lowest) to 4 (the highest).*

The following messages are performed:

"System is armed" - The exit time is over and the system is armed (Full, Stay or Sleep mode).

"System is disarmed" - The entry time is over and the system is disarmed.

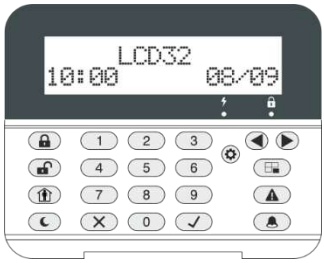
"Please, enter your code to disarm" - The entry time is running on. The message is played on every 5 seconds until a valid user code is entered and the system is disarmed.

"Please, leave the premises" - The exit time is running on. The message is played on every 5 seconds until the system is armed (Full, Stay or Sleep mode).

"AC power is failure" - The main power supply is missing or off. The message is played after disarming the system; during exit time is running on; activation of entry-exit or follow type zone when the system is disarmed.

"Battery is discharged" - The backup battery is low charged or missing. The message is played after disarming the system; during exit time is running on; activation of entry-exit or follow type zone when system is disarmed.

2.3 LCD Keyboards



LCD 32



LCD 32 S

Front view of ECLIPSE LCD keyboards, where LCD 32 is with open protective cover. The keyboards are equipped with LCD text display. LCD 32S is with sensitive buttons and built-in card reader.

2.4 Sound Signalization

All ECLIPSE Series Keyboards have sound signalization for occurring of different system events. The sound signalization has 4 volume levels adjustable in menu "5. KBD SETTINGS - 1. BUSSER LEVEL" (Address 90) from the Manager programming menus.

Sound Signal	Description
Button	Single short beep indicating the pressing of a key.
Confirmation	Two long sound signals, indicating the system confirmation to executed operation.
Cancel operation	A single long beep, indicating system incorrectly executed operation.
Entry time	Continuous beep, indicating intrusion into an entrance zone.
Exit time	Short beeps, indicating the system is armed and the user is required to leave the entrance zone. Ten seconds before the exit time is over beep frequency increases.
Technical problem	Two short beeps at every 20 sec, indicating a technical trouble. To stop the signalization, enter a valid used code and press in sequence buttons ENTER and TRBL (in operation with keyboards LED 16A VG, LED32, LCD32S and LED32); or double press button ENTER (in operation with keyboards LED8 and LED16A). See also item 3.7. Technical troubles review.
Chime	Short beeps with subsequently increasing period, indicating intrusion into a zone with an activated chime option.
Fire alarm	Three sound signals in sequence repeated every 5 seconds. That kind of signalization shows activated fire detector in the premises.

2.5 Buttons Functionality

Button	Function	Description
	ENTER	Confirmation of the entered data. For LED 8 and LED 16A keyboards: Use the button to review the memory log file, the system troubles and the bypassed zones – the respective system LED is blinking during the review.
	CANCEL	Canceling the entered parameters; exit from a programming mode.
	FULL ARM	Quick button for Full Arming Mode.
	DISARM	Disarming the system. The button has a special function in text entering mode – deletes the current symbol and moves the cursor on one position to the left (like Backspace button on a standard PC keyboard).
	STAY ARM	Quick button for Stay Arming Mode. The button has a special function in text entering mode – shifting between small and capital letters.
	SLEEP ARM	Quick button for Sleep Arming Mode.
	PRG	Entry in Manager and User programming modes.
	BYPASS*	Bypassing zones. The button lights on permanently if there are bypassed zones in the system. The button is blinking during the bypassed zones review.
	TROUBLE*	Reviewing the system troubles. The button lights on permanently if there are system problems. The button is blinking during the system troubles review.
	AREA A	LED 16A: The button performs arming/disarming of AREA A.
	AREA B	LED 16A: The button performs arming/disarming of AREA B.
	AREA C	LED 16A: The button performs arming/disarming of AREA C.
	MEMORY*	Reviewing the memory events log file. The button lights on permanently if there are memory events. The button is blinking during the memory events review. The button has a special function in text entering mode – entering of special symbols.
	Scroll arrows	Arrows for moving the cursor on the left and on the right in programming mode.
0 - 9	Digit Buttons	Digital buttons for entering parameters, codes, etc. LED 16A VG: Use button 1 for arming/disarming of AREA A; button 2 for AREA B; button 3 for AREA C.

**** Note:** The functionality of BYPASS, TROUBLE and MEMORY buttons for LED8 and LED16A keyboards is accessible through the manager and user menus only with the same LED indication on the display.*

2.6 Indication

Button/LED	Color	Description
	Red	The area is in FULL ARM mode.
	Red	The area is in STAY ARM mode.
	Red	The area is in SLEEP ARM mode.
	Red	Permanently lit - there are bypassed zones in the system. Blinking - review of the bypassed zones in the system.
	Red	Permanently lit - there are system troubles. Blinking - review of the system troubles.
	Red	Permanently lit - there are recorded memory log events. Blinking - review of the memory log events.
	Red	Indication for bypassed zones in keyboards LED8 and LED 16A. Permanently lit - there are bypassed zones in the system. Blinking - review of the bypassed zones in the system.
	Red	Indication for system faults in keyboards LED8 and LED 16A. Permanently lit - there are system troubles. Blinking - review of the system troubles.
	Red	Indication for memory events in keyboards LED8 and LED 16A. Permanently lit - there are recorded memory log events. Blinking - review of the memory log events.
 ○	Green	The system is disarmed or only certain areas in the system are armed.
	Red	All used areas in the system are armed. Blinking in programming mode.
 ○	White	Permanently lit - power supply from the panel; lit off - no power supply from the panel. Blinking in programming mode.
Areas: A, B and C A1 – A8 *(The indication applies only to LED keyboards)*	Off	The area is not used.
	Green	Permanently lit - the area is disarmed. Blinking - the area is ready to be armed after user code is entered and selected arming type.
	Red	Permanently lit - the area is armed. Blinking - entry/exit time is running; showing the available areas to disarm after a user code has been entered.
Zone numbers*	Red	Permanently lit - indication for trouble or when the bypassed zones, system troubles or events are being viewed. Blinking - indication for an open zone when the system is disarmed.

2.7 Directions for Operation with LED Keyboards

LED 8, LED 16A, LED 16A VG and LED 32 are keyboards for management and programming with LED displays. LED 8 shows information about 8 zones and manages 1 area. The display of LED16A/LED 16A VG shows information about the first 16 zones and 3 areas of the systems, while the display of LED 32 shows information about all 32 zones and 8 areas of the system.

The entrance of codes, addresses, and data is done via the digit buttons. For the different arming modes fast buttons with the respective symbol are used.

2.7.1 Special indication used in LED 8 and LED 16A keyboards

LED	Indication	Description
⚙	Red	The system is in manager or user programming mode.
O	Red	[O] is short from OPERATION – in programming mode.
V	Red	[V] is short from VALUE – in programming mode.
i 🔓	Green	The system is disarmed; normal operation mode.
	Off	The system is armed or the system is not ready to be armed.
A	Not used in manager and user programming menus.	

2.7.2 Special indication for reviewing of address number (LED 8 and LED 16A)

With DISARM i 🔓 button the user can check the number of the current address during manager or user programming.
You can use the button in the following way:

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

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

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

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

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

2.7.3 Programming by Manager

• **LED 16A VG/LED 32:**

After manager code is entered, a confirmation beep is heard from the keypad. Entrance in programming mode by a manager is done by pushing the PRG (⚙) button. Two digits are lit on the keyboard display, while the “lightning” (white) and “padlock” (red) LEDs flash only on the keyboard, which is being used for programming. The system expects entrance of 2-digit code for programming by manager. When a digit button is pushed the corresponding zone LED lights up. When the “0” button is pushed zone number 10 lights up.

• **LED 8 and LED16A:**

After manager code is entered, a confirmation beep is heard from the keypad. Entrance in programming mode by a manager is done by pushing the PRG (⚙) button. Two digits are lit on the keyboard display and the LEDs ⚙ and V are lighting on only at the keyboard, which is being used for programming. The system expects entrance of 2-digit code for programming by manager. The setting of parameters is with pressing the digit buttons as the button corresponding to the set value is lighting on.

2.7.4 Programming by User

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

• **LED 16A VG/LED 32:**

After user code is entered a confirmation beep is heard from the keyboard. Entrance in programming mode by a user is done by pushing the PRG (⚙) button. One digit is lit on the keyboard display, while the "lightning" (white) and "padlock" (red) LEDs flash only on the keyboard, which is being used. The system expects entrance of 1-digit programming address by a user.

• **LED 8 and LED16A:**

After user code is entered a confirmation beep is heard from the keyboard. Entrance in programming mode by a user is done by pushing the PRG (⚙) button. One digit is lit on the keyboard display and the symbols ⚙ and V are lighting on only at the keyboard, which is being used for programming. The system expects entrance of 1-digit programming address by a user.

2.8 Directions for Operation with LCD Keyboards

The *LCD 32* and *LCD 32 Sensitive* are keyboards for management and control with text LCD displays.

To enter codes, addresses and parameters use the digit buttons. For arming the system can be used neither the quick buttons with the respective pictograms, or to choose the arming type from the screen scrolling with the arrows and confirmation with ENTER button. Use the provided further on detailed descriptions of the all addresses in the system. To exit the manager or user programming menu press CANCEL button several times until return to main screen in normal operation mode.

Attention: If no action (pushing a button) is performed for 30 sec. after entering the manager or user programming menu, the system automatically returns to the main screen and is again in normal operation mode. Entrance in programming mode by a manager or user is possible via more than one keyboard at the time even with the same code.

2.9 Entering Text with LCD Keyboards

The keyboard models *LCD32 and LCD32 Sensitive* support text entering including small and capital letters, digits, punctuation marks and other specific symbols.
The regular letters and digits can be entered directly by the buttons. It is possible to enter text up to 16 symbols including space. Use the STAY ARM button to enter capital letters and button DISARM to delete a symbol. MEM button provides entering of special symbols. Tables for correspondence of the buttons:

Button	Letters, digits				
0	_	0			
1	1				
2	a	b	c	2	
3	d	e	f	3	
4	g	h	i	4	

Button	Letters, digits				
5	j	k	l	5	
6	m	n	o	6	
7	p	q	r	s	7
8	t	u	v	8	
9	w	x	y	z	9

Note: Three versions of the keyboard display are available according the supported language: Cyrillic, Greek and EU version. ***Note:*** *The type of the display is placed on the sticker on the back of the keyboard: CYR (supports Cyrillic, English, Turkish fonts), GR (supports English and Greek fonts) or EU (supports English, Hungarian, Italian and Portuguese fonts) – see Appendix B.*

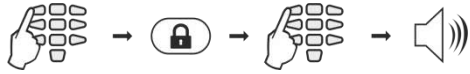
3. OPERATION INSTRUCTIONS

3.1 Arming with a Keyboard

3.1.1 Full Arming Mode

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

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

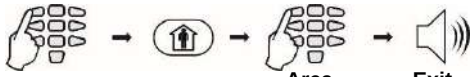
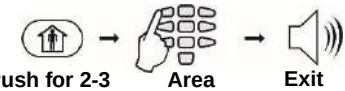
With code	Quick arming
	

3.1.2 Stay Arming Mode

Stay Arm mode means that the user can remain in certain, already bypasses zones of the protected areas. Stay Arm mode can be initialized after entering a valid user code or with fast access without code, when this option is allowed in the menus for engineer programming.

Note: *Certain users may not be permitted to ARM the system in "Stay ARM" Mode.*

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

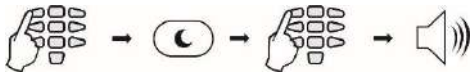
With code	Quick arming
	

3.1.3 Sleep Arming Mode

Sleep Arm mode means that the user can remain in certain, already bypasses zones of the protected areas. Sleep Arm mode differs from Stay Arm mode in that for some of the areas it is initialized without exit time. In that case, the arming of the system is instant. Ask your installer for more details about you own system.

Note: *Certain users may not be permitted to ARM the system in "Sleep ARM" Mode.*

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

With code	Quick arming
	

3.1.4 Arming All Available Areas in the System

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

Attention: If your system operates under the requirements of EN50131 Grade2/3, you will be unable to arm it in case of active troubles: Tamper, SysBus Error, Siren Fault, CommTRBL or memory event for area. If you have troubles to arm the system and there is indication for a fault ask your local distributer or installer for technical support.

- **With a user code**

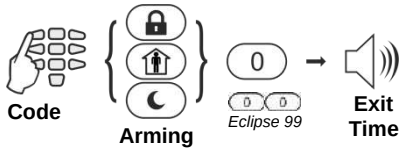
When using a code for arming, the user can arm at the same time *only all associated to its own code areas*. The user can be allowed to operate with one, several or all areas in the system – that depends on the programmed for the code in manager's menu "1. USERS - xx. USER - 03. AREAS" (Address 07).

- **Quick Arming (Without a user code)**

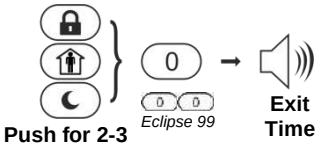
When performing quick arming, without entering code, the user can arm at the same time *all available for operation areas in the system*.

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

With code



Quick arming



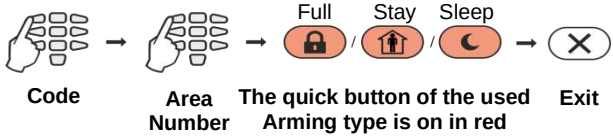
Attention: *To arm all areas, enter "0" for Eclipse 8+/16/32 or "00" for Eclipse 99.*

3.1.5 Viewing the Status of the Areas

The user can check-up what the arming status of every one available area is in the system. The check-up is different and depends on the used control keyboard.

• **<u>LED Keyboards</u>**

When the system is armed the numbers of the armed areas are lit in red.
At LED 8 keyboard, the DISARM button is off, and the quick button of the used arming mode lights on in red.
At LED 16A, LED 16A VG and LED 32 keyboards, the used arming mode is checked after entering a valid code and area number.
Sequence of buttons for checking-up the area status:

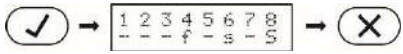


Note for LED 16A Keyboard*: The three area numbers are named A, B and C. The user can check the area arming mode pressing the buttons with the respective area letter.*

• **LCD Keyboards**

The status of the used areas is viewed with pressing of ENTER button. Note that the "padlock" LED lights up in red only when all the used areas are armed. The "padlock" LED lights up in green if at least one of the used areas is disarmed.

To check-up the areas status simple press the ENTER button (Eclipse 32 in the example):



The status is viewed under the area number **Exit**

The screen displays the area numbers with the current status for every one of them.
The description of the area status is as follows:

Status	Description
-	The area is disarmed and ready to be armed.
n	The area is disarmed and not ready to be armed.
f	The area is armed in FULL Arming Mode.
s	The area is armed in STAY Arming Mode.
S	The area is armed in SLEEP Arming Mode.
*	Entry/Exit time is running for the area.
A	Alarm event in the area.
F	Fire alarm in the area.
M	Memory event in still armed area.
m	Memory event in disarmed area.
Empty	The area is not used in the system.

3.1.6 Reviewing the Open Zones

In normal operation mode the numbers of all open zones in the system are displayed one-by-one on the LCD screen or are blinking on the LED display.

Attention: Areas with currently open zones cannot be armed!

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

• **LED Keyboards**

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

• **LCD Keyboards**

The numbers of all open zones in the system are displayed one-by-one on the LCD screen. To review (filter) the zone numbers associated to an area the User has to enter a valid code and area number. Only the open zones for that area will proceed to be displayed as text messages.

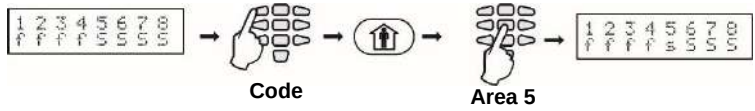
The exit from the open zones review mode is with pressing CANCEL button or automatically after 30 sec.

3.1.7 Changing the Arming Mode without Disarming

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

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

Example: Areas 1-4 are in Full ARM mode, and 5-8 are in Sleep ARM mode. To change the arming mode of AREA 5, do in sequence (Eclipse 32 in the example):



Note: *Use the button "0" (Eclipse 8+/16/32) or "00" (Eclipse 99) to change all areas from one arming mode to another.*

3.2 Arming Via a Card Reader or BRAVO Remote Key Fob

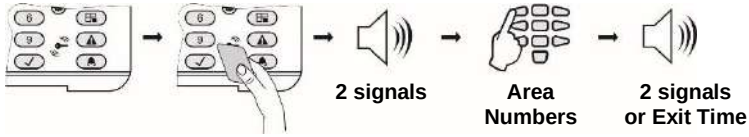
Arming with proximity card is possible when there is a stand-alone proxy reader or a keyboard with built-in reader connected to the system. To arm the system, the user needs to put the card over the reader but not further than 1 cm.

3.2.1 Arming via Built-in Proxy Reader in Keyboard

Depending on the arming options set in manager's menu "1. USERS - xx. USER – 06. PROXY OPTIONS" (Address 10), only one mode of arming can be activated with a proxy card. When the proxy reader is built-in in the keyboard it is located in the middle between the MEMORY, TROUBLE, ENTER and "9" buttons.

When using LCD keyboard, after the proxy card is recognized, the numbers of the areas and their current status are shown on the display.
When using LED keyboard, after the proxy card is recognized the numbers of the areas that are ready to be armed are blinking in green.
The system will wait for the number of areas to be entered.

Sequence for arming with a built-in in keyboard proximity card reader:



Notes:
Use the button "0" ("00" for Eclipse 99) to arm all associated to the user code areas.
The built-in card reader in LCD 32 Sensitive keyboard is situated in the right bottom corner on the front panel and it is marked with a "key" pictogram.

3.2.2 Arming via Stand-alone Proxy Reader PR IT and Eclipse PR

The User can arm the system via stand-alone proxy reader in one of the following arming modes, which are programmed in advance from the system engineer:

- "**Full ARM**" – of all available areas in the system
- "**MODE A**" – a specific combination of arming modes for the used areas
- "**MODE B**" – a specific combination of arming modes for the used areas



• **PR IT:** To arm the system in one of the listed above arming modes, the User has to place and hold the proxy card (or tag) in front of the stand-alone reader (RF) and to follow the sound and LED indication. When the system is disarmed the green LED is lighting on permanently.

- To arm the system in "Full ARM" mode, place the proxy card in front the reader and wait for one sound signal and then remove the card. The RED LED is lighting on - the system is in "Full ARM" mode.

- To arm the system in "MODE A", place the card in front of the reader and wait for one confirmation signal. Hold the card for 2 more seconds until a second sound signal is heard and remove it. Wait the YELLOW LED to light on and place the card in front of the reader again. After a confirmation sound signal remove the card. The YELLOW LED is lighting on - the system is armed in "MODE A".

- To arm the system in "MODE B", follow the same steps described above. Wait the BLUE LED to light on and place the card in front of the reader. After a confirmation signal remove the card. The BLUE LED is lighting on - the system is armed in "MODE B".



Area for placing the proxy card

• **Eclipse PR:** To arm the system in one of the listed above arming modes, the User has to place the card in the area and wait until a confirmation signal is heard. Remove the card and in a 5 seconds interval press a button for arming:

Button	ARMING
🔒	"Full Arming" – Lights on into red.
A	"Arming MODE A" – Lights on into yellow.
B	"Arming MODE B" – Lights on into yellow.

After the exit time is over the LED of the used arming mode is lighting on.

3.2.3 Arming via BRAVO RC Remote Key Fob

Attention: The Arming with BRAVO RC is available when an Eclipse WL wireless expander is added to the system configuration.

Button	ARMING
🔒	Hold the button for 2-3 seconds to activate "Full Arming" for all areas.
✱	According the programmed in manager's menu "1. USERS - xx. USER - 09. RC✱(A)Func." (Address 21).

Note: *Ask you installer for details about the arming modes set for your system.*

3.3 Disarming

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

3.3.1 Disarming via keyboard

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

Sequence for disarming via keyboard:

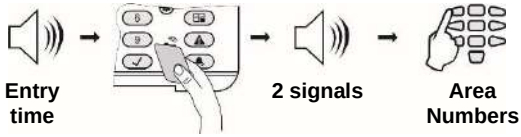


Notes: *Use the button "0" for Eclipse 8+/16/32 or "00" for Eclipse 99 to disarm all associated to the user code areas.*

3.3.2 Disarming via built-in card reader in a keyboard

Disarming with proximity card is possible and when there is a proxy reader built-in in a keyboard. To disarm the system, the user needs to put the card in front of the reader but not further than 1 cm.

When using LCD keyboard, after the proxy card is recognized, the numbers of the areas and their current status is shown on the display.
When using LED keyboard, after the proxy card is recognized the numbers of the armed areas blink in red.
The system will wait for the number of the areas to be entered.
Sequence for disarming via card reader:



Note: *Use the button "0" for Eclipse 8+/16/32 or "00" for Eclipse 99 to disarm all associated to the user code areas.*

3.3.3 Disarming via stand-alone proxy reader

- **PR IT:** Place and hold the card in front of the reader until a confirmation sound signal is heard. Remove the card – the GREEN LED lights on – the system is disarmed.
- **Eclipse PR:** Place the card in front of the reader and wait for confirmation signal.

Remove the card and in a 5 seconds interval press a button  for disarming.

3.3.4 Disarming via BRAVO RC Key Fob

Press and hold the  button for 2-3 seconds to disarm the system.

3.4 Stopping the Sounders

A triggered alarm can be stopped by entering a valid user code or a valid user card placed in front of the proxy reader.

Note: *The user code must have assigned rights to operate with area where the alarm event is triggered off the sirens.*

3.5 Panic Buttons

By using a combination of buttons, the user can send an alarm signal without triggering the siren off. To send an alarm signal:

- For "FIRE ALARM" signal, press and hold the 7+9 buttons for 2 seconds.
- For "MEDICAL ALARM" signal, press and hold the 4+6 buttons for 2 seconds.
- For "PANIC ALARM" signal, press and hold the 1+3 buttons for 2 seconds.

3.6 Ambush Code

Ambush code is a system code which is used to disarm the system, but it also sends an "alert" signal to the monitoring station. It is used when the user is forced to disarm the system.
The Ambush code is formed by increasing the last digit of the user's personal code by 1. If the last digit is 9, it is replaced by 0.

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

3.7 Technical Troubles Review

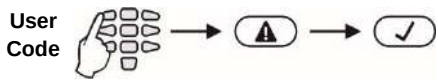
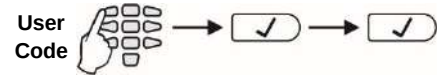
In case of system fault the "TROUBLE" button lights on permanently. On the LCD keyboards text message "Trouble [TRBL]" is displayed.

To review the system faults, press the "TROUBLE" button. In TROUBLE MODE viewing the "TROUBLE" button starts blinking. To exit TROUBLE MODE, press "CANCEL" button or wait 30 seconds for the system to leave this mode automatically.

For LED 8 and LED 16A keyboards the system faults are indicated with permanently lit TROUBLE LED. To review the system faults, single press the "ENTER" button.
The indication for system fault will stop automatically after the fault is restored.

The system faults are displayed with permanently lit on number on the LED display and with a text message on LCD displays. The text messages are displayed one by one or can be scrolled manually with the arrows.

To stop the sound signalization for system fault, enter in sequence:

For LED 16A VG/LED 32/LCD 32/LCD 32S	For LED 8/LED 16A
	

The indication for the technical troubles according the used keyboard is as follows:

LED 8	LED 32/ LED 16A LED 16A VG	LCD 32/ LCD 32 S	Description	Control panel Eclipse			
				8	8+/16	32	99
❶	❶	1. AC Loss	The mains power supply is lost.	✓	✓	✓	✓
❷	❷	2. Battery Trouble	The accumulator battery is discharged or missing.	✓	✓	✓	✓
❸	❸	3. Blown fuse	Blown out fuse.	✓	✓	✓	✓
❹	❹	4. Comm. TRBL	Telephone line (PSTN) or digital communicator (GPRS) is lost. Communication with central Monitoring station fails. Sending of message (PSTN/GPRS/LAN) is impossible.	✓	✓	✓	✓
❺	❺	5. Tamper	Open tamper in system.	✓	✓	✓	✓
❻	❻	6. Sysbus err	System bus error. It could be short circuit in the line or lost device.	✓	✓	✓	✓
❼	❼	7. Fire line Error	Fire Detector Loss or the fire line is broken.	×	×	✓	✓
❽	❽	8. Siren Fault*	Problem with connected siren; no siren connected to PGM5.	×	✓	✓	✓
Button “1”	❾	9. Invalid clock**	The internal clock has to be set to an actual time and date.	✓	✓	✓	✓
Button “2”	❿	10. WL device trouble.	Possible problems: - Low battery charge of wireless device; - Wireless device lost; - Dirty chamber of a wireless fire detector.	×	✓	✓	✓
Button “3”	⓫	11. WL RF jamming.	Radio signal jamming.	×	✓	✓	✓
Button “4”	⓬	12. AUX PSU trouble.	Possible problems with power supply of expander modules: - The mains power supply is lost; - Problem with the backup battery; - Blown out fuse.	×	✓	✓	✓

3.8 Checking the Bypassed Zones

According the used keyboard, the indication for bypassed zones differs.

Keyboard	Indication and checking the bypassed zone
LED 8/ LED 16A	The BYPASS LED is lit. In order to check the bypassed zones, you need to press the ENTER button once. The numbers of the bypassed zones are lit, while the BYPASS LED blinks. ***Note:*** *The LED 8 keyboard has indication for bypassing 01 to 08, and LED 16A – for 01 to 16 zones. If there are bypassed zones out of their range (Eclipse 32/99), they are not shown on the screen.*
LED 32/ LED 16A VG	The BYPASS button is lit. In order to check the bypassed zones, you need to press the BYPASS button once. The numbers of the bypassed zones are lit, while the BYPASS button blinks. ***Note:*** *The LED 32 keyboard has indication for bypassing 01 to 32 zones, and LED 16A VG – for 01 to 16 zones. If there are bypassed zones out of this range (Eclipse 32/99), they are not shown on the screen.*
LCD 32/ LCD 32 Sensitive	The BYPASS button is lit. In order to check the bypassed zones, you need to press the BYPASS button once. Information about the first bypassed zone is shown on the display, while the other zones can be checked with the arrow buttons, the BYPASS button blinks.

4. USERS' PROGRAMMING MENUS

There are no default codes for ordinary users in the system. The Manager in the system can set new codes and allow certain users to have manager rights (for ECLIPSE 32/99).
To enter user programming mode, enter in consecutive order:



Code* **Select a programming menu/ address number**

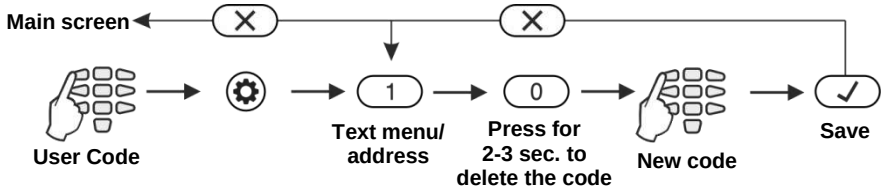
** Code without manager rights.*

Quick table for Users' Programming Menu

Text Menus	Address Number	Programming parameter	ECLIPSE Control Panel			
			8	8+/16	32	99
1. User Code Change	1	Changing own code	✓	✓	✓	✓
2. View Log	2	Memory LOG view	✓	✓	✓	✓
3. Chime	3	Chime Enable/Disable	✓	×	×	×
4. Zone Bypass	4	Zone bypassing	✓	✓	✓	✓
5. User Card	5	Add/Delete own proxy card	✓	✓	✓	✓

4.1 Changing own code

Every user without manager rights in the system can change only his/her own access code. To change the code, the user needs to enter the currently valid code:



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

Note: *Certain users may not be permitted to change their own code. In order for users to be allowed to change their codes, option* ***“PROGRAM ENBL”*** *must be enabled in manager’s menu 1. USERS – xx. User – 02. Options (Address 06 – option 4).*

4.2 Memory LOG review by User

Viewing the memory log is done in users’ menu 2. VIEW LOG (Address 2) or by entering a user code and pressing the MEMORY button:



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

On the screen of LCD keyboards a text message with the event type, consecutive number starting from 0001 and date and hour are being displayed.

In case of using a LED keyboard to review the memory LOG file, keep in mind that the visualization of the memory events, as the user numbers, zones numbers, area numbers and etc., is presented in a binary form as the order is count from right to left side - see the column “Code” of APPENDIX A, there is given the reference of the LED indication in decimal form. The lit digits on the display form a code defining the event, which can be checked in the Table of memory log events in the Appendix A. No information about the date and time is available when using a LED keyboard.

By pushing button “2” additional information about the user, area, zone or device is being displayed. Press the button “1” to return to the main display – see the examples in Appendix A.

In case the user arms the system when the current active memory events are not reviewed, the system event “Override Arm” is recorded in the memory log file.

Attention: If your system operates under the requirements of EN50131 Grade 3, you will be unable to arm it remotely (via key-switch or key fob) in case of active memory event for area.

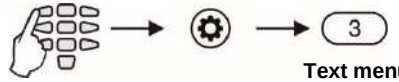
Notes: *The memory log can be checked also when the system is armed after entering a valid user code.*
Checking the memory log with LED 8 and LED 16A keyboard is possible only by entering address 2, because these keyboards do not have a MEMORY fast button.

4.3 Turning on the Chime signalization by User

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

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

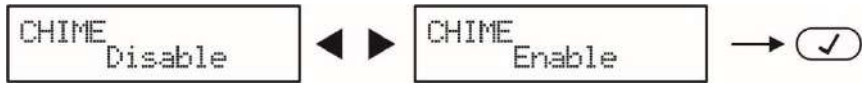
To enable the Chime signalization, the user first has to enter valid access code:



User Code **Text menu/ address**

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive



The Chime is disabled **The Chime is enabled**

Press the digit buttons or arrow buttons to change alternatively the status of the Chime.

LED 16A VG/LED 32



The Chime is disabled **The Chime is enabled**

Press the digit buttons or arrow buttons to change alternatively the state of the Chime.

LED 8/LED 16A
After entering the address 3, the digit buttons 1 to 9 are off – the Chime is disabled. Press a random digit button or arrows to enable the Chime. The Chime is enabled when the buttons from 1 to 9 are lighting on in red.

The choice is confirmed by pressing the ENTER button.

4.4 Zone bypassing by User

Every user can bypass only zones that are associated to areas he is allowed to work with (arm and/or disarm). Bypassing zones is done in menu "4. ZONE BYPASS" (Address 4) or by pushing the BYPASS button, after a valid user code has been entered:



User Code — **Text menu/ address** — **Zone Numbers** — **OR** — **User Code** — **Zone Numbers**

Note: *Bypassing zones with LED 8 and LED16A keyboards is possible only by entering address 4, because these keyboards do not have a BYPASS fast button.*

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive (address menus)



Zone is not bypassed — **Zone is bypassed**

Pushing the digit buttons or arrow buttons changes alternatively the state of the zone. When the user chooses to bypass the zone, the BYPASS button is lit. When return to normal operation mode, the BYPASS button is lit permanently on all keyboards.

LED 16A VG/LED 32



Zone is not bypassed — **Zone is bypassed**

Pushing the digit buttons or arrow buttons changes alternatively the state of the zone. When the user chooses to bypass a zone the BYPASS button is lit, while digits 1 to 8 of the display are lit permanently. After going back to normal working mode, the BYPASS button is lit permanently on all keyboards.

LED 8/LED 16A

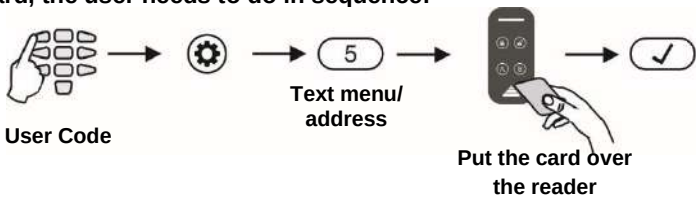
Enter at the address 4 and choose a zone number for bypass – the LED for zone 1 is blinking on the display. If the buttons 1 to 9 are off the zone is not bypassed; if the buttons 1 to 9 are lighting on in red – the zone is bypassed. To change the zone status, press a random button or the arrows. The BYPASS LED is lit permanently.

The choice is confirmed by pressing the ENTER button.
To check the bypassed zones in the system, see item 3.8.
Note: *Certain users may not be permitted to bypass zones. In order for users to bypass zones option* ***"BYPASS ENB"*** *must be enabled in manager's menu 1. USERS – xx. User – 02. Options (Address 06 – option 3).*

4.5 Adding Own Proxy Card

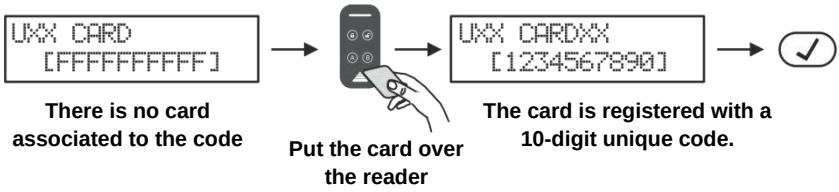
Every user without manager rights in the system can add or remove only his/her own proxy card for controlling the system. The adding and removing is done in a one and same menu “5. User Card” (address 5).

To add a card, the user needs to do in sequence:



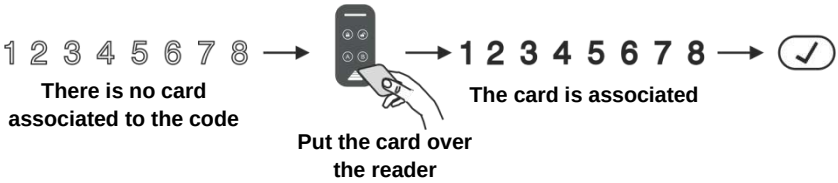
Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/ LCD 32 Sensitive



The card is recognized on the LCD display and its 10-digit unique code is shown on screen. If the registration of a card to a user code is successful, after pushing the ENTER button, a confirmation beep is heard. If the card is associated to a different user, an “Invalid” message is shown on screen and a rejection signal is heard.

LED 16A VG/LED 32



The card is recognized on the LED display with digits 1 to 8 permanently lit.
If the registration of a card to a user code is successful, after pushing the ENTER button, a confirmation beep is heard. If the card is associated to a different user, a rejection signal is heard.

LED 8/LED 16A

Enter at the address 5 - the LED for zone 1 is blinking on the display. The registered user card is indicated with digit buttons 1 to 9 lighting on in red.

Note: *The proxy reader can be a separate device or built in the keyboard (keyboards LED32 PR, LCD32 PR). The built-in proxy reader is situated between the MEMORY, ENTER, “9” and TROUBLES buttons.*
In LCD 32S the card reader is situated in the right bottom corner and is indicated with a “key” symbol.

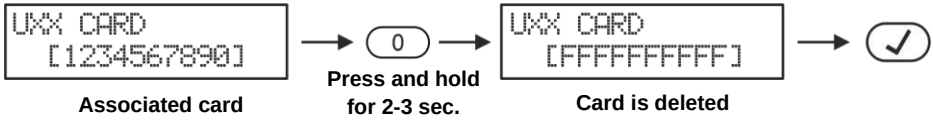
4.6 Deleting Own Proxy Card

To delete his/her own card, the user needs to do in sequence:

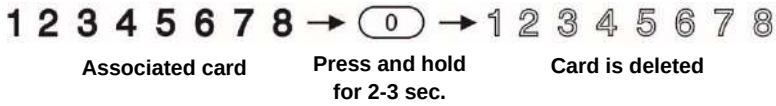


Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive



LED 16A VG/LED 32



LED 8/LED 16A

Enter at the address 5 - the LED for zone 1 is blinking on the display. The registered user card is indicated with digit buttons 1 to 9 lighting on in red. Press and hold for 2-3 second the button "0".

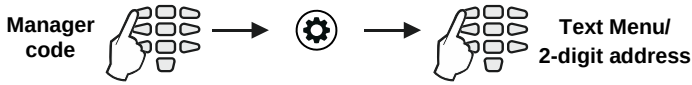
Attention: *No confirmation is necessary after deleting of a user card. You cannot reject the operation with pressing the CANCEL button.*

5. MANAGERS' PROGRAMMING MENUS

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

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

To enter manager programming mode, enter in consecutive order:



Quick table for Managers' Programming Menu

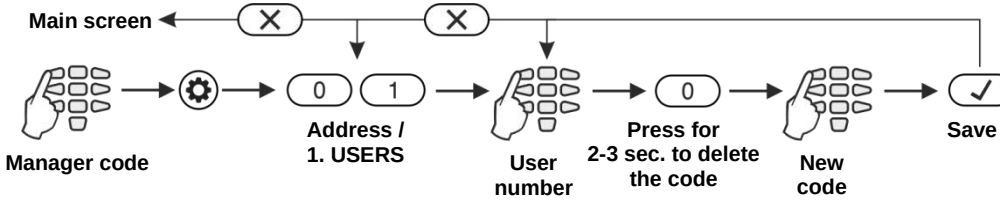
Text Menus	Address Number	Programming parameter	ECLIPSE			
			8	8+/16	32	99
1. Users	Settings for user passwords and rights					
xx. User	XX is the user number, according the panel		1-8	1-32	1-64	1-99
01. User Code Change	01	Changing User code	✓	✓	✓	✓
02. Options	06	User attributes	✓	✓	✓	✓
03. Areas	07	User areas	×	1-3	1-8	1-16
04. Name	08	User names	✓	✓	✓	✓
05. Timeslot	09	User timeslot	×	×	1-8	1-16
06. Proxy Options	10	User Proxy attributes	✓	✓	✓	✓
07. User Card	11	Add/Delete user card	✓	✓	✓	✓
08. User Clone	13	User clone	×	×	✓	✓
09. RC✱(A)Funct.	21	Function of "✱" or "A" button	×	✓	✓	✓
10. RC(B)Funct.	22	Function of "B" button	×	✓	✓	✓
2. Zone Bypass	Bypassing/Debypassing of zones, xx - zone number					
xx. Zone	04	Zone bypassing	1-8	1-16	1-32	1-99
3. View Log	02	Memory LOG view	✓	✓	✓	✓
4. Settings	System Settings					
1. Time	14	Setting Time	✓	✓	✓	✓
2. Date	15	Setting Date	✓	✓	✓	✓
3. Engineer Access	05	Engineer access	✓	✓	✓	✓
4. Chime	03	Chime	✓	×	×	×
5. Remote Access	16	Remote access	✓	✓	✓	✓
6. Remote Access Attr.	17	Remote access attributes	✓	✓	✓	✓
7. Manual Test Report	18	Manual test	✓	✓	✓	✓
5. KBD Settings	Settings for the keyboards' operation					
1. Buzzer Level	90	Buzzer level	✓	✓	✓	✓
2. Brightness	91	Brightness	✓	✓	✓	✓
3. Scroll Speed	92	Scroll speed*	✓	✓	✓	✓
6. VD Phones**	Setting of telephone numbers for the Eclipse VD voice dialler					
1. Telephone number	61	Setting the Phone Number 1	✓	✓	✓	✓
2. Telephone number	62	Setting the Phone Number 2	✓	✓	✓	✓
3. Telephone number	63	Setting the Phone Number 3	✓	✓	✓	✓
4. Telephone number	64	Setting the Phone Number 4	✓	✓	✓	✓
5. Telephone number	65	Setting the Phone Number 5	✓	✓	✓	✓
6. Telephone number	66	Setting the Phone Number 6	✓	✓	✓	✓
7. Telephone number	67	Setting the Phone Number 7	✓	✓	✓	✓
8. Telephone number	68	Setting the Phone Number 8	✓	✓	✓	✓

** For LCD keyboards only*

*** Eclipse VD voice dialler is mounted on slot to the panels keyboard. The entered telephone numbers are available for remote management of the system - see also Appendix C.*

5.1 Creating and Changing User codes

Creating new and changing existing user codes is realized in menu "1. USERS" (Address 01). When operating with text menus you must just follow the order from the quick table. The operation with addresses is more specific as shown on the diagram below:



Attention: *In ECLIPSE 32/99 control panel you cannot create or change other Manager codes, so before that you have to disable* ***"MANAGER ENB"*** *in menu 1. USERS – xx. User – 02. Options (Address 06 – option 8).*

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

5.2 Deleting User codes

The removal of user (or manager) code is done by disabling all its rights "*1. USERS – xx. User – 02. Options (Address 06)*" and its associated areas "*1. USERS – xx. User – 03. Areas (Address 07)*". If only the rights are disabled, the code will remain active but with limited functions - it could be used only to check the memory log and faults in the system and to arm the associated areas in Full arm mode. To remove the code completely delete also all associated areas to it – see items 5.6 and 5.7. Or you can delete the code combination for as described in item 5.1. and confirm without entering a new code.

5.3 Memory LOG review by Manager

Viewing the events in the memory log is realized in menu "3. VIEW LOG" (Address 02) or by pressing the MEMORY button, after manager code has been entered:



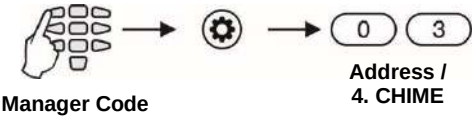
The events are viewed in consecutive order, one by one, from the last to first with the help of the arrow buttons.

See also the detailed description of item 4.2.

5.4 Turning on the Chime signalization by Manager

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

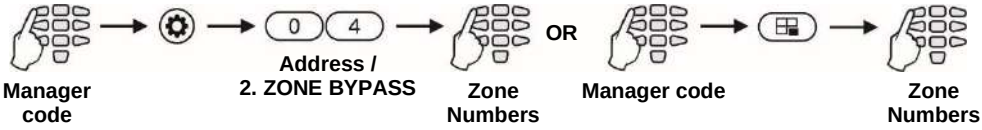
The Chime signalization is a sound signal from the keyboards when opening an entry/exit type zone. The option can be enabled or disabled by the manager. By default, the Chime signalization is ENABLED.
In text menus to enable the Chime go to menu “4. SETTINGS – 4. Chime”.
In address menus follow the sequence:



See item 4.3 for the visualization according the used keyboard.

5.5 Zones bypassing by Manager

Bypassing zones is done in manages menu “2. ZONE BYPASS” (Address 04) or by pushing the BYPASS button, after a valid user code has been entered:



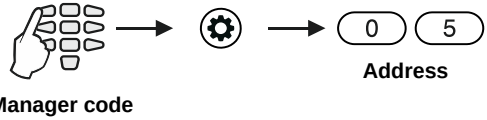
Note: *Bypassing zones with LED 8 and LED 16A keyboards is possible only by entering address 04, because these keyboards do not have a BYPASS fast button.*
See item 4.4 for the visualization according the used keyboard.

To check the bypassed zones in the system, see item 3.8.

Note: *Certain Managers may not be permitted to bypass zones. In order for users to bypass zones option **“BYPASS ENB”** must be enabled in manager’s menu 1. USERS – xx. User – 02. Options (Address 06 – option 3).*

5.6 Engineer Access

In this menu the manager can enable/disable the engineer access (access to the engineer programming menus). In text menus set the Engineer Access go to menu “4. SETTINGS - 3. ENGINEER ACCESS”.
In address menus follow the sequence:



By default, engineer access is ENABLED.

Depending on the keyboard used, the visualization on screen is as follows:

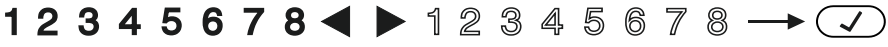
LCD 32/LCD 32 Sensitive (address menus)



Engineer access is enabled **Engineer access is disabled**

Press the digit buttons or arrow buttons to change alternatively the state of the parameter.

LED 16A VG/LED 32



Engineer access is enabled **Engineer access is disabled**

Press the digit buttons or arrow buttons to change alternatively the state of the parameter. The engineer access is allowed when all digits from 1 to 8 are lit.

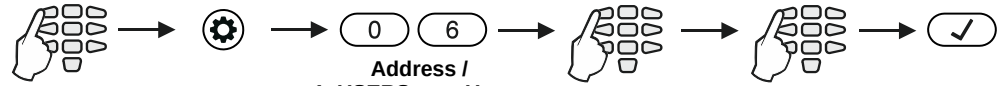
LED 8/LED 16A

After entering the address 05, the digit buttons 1 to 9 are lighting on in red – the Engineer access is enabled. Press a random digit button or arrows to disable. The Engineer access is disabled when the buttons from 1 to 9 are off.

The choice is confirmed by pushing the ENTER button.

5.7 Assigning User attributes

Assigning attributes to users is done in menu "1. USERS – xx. User – 02. Options" or Address 06, after entering manager code:



Manager code **Address / 1. USERS - xx. User - 02. Options** **User number** **Assigning attributes**

Attention:

User code 01 is Chief Manager and always has full access and assigned attributes which cannot be changed or deleted! Option "MANAGER ENB" is available for ECLIPSE 32/99!

Function of the user attributes:

Text menus	Address option	Description
DISARM ENB	1	The user code can disarm the system.
PART. ARM ENB	2	The user code can arm the system in STAY and SLEEP mode.
BYPASS ENB	3	The user code can bypass zones in the protected site.
PROGRAM ENB	4	The user code has access to the user programming menus.
MANAGER ENB	8	The user code has manager attributes in the system and has access to the Manager programming menus. ***Note:*** *When this attribute is set, attribute 4 for programming also needs to be set!*

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/ LCD 32 Sensitive

In text menus the user will see the described above options as a list. To enable an option, press button "1" – a symbol "✓" is assigned in front of the option. To disable an option, press button "0". To scroll over the available options, use the arrow buttons.

In address menus the screen displays:



All attributes are enabled **Attribute 8 is disabled**

By pressing the respective digit button, the attribute is alternatively enabled or disabled. The attribute is enabled when the digit is visualized on the screen. Disabled attributes are marked with "*".

LED 16A VG/LED 32



All attributes are enabled **Attribute 8 is disabled**

By pressing the respective digit button, the attribute is alternatively enabled or disabled. The attribute is enabled when the respective digit on the screen is lit.

LED 8/LED 16A

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

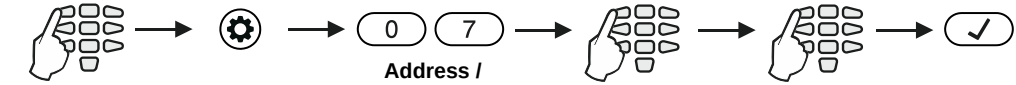
The final choice is confirmed by pushing the ENTER button.

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

5.8 Associating Area numbers to User

Attention: This menu is available for ECLIPSE 8+/16/32/99 control panels.

Associating areas to user codes is done in menu "1. USERS – xx. User – 03. Areas" or Address 07, after entering manager code:at address 07, after entering manager code:

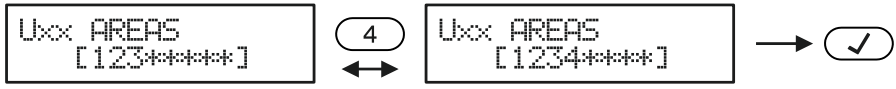


Manager code **Address / 1. USERS - xx. User - 03. Areas** **User number** **Assigning area numbers**

To every user code can be assigned one or more areas.
By default, for User code 01 (Manager) are assigned for operation all area numbers.

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive (address menus, Eclipse 32)



Areas 1, 2 and 3 are associated **Associating area 4**

By pressing the respective digit button, the area is alternatively enabled or disabled. The area is associated when the digit is visible on screen. When the area is not associated it is market with the symbol "*".

Eclipse99: *To enable for operation Area 10, press in sequence buttons and 0; Area 11 – buttons and 1, Area 12 – buttons and 2, etc. To disable the areas, use the same combination of buttons.*

LED 16A VG/LED 32 (Eclipse 32)



Areas 1, 2 and 3 are associated **Associating area 4**

By pressing the respective digit button, the area is alternatively enabled or disabled. The area is associated when the digit is lit on the display. The numbers of the areas that are not associated are not lit.

LED 8/LED 16A (Eclipse 32)

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

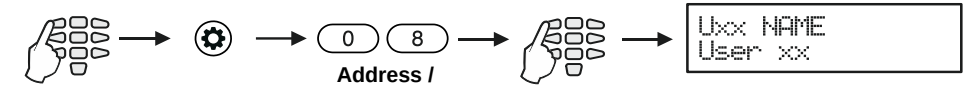
The final choice is confirmed by pushing the ENTER button.

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

5.9 Entering of User names

This address is available when working with LCD keyboard only.

Entering user names is done in menu "1. USERS – xx. User – 04. Name" or Address 08, after entering manager code:



Manager code **Address / 1. USERS - xx. User - 04. Name** **User number** **Entering name**

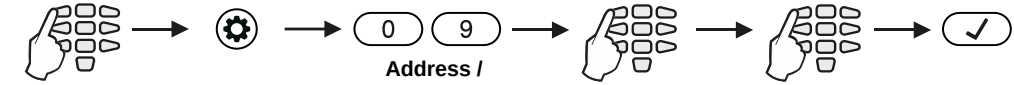
The name can be up to 16 digits long – letters, numbers and intervals.
The letters are chosen by pressing the respective digit number until reaching the desired letter. The cursor moves automatically after choosing a letter or number or manually with the help of the arrow buttons. If you need to enter a number, the respective button is pressed for 2-3 second – see also item 2.9.
The final name is confirmed by pushing the ENTER button.

5.10 Associating Timeslots to User

Attention: This menu is available for ECLIPSE 32/99 control panel.

From 1 to 8 timeslots for Eclipse 32 and from 1 to 16 timeslot numbers for Eclipse 99 with working hours can be defined in the system. Their programming is done by Engineer. Beginning and end of the working hours, active days of the week and possibility for including holydays are set for every timeslot.

Associating timeslots to user codes is done in menu “1. USERS – xx. User – 05. Timeslot” or Address 09, after entering manager code:



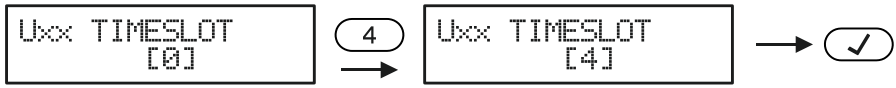
Manager code | **Address / 1. USERS - xx. User - 05. Timeslot** | **User number** | **Number of timeslot**

Timeslot from 1 to 16, according the panel is assigned to the address. Only one timeslot can be associated to every user code.

Note:
If no timeslot is associated to the code, the digit “0” (Eclipse 32) or “00” (Eclipse 99) is entered. This is the setting by default.

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive (address menus, Eclipse 32)



No timeslot is associated | **Timeslot No 4 is associated**

Timeslots are associated by pressing the respective digit number. The number of the chosen timeslot is visualized on screen.

LED 16A VG/LED 32 (Eclipse 32)



No timeslot is associated | **Timeslot No 4 is associated**

Timeslots are associated by pressing the respective digit number. The number of the chosen timeslot is lit permanently.

LED 8/LED 16A (Eclipse 32)
Enter at the address 09 and choose a user number - the LED for zone 1 is blinking on the display. The digit button corresponding to the associated timeslot is lighting on in red. By default, the digit button 0 is on. To set another timeslot number you have to press the corresponding digit button.

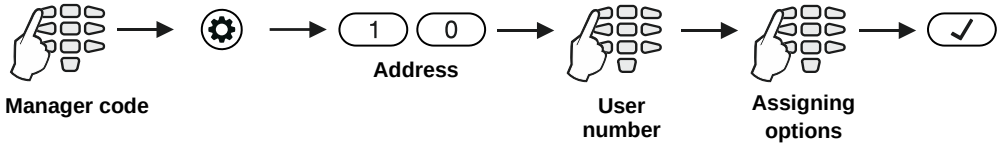
The final choice is confirmed by pushing the ENTER button.

5.11 Assigning Attributes for user proxy card

In menu "1. USERS – xx. User – 06. Proxy Options" or Address 10, the manager sets rights to user cards for arming/disarming the system via proximity card reader.

In text menus the user will see the options as a list. To enable an option, press button "1" – a symbol "✓" is assigned in front of the option. To disable an option, press button "0". To scroll over the available options, use the arrow buttons.

In address menus the options are corresponding to the numbers from the table below:



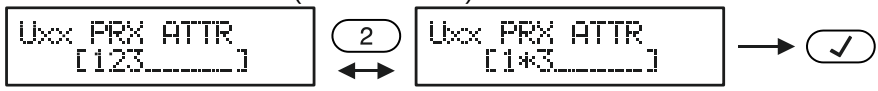
User attributes for work with a proxy reader:

Text menus	Address option	Description
DISARM ENB	1	Disarming all areas associated to this user.
ARM DISABLED	-	Arming is not allowed with this code (both options 2 and 3 are disabled).
STAY ARM	2	STAY ARM mode for all areas associated to this user.
FULL ARM	3	FULL ARM mode for all areas associated to this user.
SLEEP ARM	2+3	SLEEP ARM mode for all areas associated to this user.

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

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive (address menus)

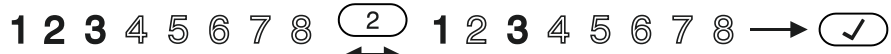


The card can disarm and arm in SLEEP ARM mode

The card can disarm and arm in FULL ARM mode

By pressing a digit buttons with the number of an option, it is alternatively enabled or disabled. The option is enabled when the digit is visible on screen. The option is disabled when the symbol "*" is shown.

LED 16A VG/LED 32



The card can disarm and arm in SLEEP ARM mode

The card can disarm and arm in FULL ARM mode

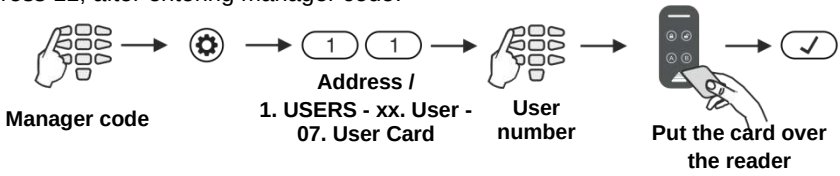
By pressing a digit buttons with the number of an option it is alternatively enabled or disabled. The option is enabled when the digit is lit on the display. The option is disabled when the digit is not lit.

LED 8/LED 16A
Enter at the address 10 and choose a user number - the LED for zone 1 is blinking on the display. The digit buttons corresponding to the set proxy options are lighting on in red. To change settings, press the respective button number according the table above.

The final choice is confirmed by pressing the ENTER button.

5.12 Registering a User card

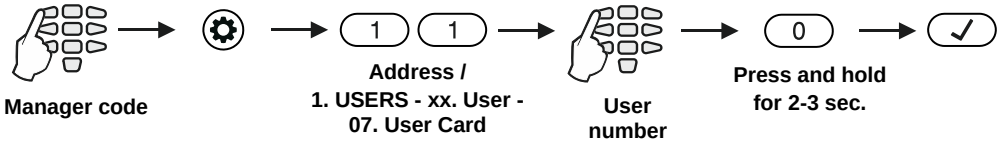
Registering a user card is done in menu "1. USERS – xx. User – 07. User Card" or Address 11, after entering manager code:



See also the detailed description of item 4.5.

5.13 Deleting a User card

Deleting a card is done again in menu "1. USERS – xx. User – 07. User Card" or Address 11, after entering a manager code:

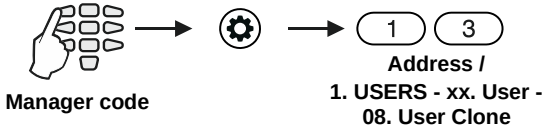


See also the detailed description of item 4.6.

5.14 Cloning Users

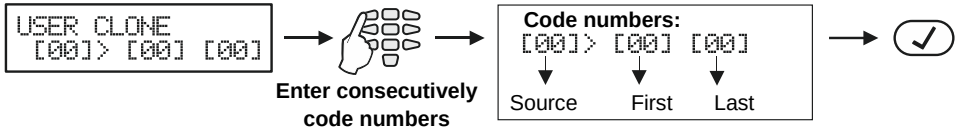
Attention: This menu is available for ECLIPSE 32/99 control panel only.

This is an address for copying (cloning) of attributes, rights, associations, timeslots and rights for work with proxy cards. The address allows the settings of one user code to be copied to one or more users, which saves the need to program setting for every user separately.
Cloning is done in menu "1. USERS – xx. User – 08. User Clone" or Address 13, after entering manager code:



Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive



The cloning process starts by entering the number of the code that will be cloned ("Source"). After that the number of the first code in the series of codes which will accept the settings of the source is entered (First). In the end the last code in the series of codes is entered (Last).

***For example**, if you want the settings of code 02 to be cloned to codes 03 to 10 you need to enter: [02]> [03] [10].*

If only one code is to accept the settings of the source, its number is entered both as "First" and "Last" in the series.

LED 16A VG/LED 32

After entering address 13, digit 15 on the display blinks, while digit 16 is permanently lit – the system indicates that it is expecting entering of "Source" code. After entering the first digit of the code – digit 15 is lit permanently, while digit 16 blinks. The second digit of the "Source" code is entered. The system now expects entering the "First" code, followed by "Last" code. The indication is the same.

LED 8/LED 16A

After entering address 13, digit 1 on the display blinks, while digits 2, 3, 4, 5 and 6 are lighting up permanently – the system indicates that it is expecting entering in sequence of "Source" code, "First" code and "Last" code. The set value at the respective position is indicated with lighting up in red digit button.

For example, if the settings for code 02 have to be cloned for codes from 03 to 10, we should enter in sequence: 020310.

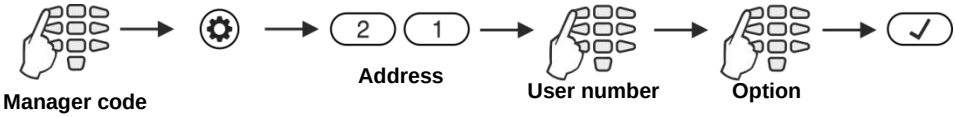
The cloning procedure is started with pressing the ENTER button.

5.15 Setting a function for "✱" or "A" button of BRAVO Key Fob

In menu "1. USERS – xx. User – 09. RC✱(A)Func." Or Address 21, the Manager can set a function for operation of "✱" button of BRAVO RC; "A" button of BRAVO RC-41; the button of BRAVO RC-11 remote key fob (*Eclipse WL wireless expander should be added to the system*).

In text menus the user will see the functions as a list. To enable a function, press button "1" – a symbol "✓" is assigned in front of the option. To disable a function, press button "0". To scroll over the available options, use the arrow buttons. Only one function can be set for operation.

In address menus the functions are corresponding to the numbers from the table below:

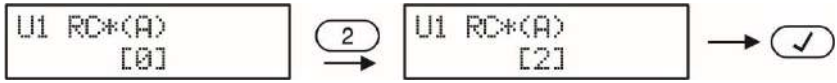


The manager can set one of the following functions:

Text menus	Address option	Description
UNUSED	0	No function of the button. This is the default set function.
SLEEP ARM	1	SLEEP ARM mode.
STAY ARM	2	STAY ARM mode.
FIRE	3	FIRE panic alarm signal.
MEDICAL	4	MEDICAL panic alarm signal.
POLICE	5	POLICE panic alarm signal.
PGM Switch	6	Controlling a PGM output of the panel.

According to the used keyboard the visualization is as follows:

LCD 32/LCD 32 Sensitive (address menus)



No functionality of button "✱" or "A"

"Stay ARM" Arming is performed with button "✱" or "A"

Enter a number of function and confirm with ENTER button.

LED 16A VG/LED 32

After entering at address 21 the digit 15 on the display is blinking, and 16 is permanently lit – the system indicates, that waits for entering of user number. Enter a user number – a lighting zone LED shows the number of the function which is currently set (lighting on number 10 means function "UNUSED"). Enter a new number of a function and confirm with ENTER button.

LED 8/LED 16A

After entering at address 21 the digit 1 in blinking on the display, and 2 is lighting on – the system indicates, that waits for entering of user number. Enter a user number – the zone number 1 is blinking on the display, and lighting on in red digit button shows the number of the function which is currently set. Enter a new number of a function and confirm with ENTER button.

5.16 Setting a function for "B" button of BRAVO Key Fob

In menu "1. USERS – xx. User – 10. RC (B)Func." or Address 22, the Manager can set a function for operation of "B" button of BRAVO RC-41 key fob (*Eclipse WL wireless expander should be added to the system*).
The settings in this menu are the same as described in 5.15.

5.17 Setting the Time

Setting the time is done in menu "4. SETTINGS – 1. TIME" or Address 14, after entering manager code:



Manager code

Address / 4. SETTINGS – 1. TIME

Time [HH: MM]

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive



With the help of the digit buttons enter hour and minutes in the format [HH:MM] – hour from 00 to 23 and minutes from 00 to 59.

LED 16A VG/LED 32

After entering address 14, digit 15 on the display blinks, while 16 is lit permanently - the system indicates that it expects entering an hour from 00 to 23. Enter the current hour. After entering the first digit, on the display 15 is lit permanently, while 16 blinks. After the second digit is entered, 15 blinks again, while 16 is lit permanently - the system indicates that it expects entering minutes from 00 to 59. The indication is the same.

LED 8/LED 16A

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

The entered time is confirmed by pressing the ENTER button.

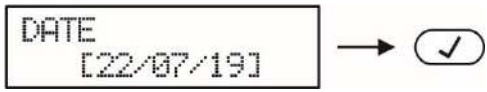
5.18 Setting the Date

Setting the date is done in menu “4. SETTINGS – 2. DATE” or address 15, after entering manager code:



Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive



With the help of the digit buttons, enter the date in the format [DD/MM/YY] – day, month, and year.

LED 16A VG/LED 32

After entering address 15, on the display 15 blinks, while 16 is lit permanently – the system indicates that it expects entering a day from 01 to 31. Enter the day. After entering the first digit on the display 15 is lit permanently, while 16 is blinking. After entering the second digit of the day 15 blinks again, while 16 is lit permanently – the system indicates that it expects entering a month from 01 to 12. The indication is the same. Only the last two digits of the year are entered.

LED 8/LED 16A

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

5.19 Blocking Remote Access via UDL

In menu "4. SETTINGS – 5. REMOTE ACCESS" or Address 16 the Manager can enter the number of allowed incorrect code (ARM / DISARM/BYPASS/PC ID) via UDL for a period of 24 hours.

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

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

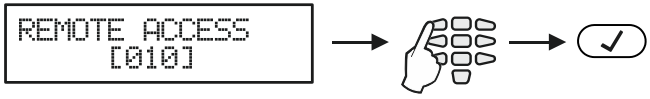
In order to set the number of allowed incorrect codes, the Manager needs to enter his/her code:



Manager code | **Address / 4. SETTINGS – 5. REMOTE ACCESS** | **Number from 000 to 255**

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive



Number from 000 to 255

With the help of the digit buttons enter the number of allowed incorrect codes.

LED 16A VG/LED 32

After entering address 16, on the display 14 blinks, while 15 and 16 are lit permanently – the system indicates that it expects entering a number for allowed incorrect codes from 000 to 255. After entering the first digit, on the display "14" and "16" zone numbers are lit permanently, while "1" is blinking. After entering the second digit, on the display "14" and "15" zone numbers are lit permanently, while "16" is blinking. All 3 digits need to be entered.

LED 8/LED 16A

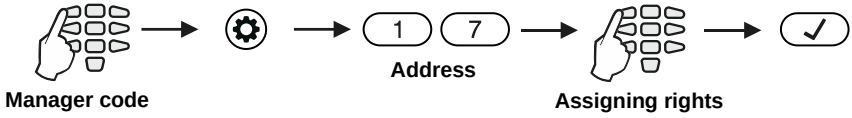
After entering address 16, on the display 1 blinks, while 2 and 3 are lit permanently – the system indicates that it expects entering a number for allowed incorrect codes from 000 to 255. After entering the first digit on the display 1 and 3 are lit permanently, while 2 is blinking. After entering the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

5.20 Assigning Rights for Remote Access

In menu "4. SETTINGS – 6. REMOTE ACCESS ATTRIBUTES" or Address 17, the Manager assigns rights for remote access of the system. The setting is common for all managers.

In text menus the attributes are previewed as a list. To enable an attribute, press button "1" – a symbol "✓" is assigned in front of the option. To disable an attribute, press button "0". To scroll over the available attributes, use the arrow buttons.

In address menus the attributes are corresponding to the numbers from the table below:



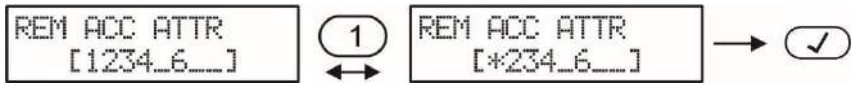
Remote access rights:

Text menus	Address attribute	Description
DISARM	1	Allows remote disarm
AREA ARM	2	Allows remote arm.
USER CODE CHANGE	3	Allows remote change of user codes.
PROGRAM	4	Allows remote programming of the system.
BYPASS	6	Allows remote zone bypass.

By default, all attributes are enabled.

Depending on the keyboard used, the visualization on screen is as follows:

LCD 32/LCD 32 Sensitive (address menus)



All attributes are enabled **The remote disarming is disabled**

By pressing a digit button with corresponding number of an attribute it is alternatively enabled or disabled. The attribute is enabled when the number is visualized on the screen. The disabled attributes are marked with "*".

LED 16A VG/LED 32



All attributes are enabled **The remote disarming is disabled**

By pressing a digit button with corresponding number of an attribute it is alternatively enabled or disabled. The attribute is enabled when the number is lit on the display. The disabled attributes are not lit.

LED 8/LED 16A

Enter at the address 17 the LED for zone 1 is blinking on the display. The digit buttons of the enabled remote access attributes are lighting on in red, and the digit buttons corresponding to the disabled attributes are off.

5.21 Sending a "Manual test" Message

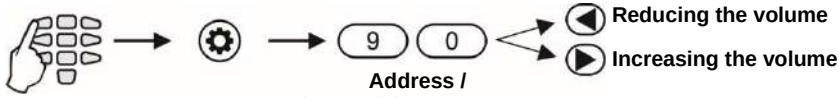
In menu "4. SETTINGS – 7. MANUAL TEST REPORT" or Address 18 the Manager can trigger off sending a "Manual test" message to a monitoring station or test message with a voice dialer (when such is fitted in the controlled panel).
It is used for testing the communicator without the need to send a technician on site.
After entering in menu, the communicator will start an automatic sending of messages – firstly towards the monitoring station (if there are phone numbers entered in the digital communicator) and afterwards via the voice dialer (if there is such fitted and there are phone numbers entered). The programming menu can be exit by pushing the CANCEL button.

5.22 Setting the Sound Level

In menu "5. KBD SETTINGS – 1. BUZZER LEVEL" or Address 90 you can set the volume level of the keyboard buzzer and the sound level of the voice guiding messages for keyboard LED 16A VG.

The setting is individual for every keyboard and there are 4 different volume levels.

In order to change the volume level of the keyboard buzzer, the Manager needs to enter his/her code first:



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

LED 16A VG/32 – Zone numbers are lit **LED 8/16A**– Lighting on digit buttons	**LCD –** Number of symbols	**Volume level**
1	>	Very low
1 2	> >	Low
1 2 3	> > >	Medium
1 2 3 4	> > > >	High

The choice is confirmed by pushing the ENTER button.

Note: *The sound level cannot be muted or disabled.*

5.23 Setting the intensity of illumination of the buttons

In menu "5. KBD SETTINGS – 2. BRIGTHNESS" or Address 91, a setting for the intensity of illumination of keyboard buttons is available. The setting is individual for every keyboard and there are 7 different levels of intensity.

In order to change the intensity, the Manager needs to enter his/her code first:



The levels of intensity are shown on the keyboard displays as follows:

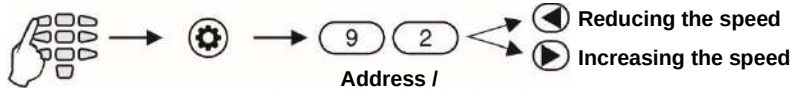
LED 16A VG/32 - Zone numbers are lit **LED 8/16A** - Lighting on digit buttons	**LCD -** Number of symbols	**Intensity level**
1	>	Very low
1 2	> >	Low
1 2 3	> > >	Middle
1 2 3 4	> > > >	Normal
1 2 3 4 5	> > > > >	Normal
1 2 3 4 5 6	> > > > > >	High
1 2 3 4 5 6 7	> > > > > > >	Very high

The choice is confirmed by entering the ENTER button.

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

5.24 Scroll speed of messages in LCD keyboards

Attention: This address is available only in keyboards LCD32 and LCD32 Sensitive.
In menu "5. KBD SETTINGS – 3. SCROLL SPEED" or Address 92, the scroll speed of system messages on the keyboard display is set. The available levels are from 1 to 7. In order to change the scroll speed, the Manager needs to enter his/her code first:



Address /
5. KBD SETTINGS – 3. SCROLL SPEED

Manager code

Scroll speed of messages is as follows:

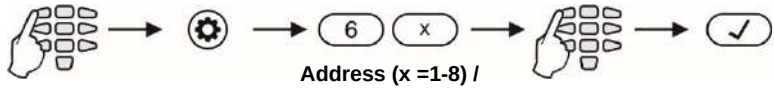
Speed	**LCD -** Number of symbols	**Scroll speed**
1	>	Very slow
2	> >	Slow
3	> > >	Middle
4	> > > >	Normal
5	> > > > >	Normal
6	> > > > > >	Fast
7	> > > > > > >	Very fast

Confirm your final choice with ENTER.

5.25 Entering Phone Numbers for the Eclipse VD Voice Dialer

Eclipse VD voice dialer is a special module for remote management with voice guiding and voice reporting of events to user. The Manager can enter 8 different telephone numbers for reporting of events when the Eclipse VD is a part form the system configuration. The mounting and optional setting for the voice dialer in the engineering programming menus must be done from a technician maintaining the system.

To enter new or to edit present telephone numbers for the Eclipse VD voice dialer do in sequence:



Address (x =1-8) /
6. VD Phones

Manager code

Enter a phone number

To delete completely a phone number, enter the respective menu or address and press in sequence buttons and "5", then confirm with ENTER Button.

APPENDIX A - Table for Memory LOG Events

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

Code	LED Indication	Event No	Description
1	①②③④⑤⑥⑦❽	1	Burglary Alarm event
2	①②③④⑤⑥❼⑧	2	Burglary Alarm event restore
3	①②③④⑤⑥❼❽	3	Fire Alarm event
4	①②③④⑤❻⑦⑧	4	Fire Alarm event restore
5	①②③④⑤❻⑦❽	5	Panic Alarm event
6	①②③④⑤❻❼⑧	6	Panic Alarm event restore
7	①②③④⑤❻❼❽	7	Tamper Alarm event
8	①②③④❺⑥⑦⑧	8	Tamper Alarm event restore
9	①②③④❺⑥⑦❽	9	Medical Alarm event
10	①②③④❺⑥❼⑧	10	Medical Alarm event restore

11	①②③④❺⑥❼❽	11	Activated zone with “24h Burglary” AUX attribute
12	①②③④❺⑥⑦⑧	12	Restored zone with “24h Burglary” AUX attribute
13	①②③④❺⑥⑦❽	13	Activated zone with AUX “AC Loss” attribute
14	①②③④❺⑥⑦⑧	14	Restored zone with AUX “AC Loss” attribute
15	①②③④❺⑥❼❽	15	Activated zone with AUX “Battery Low” attribute
16	①②③❹⑤⑥⑦⑧	16	Restored zone with AUX “Battery Low” attribute
17	①②③❹⑤⑥⑦❽	17	Activated zone with AUX “Water leakage” attribute
18	①②③❹⑤⑥❼⑧	18	Restored zone with AUX “Water leakage” attribute
19	①②③❹⑤⑥❼❽	19	Activated zone with AUX “GAS Detector” attribute
20	①②③❹⑤❻⑦⑧	20	Restored zone with AUX “GAS Detector” attribute
21	①②③❹⑤❻⑦❽	21	Activated zone with AUX “GSM Link Trouble” attribute
22	①②③❹⑤❻❼⑧	22	Restored zone with AUX “GSM Link Trouble” attribute
23	①②③❹⑤❻❼❽	23	Activated zone with AUX “GAS Trouble” attribute
24	①②③❹❺⑥⑦⑧	24	Restored zone with AUX „GAS Trouble” attribute
25	①②③❹❺⑥⑦❽	25	Activated zone with AUX “High temperature” attribute
26	①②③❹❺⑥❼⑧	26	Restored zone with AUX “High temperature” attribute
27	①②③❹❺⑥❼❽	27	Activated zone with AUX “Low temp” attribute
28	①②③❹❺❻⑦⑧	28	Restored zone with AUX “Low temp” attribute
29	①②③❹❺❻⑦❽	29	Activated zone with AUX “Loss of heat” attribute
30	①②③❹❺❻❼⑧	30	Restored zone with AUX “Loss of heat” attribute
31	①②③❹❺❻❼❽	31	Activated zone with “Write to LOG” (1) attribute
32	①②❸④⑤⑥⑦⑧	32	Restored zone with “Write to LOG” (1) attribute
33	①②❸④⑤⑥⑦❽	33	Zone Bypass
34	①②❸④⑤⑥❼⑧	34	Zone Bypass restore
35	①②❸④⑤⑥❼❽	35	Quick arming – FULL ARM
36	①②❸④⑤❻⑦⑧	36	Quick arming – STAY ARM
37	①②❸④⑤❻⑦❽	37	Quick arming – SLEEP ARM
38	①②❸④⑤❻❼⑧	38	Arming with user code - FULL
39	①②❸④⑤❻❼❽	39	Arming with user code - STAY
40	①②❸④❺⑥⑦⑧	40	Arming with user code - SLEEP
41	①②❸④❺⑥⑦❽	41	Disarming with user code
42	①②❸④❺⑥❼⑧	42	Remote arming - FULL
43	①②❸④❺⑥❼❽	43	Remote arming - STAY
44	①②❸④❺❻⑦⑧	44	Remote arming - SLEEP
45	①②❸④❺❻⑦❽	45	Remote disarming
46	①②❸④❺❻❼⑧	46	Arming with key switch - FULL
47	①②❸④❺❻❼❽	47	Arming with key switch - STAY
48	①②❸❹⑤⑥⑦⑧	48	Arming with key switch - SLEEP
49	①②❸❹⑤⑥⑦❽	49	Disarming with key switch
50	①②❸❹⑤⑥❼⑧	50	FULL Arming on Timeslot
51	①②❸❹⑤⑥❼❽	51	STAY Arming on Timeslot
52	①②❸❹⑤❻⑦⑧	52	Disarming on Timeslot
53	①②❸❹⑤❻⑦❽	53	FULL Arming on “no movement”
54	①②❸❹⑤❻❼⑧	54	STAY Arming on “no movement”
55	①②❸❹⑤❻❼❽	55	Bypass of zone with FORCE attribute when arming
56	①②❸❹❺⑥⑦⑧	56	Debypass of zone with FORCE attribute when disarming
57	①②❸❹❺⑥⑦❽	57	Arm Delay on Timeslot
58	①②❸❹❺⑥❼⑧	58	Ambush code entered
59	①②❸❹❺⑥❼❽	59	Medical panic alarm sent from keyboard
60	①②❸❹❺❻⑦⑧	60	Medical panic alarm from keyboard restored
61	①②❸❹❺❻⑦❽	61	Police panic alarm sent from keyboard
62	①②❸❹❺❻❼⑧	62	Police panic alarm from keyboard restored
63	①②❸❹❺❻❼❽	63	Fire panic alarm sent from keyboard
64	①❷③④⑤⑥⑦⑧	64	Fire panic alarm from keyboard restored
	①❷③④⑤⑥⑦❽	65	Keyboard blocking
	①❷③④⑤⑥❼⑧	66	Entry in Engineer programming menu
	①❷③④⑤⑥❼❽	67	Exit from Engineer programming menu
	①❷③④⑤❻⑦⑧	68	Entry in Remote programming mode
	①❷③④⑤❻⑦❽	69	Exit from Remote programming mode
	①❷③④⑤❻❼⑧	70	Periodical test

①❷③④⑤❻❼❽	71	Manual test
①❷③④❺⑥⑦⑧	72	No AC mains power supply
①❷③④❺⑥⑦❽	73	Mains power supply restore
①❷③④❺⑥❼⑧	74	Battery low charge
①❷③④❺⑥❼❽	75	Battery loss
①❷③④❺❻⑦⑧	76	Battery restore
①❷③④❺❻⑦❽	77	Siren output short-circuit
①❷③④❺❻❼⑧	78	Siren line broke out
①❷③④❺❻❼❽	79	Siren restored
①❷③❹⑤⑥⑦⑧	80	2-wire fire line fault (PGM1)
①❷③❹⑤⑥⑦❽	81	2-wire fire line fault restored (PGM1)
①❷③❹⑤⑥❼⑧	82	Fuse blown out
①❷③❹⑤⑥❼❽	83	Fuse restore
①❷③❹⑤❻⑦⑧	84	Telephone line loss
①❷③❹⑤❻⑦❽	85	Telephone line restore
①❷③❹⑤❻❼⑧	86	System power up
①❷③❹⑤❻❼❽	87	System reset
①❷③❹❺⑥⑦⑧	88	Time change
①❷③❹❺⑥⑦❽	89	Sending of message is impossible
①❷③❹❺⑥❼⑧	90	Sending of message is impossible restored / Report to monitoring station restored
①❷③❹❺⑥❼❽	91	Periphery device loss
①❷③❹❺❻⑦⑧	92	Periphery device restore
①❷③❹❺❻⑦❽	93	Tamper from periphery device
①❷③❹❺❻❼⑧	94	Tamper from periphery device restore
①❷③❹❺❻❼❽	95	Arming on “no movement” failure
①❷❸④⑤⑥⑦⑧	96	User Code Changed
①❷❸④⑤⑥⑦❽	97	Invalid date and time
①❷❸④⑤⑥❼⑧	98	Clearing the log from user
①❷❸④⑤⑥❼❽	99	Arming without reviewing the current system troubles
①❷❸④⑤❻⑦⑧	100	Low battery charge of wireless device
①❷❸④⑤❻⑦❽	101	Low battery charge of wireless device Restore
①❷❸④⑤❻❼⑧	102	Lost battery of wireless device
①❷❸④⑤❻❼❽	103	Wireless device Restored
①❷❸④❺⑥⑦⑧	104	Dirty smoke chamber of wireless fire alarm detector
①❷❸④❺⑥⑦❽	105	Dirty smoke chamber of wireless fire alarm detector Restored
①❷❸④❺⑥❼⑧	106	Radio frequency jamming of wireless expander
①❷❸④❺⑥❼❽	107	Radio frequency jamming of wireless expander Restored
①❷❸④❺❻⑦⑧	108	Loss of main power supply of device
①❷❸④❺❻⑦❽	109	Loss of main power supply of device Restore
①❷❸④❺❻❼⑧	110	Problem with battery of wireless device
①❷❸④❺❻❼❽	111	Problem with battery of wireless device Restore
①❷❸❹⑤⑥⑦⑧	112	Blown up fuse of device
①❷❸❹⑤⑥⑦❽	113	Blown up fuse of device Restore
①❷❸❹⑤⑥❼⑧	118	Communication with monitoring station failed
❶②③④⑤❻⑦❽	133	The number of entered incorrect codes (address 16 in the Manager’s menus) is reached.
❶②③④⑤❻❼⑧	134	Forced arming when there is a trouble with the communication (PSTN/GPRS/LAN) and the connection of the siren to PGM5 (Eclipse 32/99) is incorrect - no balancing resistor is connected between PGM5 and +P terminals.
❶②③④⑤❻❼❽	135	Low battery (trouble with the battery) of wireless siren
❶②③④❺⑥⑦⑧	136	Battery Restore of wireless siren
❶②③④❺⑥⑦❽	137	Wireless siren Lost
❶②③④❺⑥❼⑧	138	Wireless siren Restore
❶②③④❺⑥❼❽	139	Trouble with tamper switch of wireless siren
❶②③④❺❻⑦⑧	140	Tamper switch of wireless siren Restore

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

APPENDIX B – Special Symbols for Text Entering

Use the MEMORY button to enter some special symbols and Cyrillic letters. To enter a specialized symbol, move the cursor to the desired position, press the MEMORY button (a solid cursor appears) and then using the digit buttons enter the respective code for the symbol or letter as check in the table below.

Table of the symbols and codes correspondence for CYR keyboard version:

032	048	064	080	096	112	128	144	160	176	192	208	224	240
033	049	065	081	097	113	129	145	161	177	193	209	225	241
034	050	066	082	098	114	130	146	162	178	194	210	226	242
035	051	067	083	099	115	131	147	163	179	195	211	227	243
036	052	068	084	100	116	132	148	164	180	196	212	228	244
037	053	069	085	101	117	133	149	165	181	197	213	229	245
038	054	070	086	102	118	134	150	166	182	198	214	230	246
039	055	071	087	103	119	135	151	167	183	199	215	231	247
040	056	072	088	104	120	136	152	168	184	200	216	232	248
041	057	073	089	105	121	137	153	169	185	201	217	233	249
042	058	074	090	106	122	138	154	170	186	202	218	234	250
043	059	075	091	107	123	139	155	171	187	203	219	235	251
044	060	076	092	108	124	140	156	172	188	204	220	236	252
045	061	077	093	109	125	141	157	173	189	205	221	237	253
046	062	078	094	110	126	142	158	174	190	206	222	238	254
047	063	079	095	111	127	143	159	175	191	207	223	239	255

Example:
To enter the "asterisk" symbol, first press the MEMORY button (a solid cursor appears on the place) and after that enter code 042. The asterisk symbol will appear and the cursor will move one position to the right.

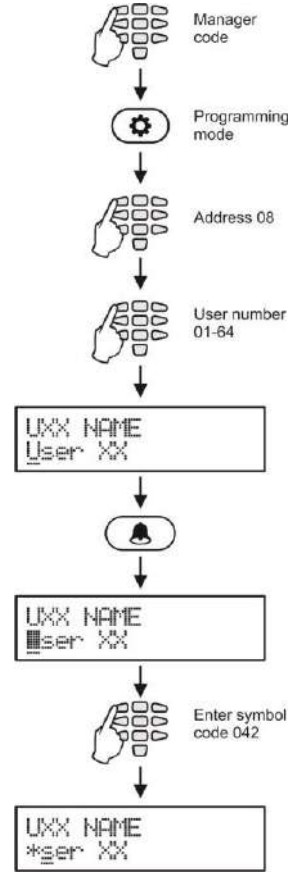
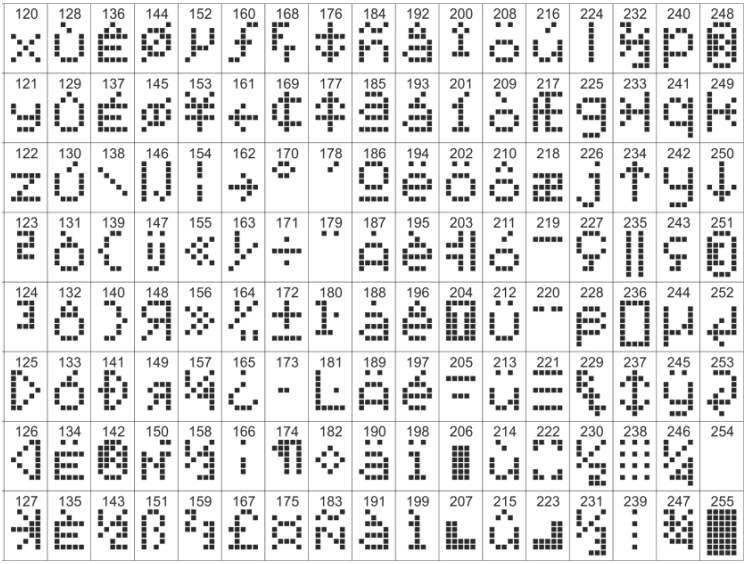


Table of special symbols and codes correspondence for GR keyboard version:



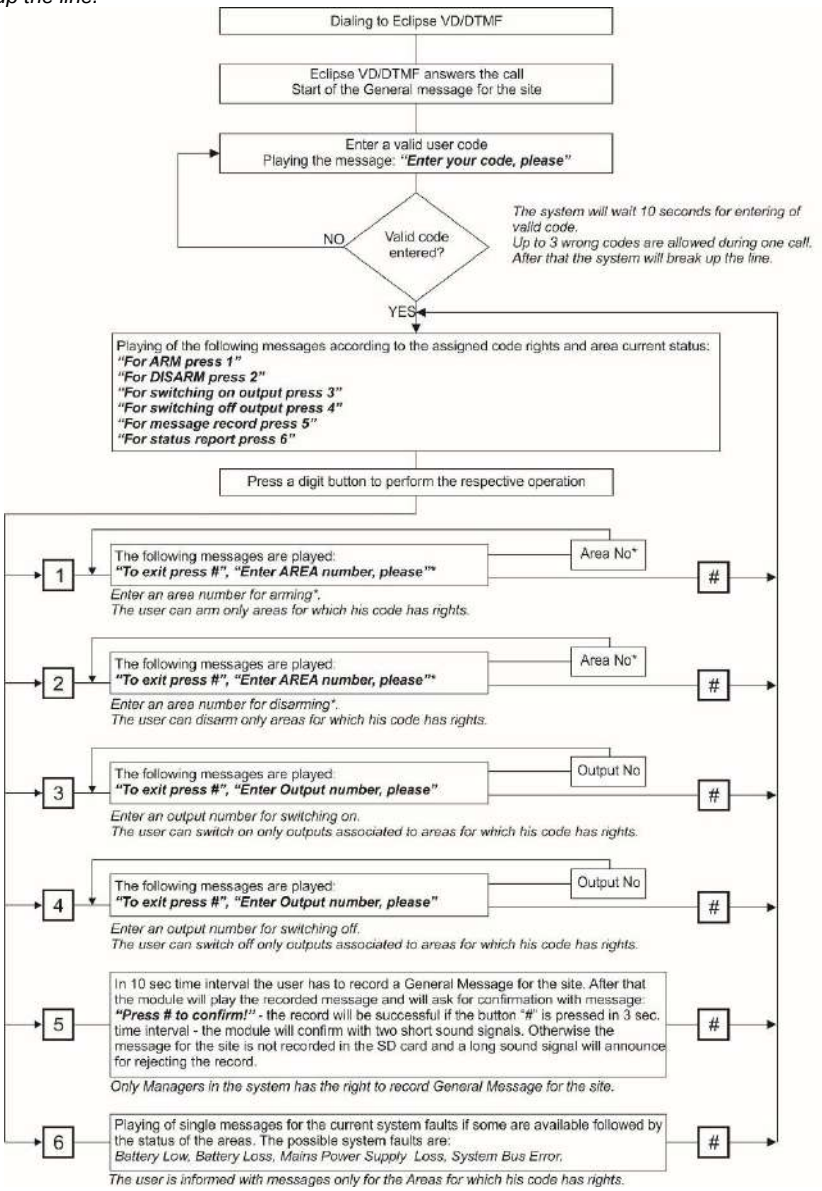
Table of special symbols and codes correspondence for EU keyboard version:



Note: *The symbols for codes from 032 to 122 are same for all keyboard display versions.*

APPENDIX C – VD/DTMF Operation Algorithm

The user can realize remote management of the system if the system configuration is equipped with voice module. *If during 40 seconds time interval there is no action – pressed button, the system will break up the line.*



***Note:** When operating with Eclipse 8 the messages for entering of Area number are missed and the user has not to enter an Area number.*
When operating with Eclipse 8+/16 the correspondence of the Areas is: Area 1 (A), Area 2 (B) and Area 3 (C).

System Check List – Fill in from the Installer

System: Eclipse 8 / Eclipse 8+ / Eclipse 16 / Eclipse 32 / Eclipse 99
Installer: .....
Service: .....
Tel./Fax: .....

Zones Description

Zone	Type	Zone	Type	Zone	Type	Zone	Type
1		26		51		76	
2		27		52		77	
3		28		53		78	
4		29		54		79	
5		30		55		80	
6		31		56		81	
7		32		57		82	
8		33		58		83	
9		34		59		84	
10		35		60		85	
11		36		61		86	
12		37		62		87	
13		38		63		88	
14		39		64		89	
15		40		65		90	
16		41		66		91	
17		42		67		92	
18		43		68		93	
19		44		69		94	
20		45		70		95	
21		46		71		96	
22		47		72		97	
23		48		73		98	
24		49		74		99	
25		50		75			

PGMs Description

PGM 1		PGM 3		PGM 5	
PGM 2		PGM 4			

System Timers

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

Arming Modes for Stand-alone Proxy Reader

Mode	Areas															
	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16
Full Arming																
Mode A																
Mode B																

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

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18020818, RevF,
02/2021