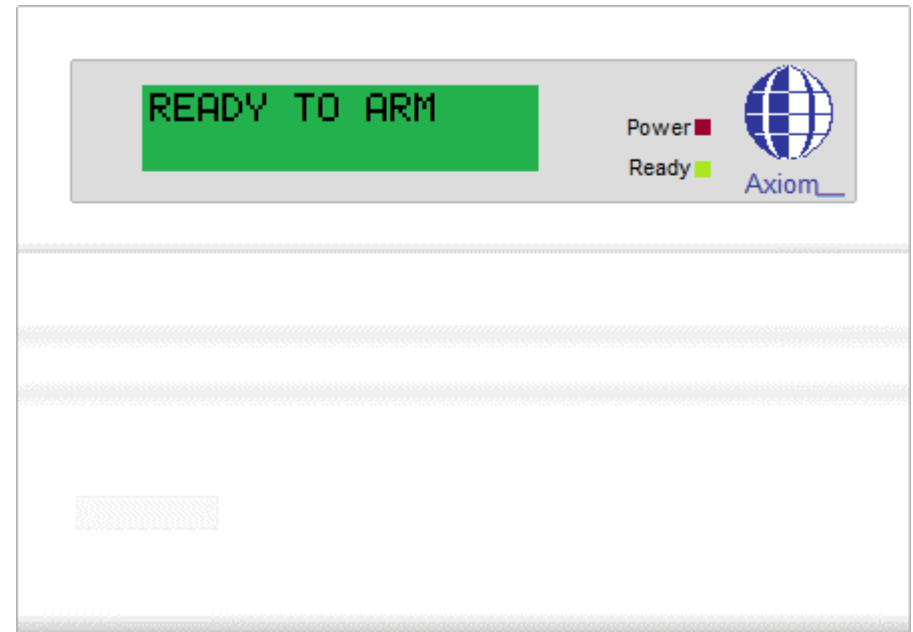


Axiom Safesuite™

LCD SafeSuite™



USER'S MANUAL



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License & Warranty

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INTRODUCTION

Axiom SafeSuite™ system has been specifically designed for Condominium living to allow for more flexibility on offsite notification and onsite interaction with the building's common area, while maintaining individual suite control.

- ◆ The Axiom SafeSuite™ is a 4-zone, fully supervised alarm control panel. Specific areas of detection are called zones. Zones can be programmed to have different characteristics. Some zones may be 24-hour zones, that is, they remain armed even when the alarm system is off. Zones used for fire detection, for example, are always 24-hour zones. In addition, some zones can be programmed to allow bypassing. When you bypass a zone, you temporarily remove it from the alarm system. **Bypassed zones, however, are not protected.**
- ◆ The panel can be programmed with **eight (8) different user codes.**
- ◆ The panel also has **DURESS CODE** functionality.
- ◆ User codes are normally used for arming and disarming the panel. **Duress code** is used for disarming / arming while sending a silent panic code to security.
- ◆ **The panel has a PRIMARY CODE (code #1) which is used for programming the keypad as well as arming and disarming.** This code has a default value of 1 2 3 4 and should be changed after being installed since all of the units come with the same default code. The Primary code (code #1) though it can be changed, it cannot be deleted (see programming section).
- ◆ The rest of the user codes (2 to 8) can be changed or deleted any time.

**FOR SERVICE OR HELP WITH YOUR AXIOM SAFESUITE™ SYSTEM
PLEASE CALL:**

DEALER NAME: _____

NAME OF CONTACT PERSON: _____

PHONE NO.: _____

AXIOM SAFESUITE™ DISPLAY

Keypad display consists of a two by sixteen character **Liquid Crystal Display (LCD)** and two **Status lights**.



KEYPAD OPERATION

STATUS - LIGHT (LED) INDICATIONS

POWER LED	ON:	Unit Powered up.
	OFF:	No Power.
	FLASHING:	No Communication.
READY LED	ON:	All zones are Normal (<i>closed</i>) and ready to arm.
	FLASHING:	Alarm in Memory (<i>when system is disarmed</i>)

ZONE - INDICATIONS

All zone status information will be displayed on the second line of the LCD.

To understand the status of these lights (*LED's*) event-wise, see the following functions of the keypad.

For comments on Axiom SafeSuite™ System,

Email us at: support@rbh-access.com

LIGHTS (LEDS) FUNCTIONALITY EVENT-WISE

	<u>POWER LIGHT</u>	<u>READY LIGHT</u>	<u>REMARKS</u>	<u>LCD MESSAGE</u>
Unit Powered	ON	-	Keypad is powered up.	READY TO ARM
Power Failure	OFF	OFF	Power failure.	
No Communication	Flash	-	Unit lost communication.	No change in message.
System Ready All Zones Normal	ON	ON	Ready to Arm.	READY TO ARM
System Armed Away Mode	ON	ON	Ready light will flash for Exit time.	ARMED AWAY
System Disarmed	ON	ON	Ready light on if system is disarmed.	READY TO ARM
Exterior zones Armed (Home Arm)	ON	ON	Interior zones are disarmed, And exterior zones are armed.	ARMED HOME
Arming at Night (Instant Arm Mode)	ON	ON	Interior zones are disarmed. No entry/exit delay.	ARMED EVENING
Armed with zone open (Forced Arm Mode)	ON	ON	Arming while a zone is open.	ARMED AWAY
System in Alarm	ON	FLASH	The display will cycle through all violated zones.	ALARM Z0x <i>Zone description</i> (x is the zone Number)
Zone Open	ON	OFF	The display will cycle through all violated zones.	VIOLATION Z0x <i>Zone description</i> (x is the zone Number)
Memory	ON	Flash	Last alarm in Memory.	<i>Zone description</i>
Zone Bypass	ON	OFF	Zones are not shown when system is armed in HOME or INSTANT mode.	BYPASS 12345678 Displayed zones are bypassed.
Zone Trouble	ON	ON	Trouble Zone(s) indicated on LCD	TROUBLE Z0x <i>Zone description</i> (x is the zone Number)

DEFINITIONS

ALARM

A condition that occurs when the detection devices in a zone are triggered after the system is armed.

ALARM MEMORY

Alarm conditions are stored in memory until cleared.

BYPASS

To bypass is to take a zone out of the circuit. Bypassing malfunctioning zones allows the rest of the system to be armed. Bypassing interior zones allow freedom of movement within the premises, while arming the outer zones.

Note: Bypassed zones are not protected.

ENTRY DELAY

The time you have to enter the premises through a designated DELAY ZONE and disarm the panel (*before an alarm occurs*). The delay time is programmable (*see the programming section*).

EXIT DELAY

Once the system is armed, the time you have to exit the premises through a DELAY ZONE (*before an alarm occurs*). The exit delay time is programmable (*see the programming section*).

ZONE

A Zone is one of the protected areas in your premises.

24-HOUR ZONE

A zone that is always active, whether the system itself is armed or disarmed. FIRE, AUXILIARY and PANIC zones are examples of 24-hour zones. Entering a valid four-digit user code clears alarm conditions on these zones.

ZONE TABLE

The following table may be filled out to list the zone number along with a description of the protection circuit connected to that zone.

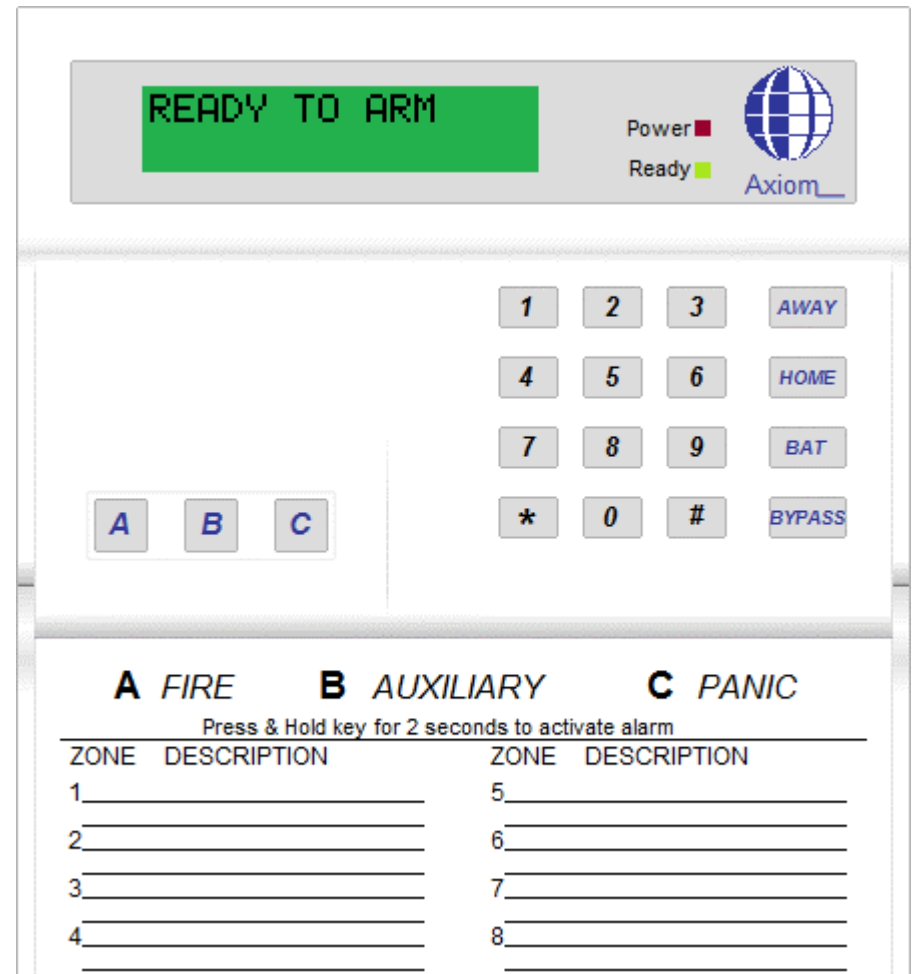
Zone	Zone Description
1	
2	
3	
4	
5	
6	
7	
8	

ZONE TYPES

Various zone types to select from are:

1. **Entry Exit:** for example an Entrance door.
2. **Follower:** for example a Motion detector at the keypad.
3. **Interior:** for example a Door Contact.
4. **Exterior:** for example a Glass Break detector.
5. **24 hour delayed;** Fire.
6. **24 hour;** Panic Alarm.
7. **Momentary switch to arm or disarm the panel.**

AXIOM SAFESUITE™ SECURITY FUNCTIONS



ARMING (AWAY MODE)

1. **Before arming the panel, ensure that the READY LIGHT is ON steady.** Panel will not arm if READY LIGHT is flashing (see *MEMORY* function).
2. Enter your four-digit user code followed by "#".

1	2	3	4	#
---	---	---	---	---

OR: Enter your user code, and press "AWAY" key.

1	2	3	4	AWAY
---	---	---	---	------

ENTER CODE *

3. The display will then show ARMED AWAY, and EXIT DELAY 045 (45 seconds is the default). The READY light will flash, the exit time displayed will count down, and the EXIT TONE will sound for the duration of EXIT delay.
4. Within this time you may exit the premises without causing an alarm. At the end of exit delay, the exit tone will stop; the READY LIGHT will turn ON.

The Panel is now in AWAY mode.

NOTE; during code entry you can use the "C" key to backspace.

HOME ARM MODE

Home Arming arms perimeter zones; while bypassing interior zones (e.g. *motion detector*). The LCD will indicate accordingly when any of the zones are violated.

1. Make sure the green READY light is ON.
2. Enter your four digit user code, press "11 and #".



OR: Enter your user code, press "HOME" key.



3. The display will indicate ARMED HOME.

The Panel is now in HOME mode.

CHANGE ENTRY DELAY TIME

By default entry delay time is 30 seconds. To change this timing:

1. Enter Programming mode.
2. Press keys 1, 1 followed by # or scroll to the appropriate feature.
3. Enter exit delay time by pressing three digits (001-127). Then press # for seconds or BYPASS for minutes.
4. You will then be return back to the programming mode.

CHANGE LOCK TIME

By default entry delay time is 20 seconds. To change this timing:

1. Enter Programming mode.
2. Press keys 1, 5 followed by # or scroll to the appropriate feature.
3. Enter the Lock time in seconds by pressing three digits (001-127). Then press # for seconds or BYPASS for minutes.
4. You will then be back to the programming mode.

EXIT PROGRAMMING MODE

You can press keys 5, 5 followed by # to exit programming mode, or you can just press the * key.

CHANGE ALARM/SIREN DURATION TIME

1. Enter Programming mode.
2. Press keys 1, 3 followed by # or scroll to the appropriate feature.
3. Enter alarm/siren timeout by pressing three digits (001-127). Then press # for seconds or BYPASS for minutes.
4. You will then be return back to programming mode.

Note: By default alarm time out is 5 minutes.

CHANGE 24-HOUR DELAY ZONE DURATION TIME

To change 24-hour delay zone (*such as smoke detector*) time out duration (**by default 120 seconds**):

1. Enter Programming mode.
2. Press keys 1, 4 followed by # or scroll to the appropriate feature.
3. Enter 24-hour delay zone timeout by pressing three digits (001-127). Then press # for seconds or BYPASS for minutes.
4. You will then be back to programming mode.

CHANGE EXIT DELAY TIME

By default exit delay time is 45 seconds. To change it:

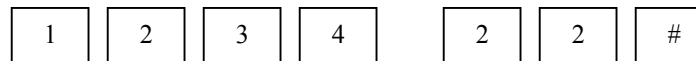
1. Enter Programming mode.
2. Press keys 1, 2 followed by # or scroll to the appropriate feature.
3. Enter exit delay time by pressing three digits (001-127). Then press # for seconds or BYPASS for minutes.
4. You will then be back to programming mode.

INSTANT ARM MODE

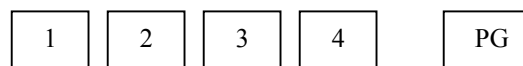
INSTANT ARM MODE is also known as EVENING MODE.

Instant mode is used to arm the panel while still remaining in the premises, for example, arming at night.

1. Make sure the green READY light is ON
2. Enter your four digit user code, press 2, 2 followed by #



OR: Enter your four-digit user code, press "PG" key.



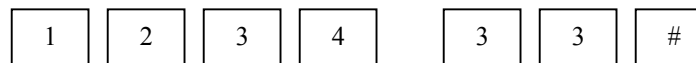
3. The display will indicate ARMED EVENING.
4. Arming the panel in INSTANT mode arms panel with no entry/exit delay and disables interior zones (*e.g. motion detectors*).

The Panel is now in INSTANT mode.

FORCED ARM MODE

Arming the panel while a zone is open is known as Force Arming. FORCED ARM will ignore any open zones during arming. These zones can still cause an alarm if closed first.

1. Enter your four digit user code, press 3, 3 and #.



2. The display will then show FORCE ARMED and EXIT DELAY 045 (45 seconds is the default). The exit time displayed will count down; the EXIT TONE will sound and the READY light will flash for the duration of EXIT delay. The READY LIGHT will not be ON until the zone is closed.
3. Within this time you may exit the premises without causing an alarm. At the end of exit delay, the exit tone will stop, READY light will be ON and display will then show ARMED AWAY

The Panel is now in AWAY mode.

BYPASS MODE

BYPASS MODE is also known as SHUNT MODE.

Bypass mode is used to temporarily disable one or more zones from being armed.

1. To BYPASS one or more zones, enter your four-digit user code, and press "BYPASS" key,



2. The display will show BYPASSED, indicating the panel is in BYPASS mode.
3. Key-in zones to be bypassed (1-4). A corresponding number will be displayed for each zone bypassed. Keying the zone number again will toggle off the bypass on that zone.
4. Exit BYPASS MODE by pressing # key. The panel is now ready for arming, with the bypassed zone(s) disabled.



5. Now when the panel is armed the appropriate armed message will be shown (*as described earlier*). If the panel is ARMED AWAY the bypassed zones will be displayed during the exit time.

All bypassed zones are cleared when the panel is disarmed.

NOTE: To cancel the bypassed zones before arming the system, enter the BYPASS mode and key-in the bypassed zones one more time. Keying in the zone number will toggle it on/off.

Press # key to EXIT BYPASS MODE and now the panel is ready to arm.



Note:

- ◆ Only the PRIMARY CODE works for programming mode. The rest of the user codes (*code 2 to 8*) cannot be used to activate programming mode.
- ◆ If no key is pressed for programming within the TIME OUT period (*45 seconds by default*), the panel will exit program mode.

You can enter the two-digit code (*and #*) of the feature required or you can scroll to it using the "A" and "B" keys.

While in programming mode the following functions are available by entering their corresponding codes. To exit from any of those functions press # and the unit will revert back to programming mode again.

CHANGE OR ADD USER CODE

1. Enter Programming mode.
2. Key in 01 to 08 for user codes 1 to 8 or scroll to the appropriate feature.
3. Add or change the user code (e.g. 2) by pressing four digits followed by #. If there is a card reader connected to the system you can present the card at this time.

A green rectangular area representing a display screen. The text on the screen is in a pixelated font and reads "USER 02 CODE****" on the first line and "OR PRESENT CARD" on the second line.

4. You can use the "C" key to backspace and * to delete the used code.
5. The panel will then revert back to programming mode.
6. Repeat the same procedure for next user code.

NOTE: To delete a user's Access Card you have to delete that user's code. If the user's code is still valid, it can be added back in.

ENABLE ENTRANCE TO BUILDING

Pressing keys 01# will activate the OPEN DOOR 1 feature. The system can be set up in such a way that the Suite owners can use this feature to release an entrance door to the building as and when they desire.

Pressing keys 02# will activate the OPEN DOOR 2 feature. This feature, if setup can be used to release a second entrance door to the building.

ELEVATOR CALL

Pressing keys 03# activates CALL ELEVATOR feature.

AUDIO/VIDEO CONTROL

Press keys 04# to active TOGGLE ON/OFF AUDIO 1 feature.

Press keys 05# to active TOGGLE ON/OFF AUDIO 2 feature.

Press keys 06# to active TOGGLE ON/OFF VIDEO 1 feature.

Press keys 07# to active TOGGLE ON/OFF VIDEO 2 feature.

PROGRAMMING

ENTER PROGRAM MODE

Press the four-digit PRIMARY CODE (*code #1*) followed by the keys 55 and #.

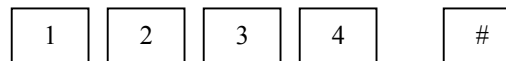


The display will then show:



DISARMING

1. On entry from the main entry point, the ENTRY DELAY TONE is activated.
2. Enter your four digit user code, followed by # within the ENTRY TIME (30 seconds by default) to disarm the system.



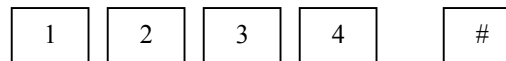
3. If a valid code is not entered during the ENTRY DELAY TIME, the panel will go into ALARM.
4. If an access code is entered incorrect, press # key and re-enter the user code followed by #.



CANCELING AN ALARM

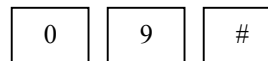
After an alarm, the panel audio sounds. The display will show ALARM and the zone number. The corresponding zone description will also be shown.

Key-in your four digit user code followed by # to **disarm the system**.



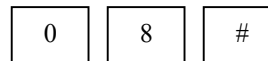
ALARM MEMORY

1. To display alarm MEMORY, enter 09, followed by #.



NOTE: READY light will flash, indicating alarm in memory.

2. To clear alarm MEMORY, enter 08, followed by #.



Note: **Alarm/Siren time out is 2 minutes by default.**

DOOR CHIME

1. To enable a door-knock sound whenever a zone is open, press and hold the number key button corresponding to the desired zone on the keypad for approximately 3 seconds.
2. The door chime is enabled if you hear a KNOCK sound, display showing CHIME ON n where n is the zone # on which door chime is enabled and if you hear an ACKNOWLEDGE sound, the door chime is disabled, display showing CHIME OFF n.

EMERGENCY KEYS

FIRE KEY

1. Press and Hold the "A" key for over three seconds to activate the FIRE ALARM.

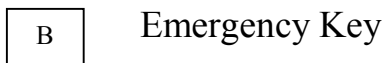


2. READY light will turn off, the display will show FIRE ALARM, and the siren output and buzzer will pulse.

NOTE: This alarm will not time out and must be cleared by entering a valid password.

AUXILIARY KEY

1. Press and Hold the "B" key for over three seconds to activate the EMERGENCY ALARM.



3. READY light will turn off, the display will show EMERGENCY ALARM, and the siren output and buzzer will pulse.

NOTE: This alarm will not time out and must be cleared by entering a valid password.

PANIC KEY

This is an alarm to call Security silently.

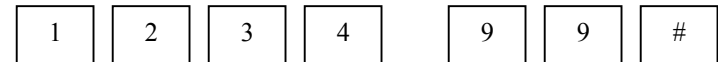
Press and Hold the "C" key for over three seconds to activate the PANIC ALARM.



DURESS CODE

In extraordinary situations where you are forced to arm/disarm the system (*for example, at gunpoint*) and you want to send silent message to Security as well, the **DURESS CODE** feature of the panel is very useful to activate the PANIC ALARM.

1. Enter your four-digit user code and Press 99 followed by #.



2. The system will disarm/arm and will send a silent message to Security as PANIC ALARM.

CUSTOM CONTROL (OPTIONAL)

By using some of the Non-Password protected command codes, the following optional custom control features can be activated. These features must be setup before they will function.

To active these features you can either enter the features' two digit code followed by the # key, or you can press the # key and scroll (*up with the "A" key and down with the "B" key*) until you find the feature required. If you use the scroll method press the # key when the feature is shown. The feature will then be activated. Pressing the * key will exit this mode without activating the feature.