

VALET

HomeSecure

Premier

User Manual



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Premier - User Manual

Keypad Entry Errors

When an error is made in entering digits, the keypad will do a long beep and resume idle mode. Just prior to the beep the Zone lights will display the type of error that was detected:

Light ON	Error type
1	* key pressed
2	No matching code was found.
3	Keypad timeout has occurred.
4	Illegal key in current mode.
5	Illegal panel mode (either panel is on or not in exit delay).
6	Action prevented by a programming option.
7	Address/Action is illegal for this code.

Keypad Beeper Operation

The keypad beeper will sound under the following circumstances:

Any key press	short beep.
Turn panel OFF	short beep.
Turn panel ON	2 short beeps
Display of new data in programming mode	2 short beeps.
Wrong key or illegal action	long beep.
Press * key	long beep.
In Home Mode when a Home Beep Zone is triggered	short beep.
Keypad lockout due to too many code entry attempts	continuous beep
During exit delay if Exit Beep is enabled	continuous beep
During entry delay if Entry Beep is enabled	continuous beep

Key-pad lockout

If an incorrect code is entered 4 times then the keypad will be locked out for 60 seconds. During this time the Zone lights will be on and the beeper will sound continuously.



Premier indicator lights - Normal Operation

Listed below are the use of the indicator lights when in normal operation.

Keypad Light	Light ON	Light OFF	Light Flashing
On-Line	Dialler on line	Dialler not on line	Dialler had problems
Low Batt	Battery Charge Voltage Low	Battery OK	Had Low Batt alarm
AC Fail	Power not connected	Power OK	Had AC fail alarm
On	Panel is on (away)	Panel is off	Panel is on (home)
Zone 1 - 8	Unsealed, Manual or Auto isolated	Zone is sealed	Had alarm

Note that the status of the Zones will always be displayed unless disabled by the installer. The Low Batt and AC Fail lights will show the current state of these inputs, however the alarm (or restore) condition may have to be present for a period before a report is initiated. If the dialler fails then the On-Line light will remain flashing until the next time the dialler is triggered.

Note that flashing Zone, AC fail or Low Batt lights will be cleared if programming mode or a # sequence is performed. Review mode can then be used to view past alarms if desired.

All Zone lights on plus a continuous beeper

Means the keypad is locked out for 60 seconds caused by 4 consecutive incorrect code entries.

All lights flashing

Means the Premier is being accessed remotely. If an installer is performing an upload/download then no keys should be pressed. If the Premier is being accessed by a person for the purposes of turning on or off the Premier or after a tone key in personal dialling mode, then again keys should not be pressed unless you want to force the Premier to hang-up in which case you may press the # key.

All Zone lights flashing

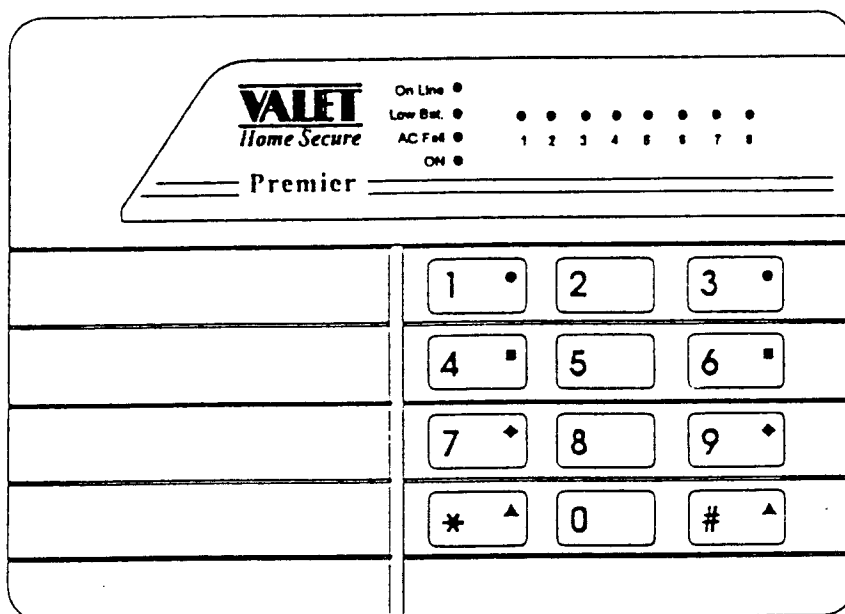
Indicates a legal code has been entered (or the # key) and the Premier expects another key to be pressed to select the desired function within 5 seconds. To cancel simply wait 5 seconds or press the * key.

Premier Operation

Keypad Key Functions

After a code is entered or the # key is pressed you have 5 seconds to select the operation you wish to perform. During this time all 8 Zone lights will flash to indicate that a key should be pressed. If no key is pressed within 5 seconds, the keypad will revert to idle mode. Enter the code to start again.

The * key is always used as "clear key" to abort the current operation. Listed below are the possible operations:



Panic, Key 1

Enter a user code followed by **1** or enter **# 1** to trigger the panic input.

Duress, Key 2

Enter a user code followed by **2** or enter **# 2** to trigger the duress input.

Test - Key 3

Enter a user code followed by **3** or enter **# 3** to trigger the test input.

The alarm actions triggered by Panic, Duress and Test are determined by the installer programming of these inputs.



Keypad Key Functions

Review - Key 4

Enter a user code followed by **4** or simply enter **# 4** to enter review mode. The ON-LINE, LOW BATT, AC FAIL & ON lights will all be on to indicate you are in review mode. Review mode displays information about past alarms and events within the *Premier*. This past information is cleared every time the panel is armed to away or home mode. It can also be cleared by pressing the **0** key whilst in review.

While in review mode, various events will be displayed by pressing the following keys:

Key 1	Displays past Zone alarms since last armed.
Key 2	Displays past alarms other than Zones.
Key 3	Display previous events (miscellaneous).
Key 0	Clear review memories. (Also cleared on <i>Premier</i> arming).
Key 9	Displays the panel's software version. (in binary).
Key *	Exit review mode.

When first entered, review shows past Zone alarms. The tables below show how to interpret the various displays:

Review 1 PREVIOUS ZONE ALARMS

While in REVIEW mode, pressing Key 1 displays:

Zone

Lights Meaning

1 - 8 Previous alarm on Zones 1 - 8 since panel last armed.

Note: The first Zone that was triggered will be flashing.

Review 2 PREVIOUS NON-ZONE ALARMS

While in REVIEW mode, pressing Key 2 displays:

Zone

Light Meaning

- 1 Duress input triggered since last panel armed.
- 2 Panic input triggered since last panel armed.
- 3 Test input triggered since last panel armed
- 4 Low Battery input triggered since last panel armed.
- 5 AC Fail input triggered since last panel armed.
- 6 On input triggered since last panel armed.
- 7 Fail-to-communicate input triggered since last panel armed.
- 8 Spare input triggered since last panel armed.

Review mode continued...



Review 3 PREVIOUS EVENTS (Miscellaneous)

While in REVIEW mode, pressing Key 3 displays:

Zone

Light Meaning

- | | |
|---|---|
| 1 | Siren has sounded since panel last armed. |
| 2 | Strobe has been turned on since panel last armed. |
| 3 | Dialler has been triggered since panel last armed. |
| 4 | Dialler failed (reached max. attempts) |
| 5 | Nil |
| 6 | Maximum code attempts activated since panel last armed. |
| 7 | Low battery has turned off siren (and strobe) |
| 8 | Answered phone since last armed |

Walk Test - Key 5

Selecting this operation whilst the *Premier* is off will initiate walk-test mode. This operation is only available to codes 0 to 7. Walk-test mode allows all Zones and the siren and the strobe to be tested. Operation is as follows:

When first entered all 8 Zone lights will be turned off. The AC Fail light will show whether AC is present or not. The Low Batt light will show whether the battery charging voltage is adequate.

As Zones are alarmed the siren will squawk and the relevant Zone light will turn on and remain turned on. This allows a "one man" walk-test by walking through all Zones and coming back to the panel to check that all Zones alarmed were detected by checking that the relevant Zone light is illuminated. Pressing the **0** key turns off all Zone lights and allows the test to be repeated if desired.

Pressing the **1** key will turn on the siren. Pressing the **2** key will turn on the strobe. This enables you to check the individual operation of the siren and strobe. Pressing the **3** key will turn off the siren and strobe.

Press the ***** key to exit walk-test.

Isolate - Key 6

This operation allows Zones to be manually isolated or re-enabled at any time and is only available to codes 0 to 7. The ON-LINE, LOW BATT, AC FAIL and ON lights will illuminate and the Zone lights will show the current manual isolate status of the Zones, on means manually isolated. Note that other "non-Zone" inputs cannot be isolated in this mode.

As keys 1 to 8 are pressed, the relevant Zone light will toggle on or off. When the light is on the Zone is isolated. A key must be pressed at least once every 10 seconds or else isolate mode will terminate. The ***** key also terminates isolate mode.

Note that isolated Zones only remain isolated until the next time the off operation is selected, even if the *Premier* is already off. AC fail, Low battery, Panic, Test and Duress inputs cannot be isolated.



Program - Key 7

Enter installer or master code followed by **7** to enter programming mode. Only available to the master code and the installer code.

On (Arm Home) - Key 8

Enter any user code followed by **8** or enter **# 8** to turn the panel on in Home Mode. ON light will flash to indicate panel is armed in home mode. Only Zones which are programmed as Home Zones will be active.

On (Arm Away) - Key 9

Enter any user code followed by **9** or enter **# 9** to turn the panel on in Away Mode. ON light will turn on to indicate panel is armed in Away Mode. Only Zones which are programmed as Away Zones will be active. All user codes are allowed to arm the panel.

Off (Disarm) - Key 0

Enter any code followed by **0** to turn the panel OFF. Turning the panel OFF will also turn the sirens and strobe off and re-enable manually isolated Zones even if the *Premier* is already off.



How to turn the system on. (AWAY mode)

The ON light should be off indicating the system is off.

Make sure that all protected doors and windows are shut securely. Check also that all Zone lights on the Keypad are off, except for the Zones you use to exit the premises. (Check that no pets are left to roam inside the protected areas - curious cats and dogs are a major cause of false alarms).

1. Enter the * key.
2. Enter your 4 digit User code.
All Zone lights will flash (awaiting next command).
3. Enter 9 to turn the system ON.
4. Check that the ON light turns on.
The exit beeper will sound continuously during exit delay.

You now have a limited time to leave the premises (which will have been preset by your installer) before an alarm is generated. If you need to re-enter the premises, turn the system off, then back on again as you leave.

NOTE: If you make a mistake when you attempt to enter your User code, press the * key and try again.

How to turn the system on. (AWAY mode) Quick Away

Your installer may have programmed the panel to allow abbreviated arming. If so, turn the system on as follows.

1. Enter # key
2. Enter 9.
3. Check that the ON light turns on.
4. The exit beeper will sound continuously during exit delay.



How to turn the system on. (HOME mode)

The ON light should be off indicating the system is off.

Your installer may have installed your system so that some areas may be monitored whilst you are on the premises. For example, the doors and windows may be protected at night leaving the internal detectors off to allow movement inside the house.

Make sure that all protected areas are shut securely.

1. Enter the * key.
2. Enter your 4 digit User code.
All Zone lights will flash (awaiting next command).
3. Enter 8 to turn the system ON.
4. Check that the ON light starts to flash indicating system is turned on in Home mode.

The exit beeper will sound continuously during exit delay.

How to turn the system on. (HOME mode)

Quick Home

Your installer may have programmed the panel to allow abbreviated arming. If so, turn the system on as follows.

1. Enter # key.
2. Enter 8.
3. Check that the ON light starts to flash indicating system is turned on in Home mode.



How to turn the system OFF

The ON light will be on or flashing.

1. Enter your 4 digit User code.
All Zone lights will flash (awaiting next command).
2. Enter **0** to turn the system OFF.
3. Check that the ON light turns off.

Panic, Duress, Test

See page 4 for details.

Isolating Zones

You are able to isolate (disable) selected Zones and turn the system on. This is useful in cases where, for example, a pet will be kept in a certain room or if a detector has become faulty and must be isolated from the system.

1. Enter *****
2. Enter your four digit code.
3. Enter **6**.

The ON-LINE, LOW BAT, AC FAIL and ON lights will turn on.

4. Enter the Zone numbers you wish to isolate. The corresponding Zone light/s will turn on. Pressing the Zone number again will turn off isolation for that Zone.
5. Enter ***** to exit isolation mode.

The system can now be turned on as normal. Isolated Zones are enabled again the next time you turn the system off.



Programming User Codes

Use the Master Code to enter and delete user codes as follows. The Master code can re-program other codes as well as turning the *Premier* on and off.

There are 14 user codes plus the master code. All codes are four digits in length. Do not program two codes identically. If two codes are the same, only the lower numbered code will be active. (For example, if user code 3 and 9 are both programmed as 1234, the *Premier* will only recognise user code 3).

1. Enter your 4 digit Master code.
All Zone lights will flash (awaiting next command).
2. Enter 7
The ON-LINE light will flash.
3. Enter the three digit address of the code you are changing.
(See the table of addresses below).
4. The existing code, if any, will be displayed by the Zone lights. The display will then go back to and stop on the first digit of the existing code, or will display lights 7 and 8 if no existing code.
5. Enter the new four digit code SLOWLY. Wait for the keypad to beep after each digit is entered.

The ON-LINE light will be flashing if all four digits are entered correctly.

6. Enter * to exit program mode.



Personal Reporting

Personal reporting allows dialler reports to be sent to a person rather than the Valet central station if an alarm occurs. When an alarm occurs, the *Premier* will immediately pick up the telephone line and dial a pre-programmed number. The *Premier* will then output an alternating high/low siren sound to indicate that an alarm has occurred.

Rather than sending the audible siren tone, the *Premier* can be programmed to send beeps down the line to identify the zone causing the alarm. The number of beeps equal to the zone number that was triggered.

Every 10 seconds the tones will pause, allowing any key to be pushed to acknowledge the call and cause the *Premier* to announce the current state of the system; 1 beep if OFF, 2 beeps if ON. The # key may now be used to hang-up the *Premier* immediately or it will hang-up anyway after 15 seconds.

Before hanging up, the *Premier* can be turned On or OFF, see page 15.

If after one minute no key has been pressed, the *Premier* will hang up and try again.

During reporting in personal format mode, prior to a key being pushed by the answering party, the report may be aborted by entering any valid code on the *Premier* keypad. Note that once the called party has pushed a key, the *Premier* keypad lights will be set flashing indicating that the called party is in control.

A special temporary telephone number can be programmed by the master code to replace the primary telephone number. When programmed, this number will replace the primary telephone number until the panel is next turned off from away mode, at which time the first digit of the temporary number is erased (disabling the temporary number) and operation will revert to the primary telephone number.



Programming Telephone Numbers

Telephone numbers are programmed at specific addresses in the system memory.

Addresses are:	Telephone Number 1	128
	Telephone Number 2	144
	Temporary Telephone	112

Program telephone numbers as follows.

1. enter (current Master Code)
All zone lights will flash. Waiting for a command.
2. enter **7** (enters program mode)
ON-LINE light flashing indicates program mode.
3. enter **128** (address for Telephone Number 1)
The current telephone number will read back.
4. enter (telephone number digits)
Each digit is displayed as it is entered.
5. enter **# 6** (to end the telephone number)
6. enter ***** (back to program mode)

At this stage you can enter the address of another telephone number or press ***** to exit program mode.



Operation by Telephone

Your *Premier* Alarm Panel may have been set up to allow you to telephone the system to determine if it is on or off. In this case you can also turn the system on or off remotely by telephone. The call can be made from any telephone capable of tone dialling, including DTMF-capable mobile telephones. To operate your system by a telephone call follow the steps below:

1. Ring the number that your *Premier* is connected to. In most cases that will be your home telephone number,
2. After 15 rings, or the programmed number of rings, the *Premier* will answer phone. If the *Premier* is off only one beep will be heard.

If the call is cut off before 15 rings (either because the telephone network will not allow 15 rings or an answering machine is connected and keeps intercepting the call), immediately hang up and call the system back. It remembers the number of rings for 45 seconds after a call attempt has been terminated. It will continue to count rings through repeated attempts until either 15 rings have occurred or more than 45 seconds has elapsed without a ring. (If you only want to check the ON/OFF status of the *Premier*, without making any change, simply hang up after you hear the beep or beeps.)

3. If you want to turn the *Premier* ON, enter your 4 digit user code followed by the **9** key on your telephone keypad. If you make a mistake then press the ***** key and try again.
4. If you want to turn the *Premier* OFF, enter your 4 digit user code followed by the **0** key on your telephone keypad. If you make a mistake then press the ***** key and try again.
5. The **#** key may now be used to hang-up the *Premier*.

NOTE: If the panel needs to ring the monitoring station as a result of turning on or off the panel then you should hang-up immediately to allow the call to proceed.



COMMON QUESTIONS General Questions

Q Can an alarm be caused when the system is off?

A Yes. Some Zones may have been programmed to be on all the time. These are termed “24 Hour Zones”. If a 24 hour Zone causes an alarm when the panel is off, just turn the panel on momentarily, then turn the panel back off again.

Q How can I tell the system is on, off or in HOME mode?

A By looking at the ON light you can tell whether the panel is on or off. If the ON light is on then the panel is on in AWAY mode. If the ON light is flashing then the panel is on in HOME mode. If the light is off then the panel is off (except for any 24 hour Zones).

Q What happens if the power is turned off?

A If the mains power is turned off your panel will continue to operate on its own internal battery for many hours and will indicate the fact by turning on the AC Fail light. When the power is again turned on the internal battery will begin recharging. Your panel may be programmed to report the power failure and also report when the power is reinstated.

Q When does the system use my telephone?

A If your panel is programmed to report openings and closings, (every time you turn the panel on to AWAY mode and when you turn it off again), the panel will report to the monitoring station. However, it will only report an opening or closing after the appropriate entry or exit delay has expired. The panel will also use your telephone if you have an alarm which is to be reported, if the mains power fails, or if the back-up battery runs low. While the panel is using the telephone line the “On-Line” light will be on and the telephone handset that uses that line will be disconnected for the duration of the call.

Q What happens if the panel answers the telephone before I get to it?

A Your panel may be programmed to answer the telephone after 15 rings. If it answers the call after 15 rings, and before you can get to the telephone, it will automatically hang-up after 30 seconds if it does not hear any tones.

Q How can I tell if I've had an alarm?

A If an alarm has occurred on a Zone, the respective Zone light on the Keypad will be flashing until the panel is turned off. Use the REVIEW mode to view past Zone alarms.



Q There's been a false alarm in the Zone that's been set up for 24-hour monitoring and I need to reset the panel. What do I do?

A Turn the system off using your User code. Then, enter your Master Code and press 7 followed by 2 5 4. This will cause the *Premier* to reset and disable any 24 hour Zones until it is turned on again.

Questions about Using the Telephone

Q What happens if I get cut-off before 15 rings?

A Sometimes the network will cut short the attempted phone call before 15 rings. This is especially true if making the call from a mobile telephone. If this happens immediately hang up and try again. The *Premier* will "remember" the last number of rings for 45 seconds so that if only 10 rings were recorded at the first attempt, only 15-10=6 rings are required on the second phone call, as long as the phone starts ringing again within 45 seconds.

Q How can I tell if the panel is off?

A When the *Premier* first answers the phone a single beep will be heard if the panel is off and two beeps will be heard if the panel is on in either HOME mode or AWAY mode.

Q How safe am I from unauthorised use?

A There are 3 levels of protection. The first level is your User code, which should never be given to anyone. At the second level - when the panel answers the phone, and if no tone is heard for 30 seconds, the panel will hang up. Finally, if a tone is heard by the panel only 4 attempts are allowed to enter a legal code, after which the panel will hang up. With 2 User codes, thousands of phone calls would have to be made to guess the correct code.

Q What happens is an alarm occurs whilst I am on the phone?

A If the panel needs to use the telephone because an alarm has occurred, or because an opening or closing report needs to be sent, the panel will immediately terminate your call and wait for 5 seconds before dialling the monitoring station. If you hear the panel attempting to dial the monitoring station, you should hang up immediately and try again 5 minutes later if required.



System Record Sheet

Installer:			Phone:		
Valet Central Monitoring Company :			Phone:		
Entry Delay	Exit Delay	Siren time	Date installed:		

Zone	Description	Siren	Strobe	Delay	Dialler	24hr	Home	Away
1								
2								
3								
4								
5								
6								
7								
8								

User Code	Address	Name of codeholder:
Master	000	
Installer	004	
User 2	008	
User 3	012	
User 4	016	
User 5	020	
User 6	024	
User 7	028	
User 8	032	
User9	036	
User 10	040	
User 11	044	
User 12	048	
User 13	052	
User 14	056	
User 15	060	



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