

# USER OPERATION MANUAL

**ECLIPSE 8**  
**ECLIPSE 16**  
**ECLIPSE 32**  
(S.W. 2.1x)

**ALARM CONTROL PANELS**

**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: <http://www.teletek-electronics.com/en/support/Service>

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: <http://www.teletek-electronics.com/en/support/Service>.

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 month 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  
EN50131-6:2008  
EN50131-3:2009



Cert. No: TT-394/2016

**Grade 2 Class I**

## 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 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.

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.

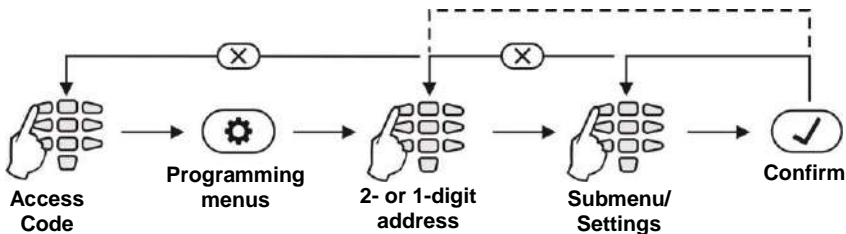
Manager of the system can be every user, who has been granted manager rights. User 1 is the Chief Manager and his/her rights cannot be changed. The users can be granted manager rights by the Engineer of the system, as well as by another Manager of the system with programming rights.

The Manager programming menu is structured with 2-digit addresses numbers. The User programming menu is structured with 1-digit address numbers.

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:** When programming a submenu, after confirmation you will return one step back – when bypassing zones, programming access codes, association of areas, etc. When programming a setting, like date, time and other, after confirmation you will return two steps back to the main screen for entering address number.



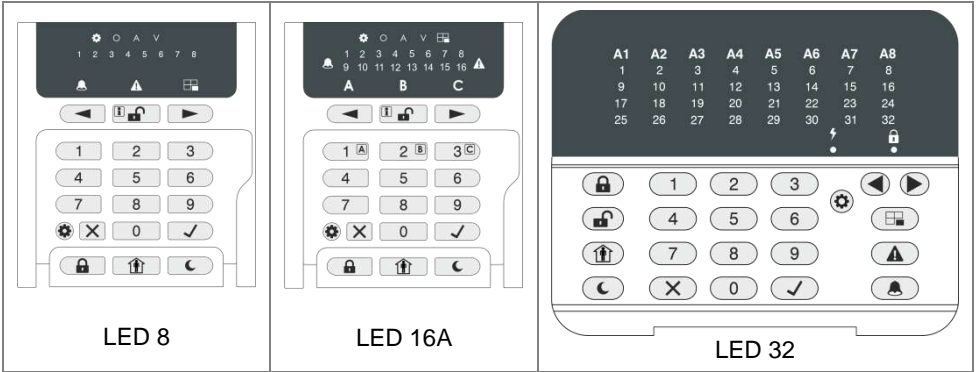
**Before starting any programming or changing the system parameters, you should read carefully the provided detailed information for each menu and make sure that you understand the descriptions. Keep this manual in safe place and refer to the instructions every time you are about to program or change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

## 2. SUPPORTED KEYBOARDS

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

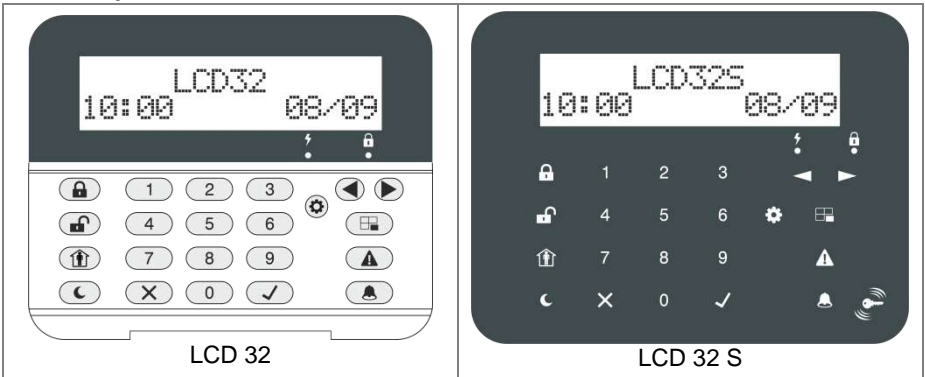
Keyboard	Display	Areas	Zones	Card reader
LED 8	LED	1	8	✗
LED 16A	LED	3	16	✗
LED 32	LED	8	32	✓ (option)
LCD 32	LCD	8	32	✓ (option)
LCD 32S	LCD	8	32	✓

### 2.1 LED Keyboards

















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 LCD Keyboards



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.














### 2.3 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.

\* Used in the previous design of keyboard models LED 8, LED 32, LCD 32 and LCD 32S, as the button has the same functionality.

\*\***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.

2.4 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.
<b>Areas:** A, B and C A1 – A8</b>	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.
<b>Zone numbers**</b>	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.

\* Used in the previous design of keyboard models LED 8, LED 32, LCD 32 and LCD 32S, as the button has the same functionality.

\*\* The indication applies only to LED keyboards



## 2.5 Sound Signalization



All ECLIPSE Series Keyboards have sound signalization for occurring of different system events. The sound signalization has 4 volume levels adjustable at 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 ENTER or TRBL button. See also item 3.2. 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.

## 2.6 Directions for Operation with LED Keyboards


LED 8, LED 16A 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 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.

### 2.6.1 Special indication used in LED 8 and LED 16A keyboards



LED	Indication	Description
	Red	The system is in manager or user programming mode.
○	Red	[O] is short from OPERATION – in programming mode.
∨	Red	[V] is short from VALUE – in programming mode.
	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.


\* Used in the previous design of the keyboard as the button has the same functionality.

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


With DISARM  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  are lighting on permanently together with a number of zone(s), according to 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  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  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).

### 2.6.3 Programming by Manager

#### • **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  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.

### 2.6.4 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 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 ✓ 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.

**2.7 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.

**2.8 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


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

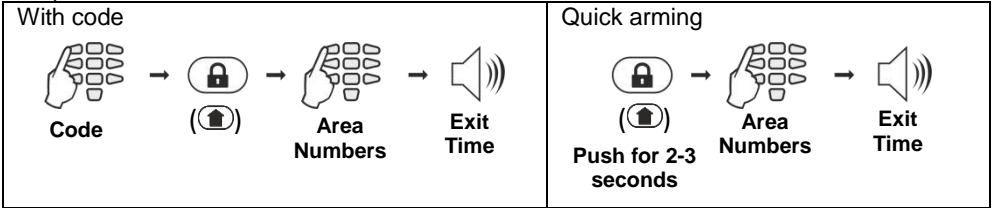
#### 3.1 Arming With a Keyboard

##### 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.

**Note:** The  button is used in the previous design of the keyboards.

Sequence of buttons for activation of “FULL ARM” mode:

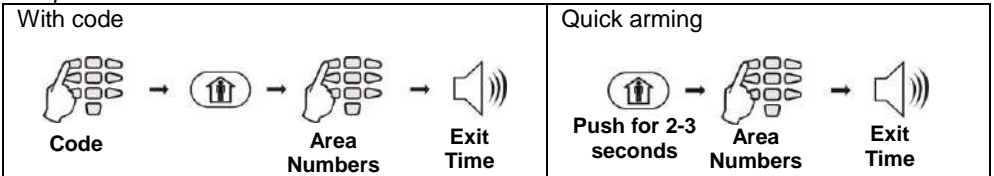


##### 3.1.2 Stay Arming Mode

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:

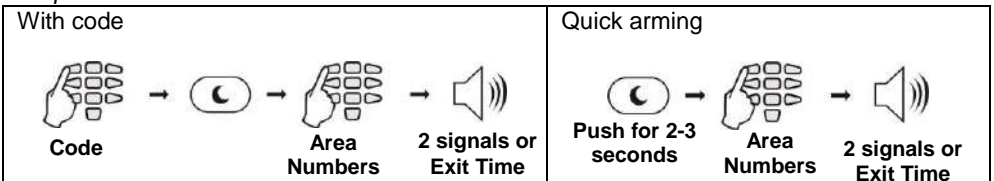


##### 3.1.3 Sleep Arming Mode

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:



### 3.1.4 Arming All Available Areas in the System

The user can perform arming of all available for operation areas in system. To arm all areas use button “0”. According the way of arming – with or without entering a user code – the number of the armed areas can be different.

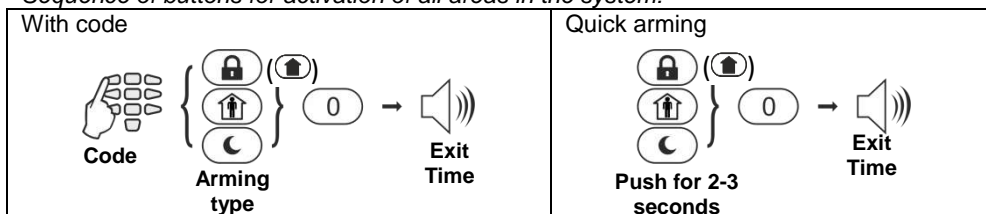
#### With a user code

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 at address 07 in the Managers menu.

#### 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:*



### 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.

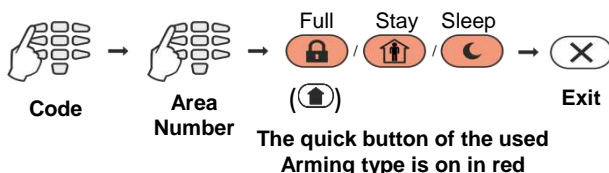
#### • LED Keyboards

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 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:*



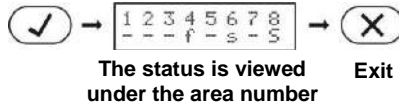
#### Note:

**LED 16A:** 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:



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.

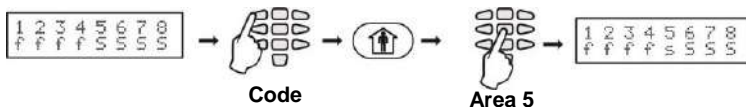
The exit from the open zones review mode is with pressing CANCEL button or automatically after 30 sec.

### 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:*



**Note:** Use the button “0” 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 at address 10 in the Manager programming menus, only one mode of arming can be activated with a proxy card.

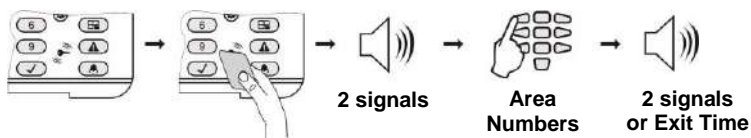
When the proxy reader is built-in in the keyboard it is located in the middle between the MEMORY, TROUBLE, ENTER and “9” buttons.

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” to arm all associated to the user code areas.

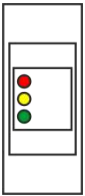
The built-in card reader in LCD 32 Sensitive keyboard is situated in the right bottom corner on the front panel and it is marked with a “key” pictogram.

**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 in front of the stand-alone reader until activation of the respective LED indication:

- “Full ARM” – RED LED is lighting on
- “MODE A” – GREEN LED is lighting on
- “MODE B” – YELLOW LED is lighting on

The reader beeps at every changing of the arming mode. When the LED indication of the selected arming mode is on the User has to remove the card. After the exit time is over the LED of the activated arming mode lights on permanently.

• **Eclipse PR:**



Area for placing the proxy card

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.
	“Arming MODE A” – Lights on into yellow.
	“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 at address 21.

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



### 3.3 Disarming

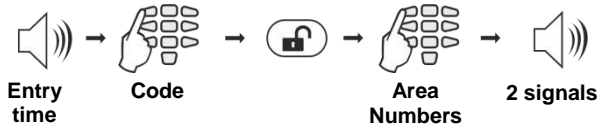
Every user can disarm only those areas associated to operation to its personal code.


**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” to disarm all associated to the user code areas. **Note:** The  button is used in the previous design of the keyboards.

#### 3.3.2 Disarming via built-in card reader in a keyboard

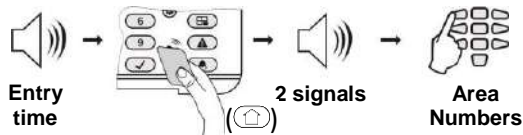
Disarming with proximity card is possible and when there is a proxy reader built-in in a keyboard. To disarm the system the user needs to put the card in front of the reader but not further than 1 cm.

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:



**Notes:** Use the button “0” 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 all LED indicators are off. Remove the card to disarm the system – the proxy reader will beep for confirmation.

##### • **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 reset 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

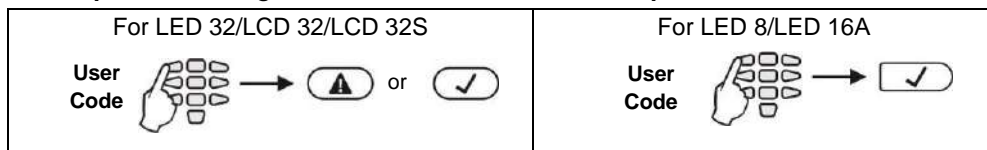
In case of system trouble the TROUBLE button lights on permanently. On the LCD keyboards text message “Trouble [TRBL]” is displayed.

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

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

The system troubles 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 trouble, enter in sequence:**



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

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

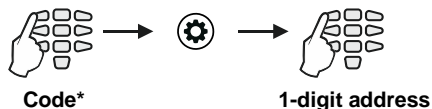
According to the used keyboard the indication for bypassed zones differs.

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. <b>Note:</b> 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, they are not shown on the screen.
LED 32	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.
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).

To enter user programming mode, enter in consecutive order:



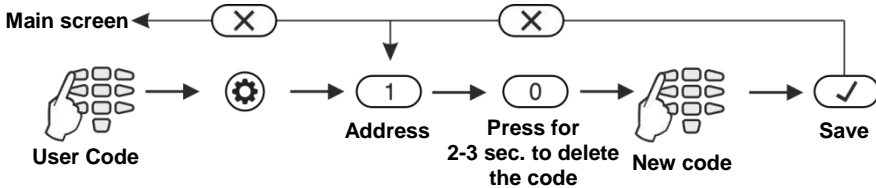
\* Code without manager rights.

**Quick table for Users' Programming Menu**

Address Number	Programming parameter	ECLIPSE 8	ECLIPSE 16	ECLIPSE 32
1	Changing own code	✓	✓	✓
2	Memory LOG view	✓	✓	✓
3	Chime	✓	✗	✗
4	Zone bypassing	✓	✓	✓

### 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 address entry screen.

Going back to the main screen is done by pressing the CANCEL.

**Note:** Certain users may not be permitted to change their own code. In order for users to be allowed to change their codes, option “4.Programming” at address 06 of the manager programming menus needs to be allowed.

### 4.2 Memory LOG review by User

Viewing the memory log is done at 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.

**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 DISABLED.

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



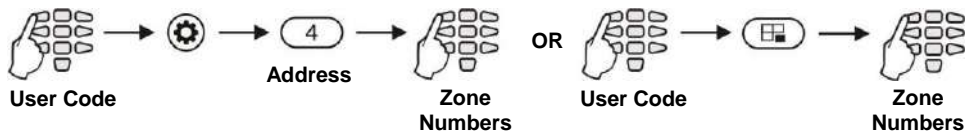
Depending on the keyboard used, the visualization on screen is as follows:

<p><b>LCD 32/LCD 32 Sensitive</b></p> <div style="display: flex; align-items: center; justify-content: space-around;"><div style="border: 1px solid black; padding: 5px; text-align: center;">CHIME Disable</div><div style="font-size: 2em;">◀ ▶</div><div style="border: 1px solid black; padding: 5px; text-align: center;">CHIME Enable</div><div style="font-size: 2em;">→</div><div style="border: 1px solid black; border-radius: 50%; padding: 5px; text-align: center;">✓</div></div> <p style="text-align: center;">The Chime is disabled                      The Chime is enabled</p> <p>Press the digit buttons or arrow buttons to change alternatively the status of the Chime.</p>
<p><b>LED 32</b></p> <div style="display: flex; align-items: center; justify-content: space-around;"><div style="text-align: center;">1 2 3 4 5 6 7 8</div><div style="font-size: 2em;">◀ ▶</div><div style="text-align: center;">1 2 3 4 5 6 7 8</div><div style="font-size: 2em;">→</div><div style="border: 1px solid black; border-radius: 50%; padding: 5px; text-align: center;">✓</div></div> <p style="text-align: center;">The Chime is disabled                      The Chime is enabled</p> <p>Press the digit buttons or arrow buttons to change alternatively the state of the Chime.</p>
<p><b>LED 8/LED 16A</b></p> <p>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 lightening on in red.</p>

The choice is confirmed by pressing the ENTER button.

#### 4.4 Zone bypassing by User

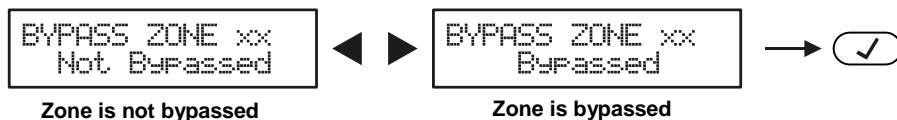
Every user can bypass only zones that are associated to areas he is allowed to work with (arm and/or disarm). Bypassing zones is done at address 4 or by pushing the BYPASS button, after a valid user code has been entered:



**Note:** Bypassing zones with LED 8 and LED16 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 and LCD 32 Sensitive



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 32



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 “3. Bypassing” at address 06 of the managerial programming menus needs to be allowed.

## 5. MANAGERS' PROGRAMMING MENUS

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

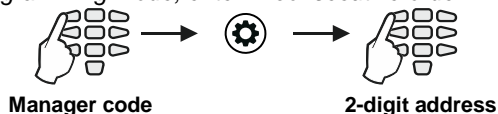
### Important Notes:

*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**

Address Number	Programming parameter	ECLIPSE		
		8	16	32
01	Changing User codes	✓	✓	✓
02	Memory LOG view	✓	✓	✓
03	Chime	✓	✗	✗
04	Zone bypassing	✓	✓	✓
05	Engineer access	✓	✓	✓
06	User attributes	✓	✓	✓
07	User areas	✗	✓	✓
08	User names	✓	✓	✓
09	User timeslot	✗	✗	✓
10	User Proxy attributes	✓	✓	✓
11	Add/Delete user card	✓	✓	✓
13	User clone	✗	✗	✓
14	Setting Time	✓	✓	✓
15	Setting Date	✓	✓	✓
16	Remote access	✓	✓	✓
17	Remote access attributes	✓	✓	✓
18	Manual test	✓	✓	✓
21	Function of "Star" button of BRAVO RC key fob	✗	✓	✓
90	Buzzer level	✓	✓	✓
91	Brightness	✓	✓	✓
92	Scroll speed*	✓	✓	✓
93	Sensitive backlit**	✓	✓	✓

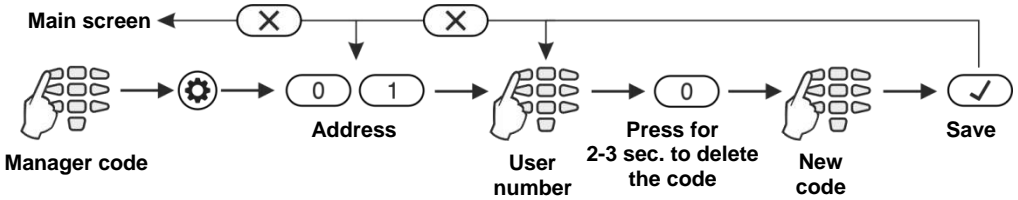
\* For LCD keyboards only

\*\* For LCD 32 Sensitive keyboard only



### 5.1 Creating and Changing User codes

Creating new and changing existing user codes is done at address 01. To create a new or change an existing use code the system Manager enters in consecutive order:



**Attention:** In ECLIPSE 32 control panel you cannot create or change other Manager codes, so before that go to address 06 and disable the 8.Manager right for the regular users.

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 complete removal of user (or manager) code is done by deleting its rights (address 06) and its associated areas (address 07). If only the rights are deleted the code will remain active but with limited functions – it could be used only to check the memory log and troubles in the system and to arm the associated areas in Full arm mode. To remove the code completely the code’s associated areas need to be deleted as well – see items 5.6 and 5.7.

### 5.3 Memory LOG review by Manager

Viewing the events in the memory log is done at 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.

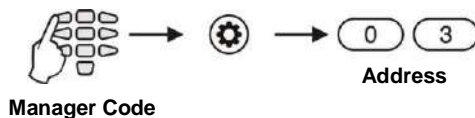
See also the detailed description of item 4.2.

## 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 DISABLED.

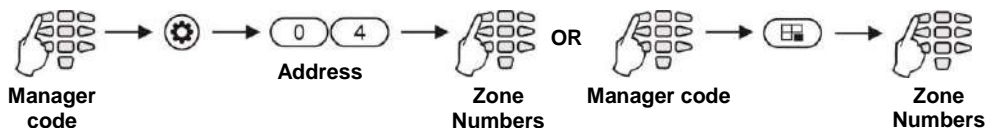
To enable the Chime signalization the user first has to enter valid manager code:



See item 4.3 for the visualization according to the used keyboard.

## 5.5 Zones bypassing by Manager

Bypassing zones is done at address 04 or by pressing BYPASS button, after entering manager code:



**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.

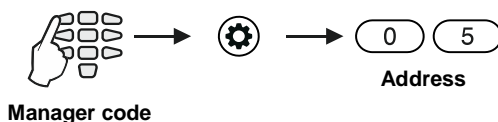
See item 4.4 for the visualization according to the used keyboard.

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 "3. Bypassing" at address 06 of the manager programming menus needs to be allowed.

## 5.6 Engineer Access

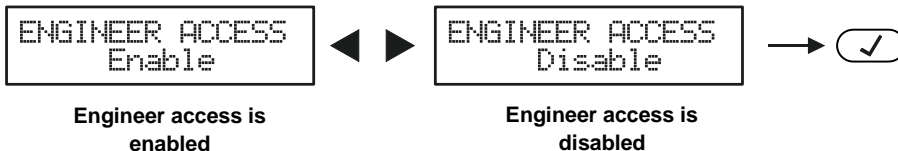
Disabling engineer access (access to the engineer programming menus) is done at address 05, after entering manager code:



By default engineer access is ENABLED.

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

**LCD 32 and LCD 32 Sensitive**



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

**LED 32**



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.

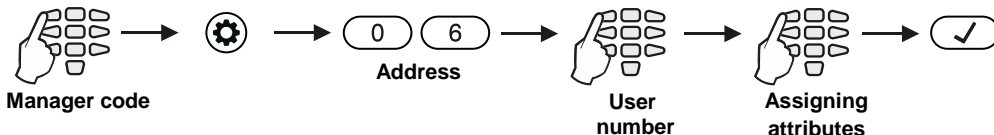
**LED 8/LED 16A**

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 at address 06, after entering manager code:



**Attention:**

User code 01 is Chief Manager and always has full access and assigned attributes which cannot be changed or deleted! Option “8. Manager” is available for ECLIPSE 32 only!

**Function of the user attributes:**

<b>1. Disarm</b>	The user code can disarm the system.
<b>2. Stay and Sleep Arm</b>	The user code can arm the system in STAY and SLEEP mode.
<b>3. Zone Bypass</b>	The user code can bypass zones in the protected site.
<b>4. Programming</b>	The user code has access to the user programming menus.
5, 6 and 7 are not used	
<b>8. MANAGER in the system</b>	The user code has manager attributes in the system and has access to the Manager programming menus. <b>Note:</b> When attribute 8. Manager is set, attribute 4. Programming also needs to be set!

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

**LCD 32 and LCD 32 Sensitive**



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 32**



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.

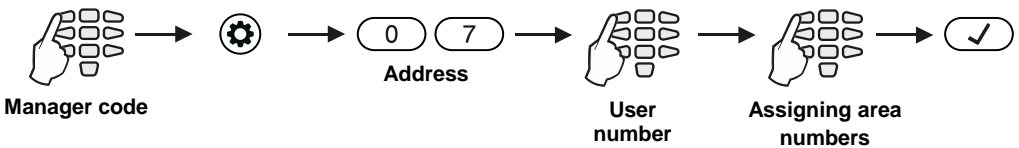
The final choice is confirmed by pushing the ENTER button.

**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 16/32 control panels.

Associating areas to user codes is done at address 07, after entering manager code:



To every user code one or more areas can be assigned.

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 and LCD 32 Sensitive**



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 marked with the symbol “\*”.

**LED 32**



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**

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.

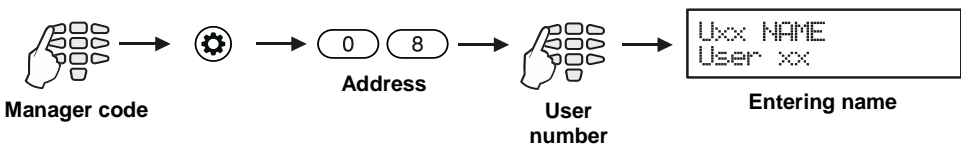
The final choice is confirmed by pushing the ENTER button.

**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 at address 08, after entering manager code:



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 2.8.

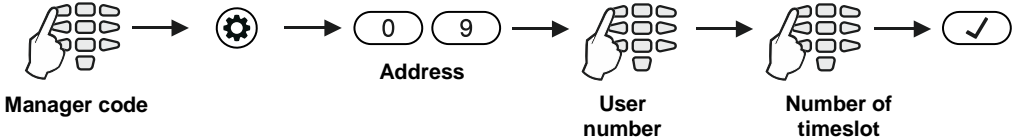
The final name is confirmed by pushing the ENTER button.

### 5.10 Associating Timeslots to User

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

From 1 to 8 timeslots for 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 time slot.

Associating timeslots to user codes is done at address 09, after entering manager code:



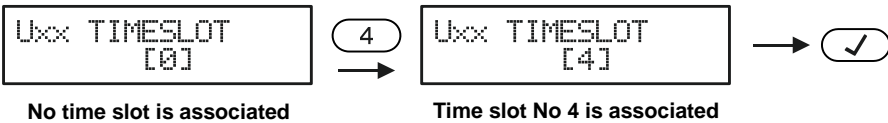
Time slot from 1 to 8 is assigned to the address. Only one time slot can be associated to every user code.

**Note:**

If no time slot is associated to the code, the digit 0 is entered. This is the setting by default.

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

**LCD 32 and LCD 32 Sensitive**



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

**LED 32**



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

**LED 8/LED 16A**

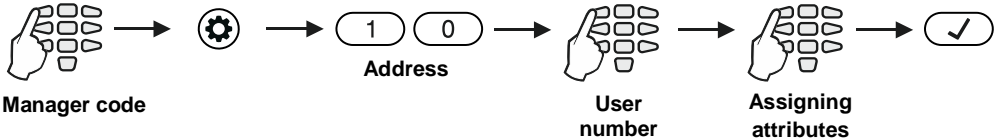
Enter at the address 09 and choose a user number - the LED for zone 1 is blinking on the display. The digit button corresponding to the associated timeslot is lighting on in red. By default the digit button 0 is on. To set other timeslot number you have to press the corresponding digit button.

The final choice is confirmed by pushing the ENTER button.

### 5.11 Assigning Attributes for user proxy card

At this address the manager sets rights to user cards for arming/disarming the system via proximity card reader.

Assigning attributes for work with proxy reader is done at address 10, after entering manager code:



#### User attributes for work with a proxy reader:

<b>1. Disarming</b>	Disarming all areas associated to this user.															
<b>2. Arming attributes</b>	Parameters 2 and 3 are set in a certain combination for determining the options for arming with a proxy reader. The options are related with the type of arming mode. Choose a combination between options 2 and 3 depending on the type of arming mode, which will be used:															
<b>3. Arming attributes</b>	<table border="1"> <thead> <tr> <th>2</th> <th>3</th> <th>Arming mode</th> </tr> </thead> <tbody> <tr> <td>*</td> <td>*</td> <td>Arming is not allowed</td> </tr> <tr> <td>*</td> <td>3</td> <td>FULL ARM</td> </tr> <tr> <td>2</td> <td>*</td> <td>STAY ARM</td> </tr> <tr> <td>2</td> <td>3</td> <td>SLEEP ARM</td> </tr> </tbody> </table>	2	3	Arming mode	*	*	Arming is not allowed	*	3	FULL ARM	2	*	STAY ARM	2	3	SLEEP ARM
2	3	Arming mode														
*	*	Arming is not allowed														
*	3	FULL ARM														
2	*	STAY ARM														
2	3	SLEEP ARM														

**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 and LCD 32 Sensitive**

The diagram shows two screen states for 'Uxx PRX ATTR'. The first state shows '123' in brackets, indicating SLEEP ARM mode. The second state shows '1\*3' in brackets, indicating FULL ARM mode. A double-headed arrow between the two states indicates that pressing a digit button toggles the mode. A checkmark icon follows the second state.

**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 32**



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.

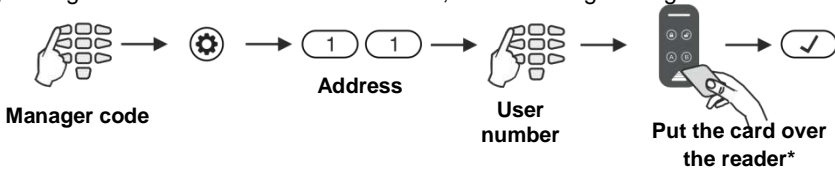
**LED 8/LED 16A**

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 attributes 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.

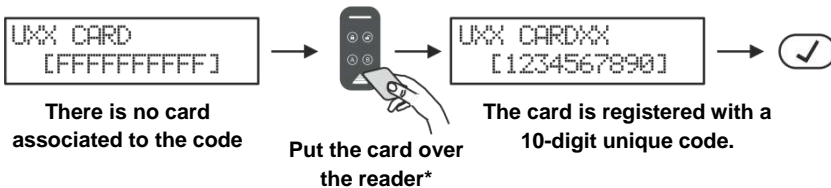
**5.12 Registering a User card**

Registering a user card is done at address 11, after entering manager code:



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

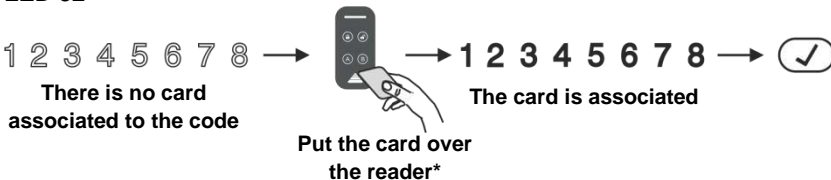
**LCD 32 and LCD 32 Sensitive**



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 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 11 and choose a user number - 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.

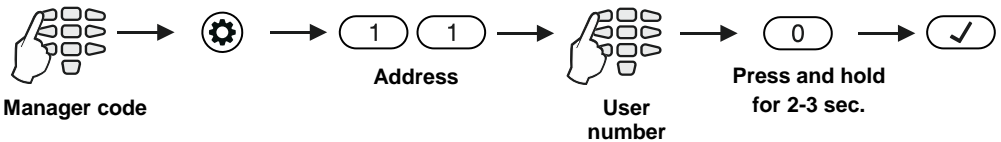
**\* Note:**

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” pictogram.

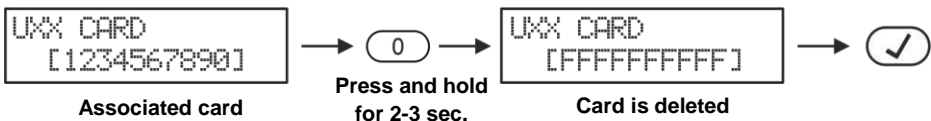
**5.13 Deleting a User card**

Deleting a card is done again at address 11, after entering a manager code:



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

**LCD 32 and LCD 32 Sensitive**



**LED 32**



**LED 8/LED 16A**

Enter at the address 11 and choose a user number - 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”.

**Note:**

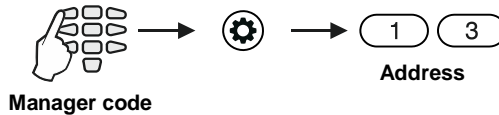
No confirmation is necessary after deleting of a user card. You cannot reject the operation with pressing the CANCEL button. To register the card again, follow the steps in item 5.12.

## 5.14 Cloning Users

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

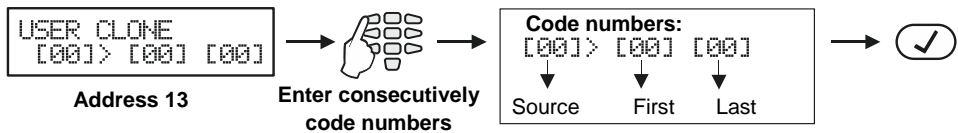
This is an address for copying (cloning) of attributes, rights, associations, time slots and rights for work with proxy cards. The address allows the settings of one user code to be copied to one or more users, which saves the need to program setting for every user separately.

Cloning is done at address 13, after entering manager code:



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

### LCD 32 and 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 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 the Time

Setting the time is done at address 14, after entering manager code:



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

#### LCD 32 and 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 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.

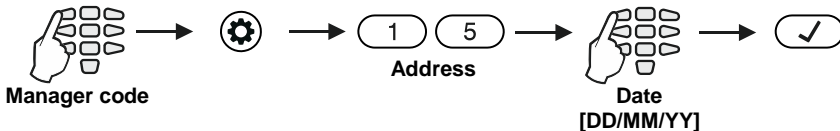
#### LED 8/LED 16A

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.

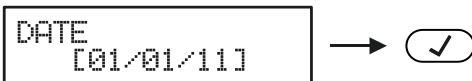
### 5.16 Setting the Date

Setting the date is done at address 15, after entering manager code:



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

#### LCD 32 and LCD 32 Sensitive



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

**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.

The entered date is confirmed by pushing the ENTER button.

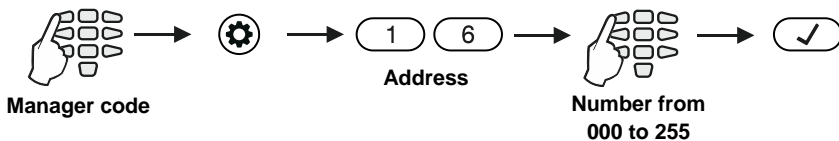
**5.17 Blocking Remote Access via UDL**

At 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.

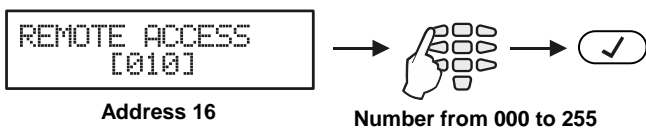
The system will be unblocked at 00:00h on the following day and communication via UDL will be possible again.

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



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

**LCD 32 and LCD 32 Sensitive**



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

**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 are lit permanently, while 1 blinks. After entering the second digit on the display 14 and 15 are lit permanently, while 16 blinks. All 3 digits need to be entered.

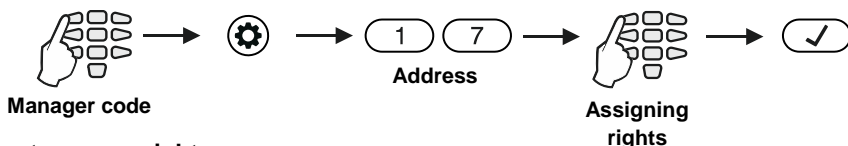
**LED 8/LED 16A**

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.

The entered number is confirmed by pressing the ENTER button.

**5.18 Assigning Rights for Remote Access**

At address 17 the Manager assigns rights for remote access of the system. The setting is common for all managers:



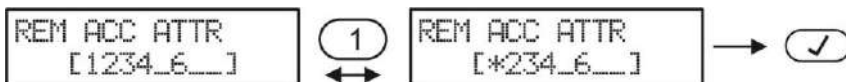
**Remote access rights:**

1. REMOTE DISARM	Allows remote disarm
2. REMOTE ARM	Allows remote arm.
3. REMOTE CODES ACCESS	Allows remote change of user codes.
4. REMOTE PROGRAMMING	Allows remote programming of the system.
6. REMOTE ZONE BYPASS	Allows remote zone bypass.

By default all attributes are enabled.

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

**LCD 32 and LCD 32 Sensitive**



By default all attributes are enabled

The remote disarming is disabled

By pressing a digit button with corresponding number of 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 32**



By default all attributes are enabled

The remote disarming is disabled

By pressing a digit button with corresponding number of 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**

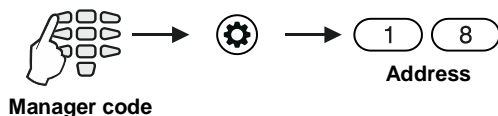
Enter at the address 17 the LED for zone 1 is blinking on the display. The digit buttons of the enabled remote access attributes are lighting on in red, and the digit buttons corresponding to the disabled attributes are off.

The final choice is confirmed by pressing the ENTER button.

**5.19 Sending a “Manual test” Message**

At 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. In order to send a “Manual test” message, the Manager needs to enter his/her code:



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.

**5.20 Setting a function for “Star” button of BRAVO RC Key Fob**

At address 21 the Manager can set a function for operation of “Star” button of BRAVO RC remote key fob (*Eclipse WL wireless expander should be added to the system*):



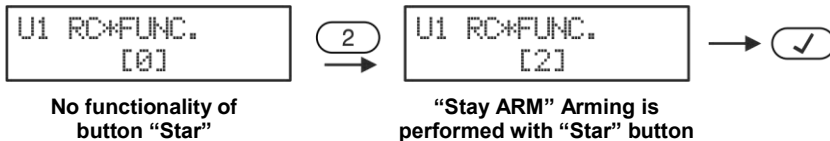
The manager can set one of the following functions:

0. Unused
1. Sleep ARM
2. Stay ARM
3. FIRE Alarm
4. MEDICAL Alarm
5. POLICE Alarm

No functionality is set to the button by default.

According to the used keyboard the visualization is as follows:

**LCD 32/LCD 32 Sensitive**



Enter a number of function and confirm with ENTER button.

**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 0.UNUSED). Enter a new number of a function and confirm with ENTER button.

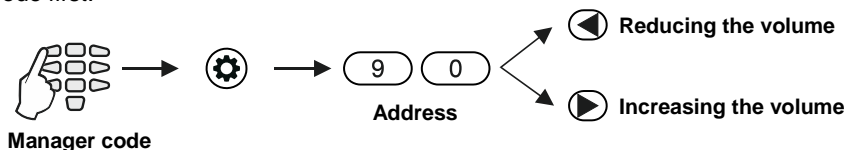
**LED 8/LED 16A**

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.

**5.21 Setting the Sound Level**

At address 90 you can set the volume level of the keyboard buzzer. **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 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

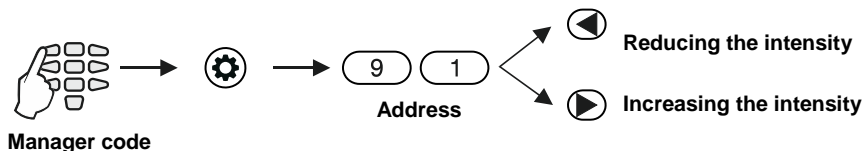
The choice is confirmed by pushing the ENTER button.

**Note:**

*The sound level cannot be muted or disabled.*

### 5.22 Setting the intensity of illumination of the buttons

At 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 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

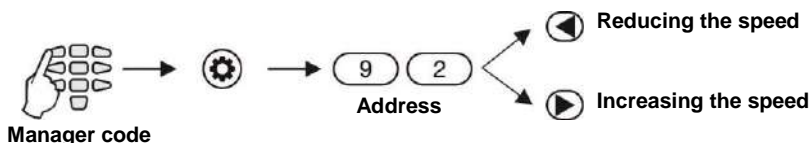
The choice is confirmed by entering the ENTER button.

**Note:** The intensity of button illumination set at address 91 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.

### 5.23 Scroll speed of messages in LCD keyboards

**Attention:** This address is available only in keyboards LCD32 and LCD32 Sensitive.

At 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:



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

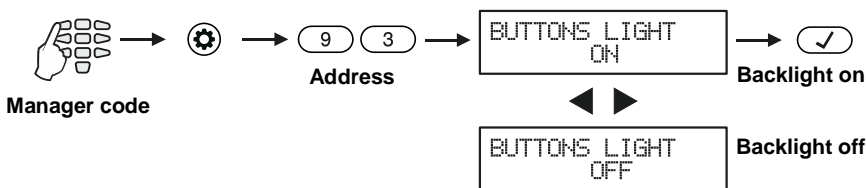
The choice is confirmed by pressing the ENTER button.



## 5.24 Turning off the backlight of buttons in keyboard LCD32 Sensitive

**Attention: This address is available only in keyboard LCD32 Sensitive.**

At address 93 there is an option to turn off the backlight of the sensitive keyboard. The manager needs to enter his/her code first:

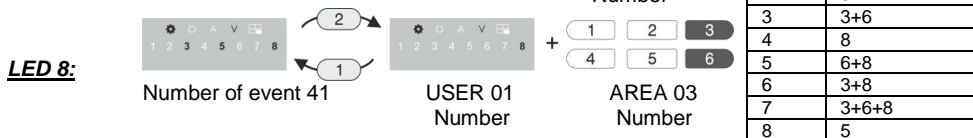
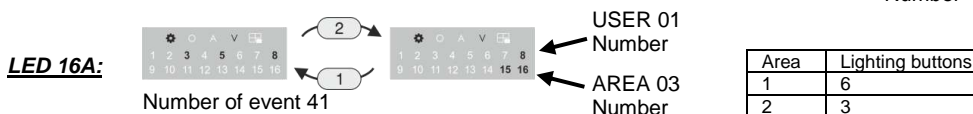
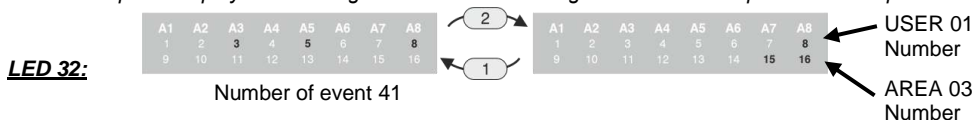


When the backlight is off, the buttons are lit only when they are pressed.

## 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.

*Examples: Reviewing the events differs according to the type of used LED keyboard. In the first row of the keyboards (zones from 1 to 8) is displayed a user number, or zone number, or output number, etc, according to the type of the event, and in the second row (zones from 9 to 16) is displayed area number if supported. For LED 8 keyboard the area number is visualized with lighting up buttons. In the example is displayed reviewing of event 41 "Disarming with code" in Eclipse 32 control panel.*



Code	LED Indication	Event number	Description
1	①②③④⑤⑥⑦⑧	1	Burglary Alarm event
2	①②③④⑤⑥⑦⑧	2	Burglary Alarm event restore
3	①②③④⑤⑥⑦⑧	3	Fire Alarm event
4	①②③④⑤⑥⑦⑧	4	Fire Alarm event restore
5	①②③④⑤⑥⑦⑧	5	Panic Alarm event
6	①②③④⑤⑥⑦⑧	6	Panic Alarm event restore
7	①②③④⑤⑥⑦⑧	7	Tamper Alarm event
8	①②③④⑤⑥⑦⑧	8	Tamper Alarm event restore
9	①②③④⑤⑥⑦⑧	9	Medical Alarm event
10	①②③④⑤⑥⑦⑧	10	Medical Alarm event restore


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11	①②③④⑤⑥⑦⑧	11	Activated zone with „24h Burglary“ AUX attribute
12	①②③④⑤⑥⑦⑧	12	Restored zone with „24h Burglary“ AUX attribute
13	①②③④⑤⑥⑦⑧	13	Activated zone with AUX „AC Loss“ attribute
14	①②③④⑤⑥⑦⑧	14	Restored zone with AUX „AC Loss“ attribute
15	①②③④⑤⑥⑦⑧	15	Activated zone with AUX „Battery Low“ attribute
16	①②③④⑤⑥⑦⑧	16	Restored zone with AUX „Battery Low“ attribute
17	①②③④⑤⑥⑦⑧	17	Activated zone with AUX „Water leakage“ attribute
18	①②③④⑤⑥⑦⑧	18	Restored zone with AUX „Water leakage“ attribute
19	①②③④⑤⑥⑦⑧	19	Activated zone with AUX „GAS Detector“ attribute
20	①②③④⑤⑥⑦⑧	20	Restored zone with AUX „GAS Detector“ attribute
21	①②③④⑤⑥⑦⑧	21	Activated zone with AUX „GSM Link Trouble“ attribute
22	①②③④⑤⑥⑦⑧	22	Restored zone with AUX „GSM Link Trouble“ attribute
23	①②③④⑤⑥⑦⑧	23	Activated zone with AUX „GAS Trouble“ attribute
24	①②③④⑤⑥⑦⑧	24	Restored zone with AUX „GAS Trouble“ attribute
25	①②③④⑤⑥⑦⑧	25	Activated zone with AUX „High temperature“ attribute
26	①②③④⑤⑥⑦⑧	26	Restored zone with AUX „High temperature“ attribute
27	①②③④⑤⑥⑦⑧	27	Activated zone with AUX „Low temp“ attribute
28	①②③④⑤⑥⑦⑧	28	Restored zone with AUX „Low temp“ attribute
29	①②③④⑤⑥⑦⑧	29	Activated zone with AUX „Loss of heat“ attribute
30	①②③④⑤⑥⑦⑧	30	Restored zone with AUX „Loss of heat“ attribute
31	①②③④⑤⑥⑦⑧	31	Activated zone with „Write to LOG <sup>(1)</sup> “ attribute
32	①②③④⑤⑥⑦⑧	32	Restored zone with „Write to LOG <sup>(1)</sup> “ attribute
33	①②③④⑤⑥⑦⑧	33	Zone Bypass
34	①②③④⑤⑥⑦⑧	34	Zone Bypass restore
35	①②③④⑤⑥⑦⑧	35	Quick arming – FULL ARM
36	①②③④⑤⑥⑦⑧	36	Quick arming – STAY ARM
37	①②③④⑤⑥⑦⑧	37	Quick arming – SLEEP ARM
38	①②③④⑤⑥⑦⑧	38	Arming with user code - FULL
39	①②③④⑤⑥⑦⑧	39	Arming with user code - STAY
40	①②③④⑤⑥⑦⑧	40	Arming with user code - SLEEP
41	①②③④⑤⑥⑦⑧	41	Disarming with user code
42	①②③④⑤⑥⑦⑧	42	Remote arming - FULL
43	①②③④⑤⑥⑦⑧	43	Remote arming - STAY
44	①②③④⑤⑥⑦⑧	44	Remote arming - SLEEP
45	①②③④⑤⑥⑦⑧	45	Remote disarming
46	①②③④⑤⑥⑦⑧	46	Arming with key switch - FULL
47	①②③④⑤⑥⑦⑧	47	Arming with key switch - STAY
48	①②③④⑤⑥⑦⑧	48	Arming with key switch - SLEEP
49	①②③④⑤⑥⑦⑧	49	Disarming with key switch
50	①②③④⑤⑥⑦⑧	50	FULL Arming on Timeslot
51	①②③④⑤⑥⑦⑧	51	STAY Arming on Timeslot
52	①②③④⑤⑥⑦⑧	52	Disarming on Timeslot
53	①②③④⑤⑥⑦⑧	53	FULL Arming on “no movement”
54	①②③④⑤⑥⑦⑧	54	STAY Arming on “no movement”
55	①②③④⑤⑥⑦⑧	55	Bypass of zone with FORCE attribute when arming
56	①②③④⑤⑥⑦⑧	56	Debypass of zone with FORCE attribute when disarming
57	①②③④⑤⑥⑦⑧	57	Arm Delay on Timeslot
58	①②③④⑤⑥⑦⑧	58	Ambush code entered
59	①②③④⑤⑥⑦⑧	59	Medical panic alarm sent from keyboard
60	①②③④⑤⑥⑦⑧	60	Medical panic alarm from keyboard restored
61	①②③④⑤⑥⑦⑧	61	Police panic alarm sent from keyboard
62	①②③④⑤⑥⑦⑧	62	Police panic alarm from keyboard restored
63	①②③④⑤⑥⑦⑧	63	Fire panic alarm sent from keyboard
64	①②③④⑤⑥⑦⑧	64	Fire panic alarm from keyboard restored
	①②③④⑤⑥⑦⑧	65	Keyboard blocking
	①②③④⑤⑥⑦⑧	66	Entry in Engineer programming menu

①②③④⑤⑥⑦⑧	67	Exit from Engineer programming menu
①②③④⑤⑥⑦⑧	68	Entry in Remote programming mode
①②③④⑤⑥⑦⑧	69	Exit from Remote programming mode
①②③④⑤⑥⑦⑧	70	Periodical test
①②③④⑤⑥⑦⑧	71	Manual test
①②③④⑤⑥⑦⑧	72	No AC mains power supply
①②③④⑤⑥⑦⑧	73	Mains power supply restore
①②③④⑤⑥⑦⑧	74	Battery low charge
①②③④⑤⑥⑦⑧	75	Battery loss
①②③④⑤⑥⑦⑧	76	Battery restore
①②③④⑤⑥⑦⑧	77	Siren output short-circuit
①②③④⑤⑥⑦⑧	78	Siren line broke out
①②③④⑤⑥⑦⑧	79	Siren restored
①②③④⑤⑥⑦⑧	80	2-wire fire line fault (PGM1)
①②③④⑤⑥⑦⑧	81	2-wire fire line fault restored (PGM1)
①②③④⑤⑥⑦⑧	82	Fuse blown out
①②③④⑤⑥⑦⑧	83	Fuse restore
①②③④⑤⑥⑦⑧	84	Telephone line loss
①②③④⑤⑥⑦⑧	85	Telephone line restore
①②③④⑤⑥⑦⑧	86	System power up
①②③④⑤⑥⑦⑧	87	System reset
①②③④⑤⑥⑦⑧	88	Time change
①②③④⑤⑥⑦⑧	89	Sending of message is impossible
①②③④⑤⑥⑦⑧	90	Sending of message is impossible restored / Report to monitoring station restored
①②③④⑤⑥⑦⑧	91	Periphery device loss
①②③④⑤⑥⑦⑧	92	Periphery device restore
①②③④⑤⑥⑦⑧	93	Tamper form periphery device
①②③④⑤⑥⑦⑧	94	Tamper form periphery device restore
①②③④⑤⑥⑦⑧	95	Arming on “no movement” failure
①②③④⑤⑥⑦⑧	96	User Code Changed
①②③④⑤⑥⑦⑧	97	Invalid date and time
①②③④⑤⑥⑦⑧	98	Clearing the log from user
①②③④⑤⑥⑦⑧	99	Arming without reviewing the current system troubles
①②③④⑤⑥⑦⑧	100	Low battery charge of wireless device
①②③④⑤⑥⑦⑧	101	Low battery charge of wireless device Restore
①②③④⑤⑥⑦⑧	102	Lost battery of wireless device
①②③④⑤⑥⑦⑧	103	Wireless device Restored
①②③④⑤⑥⑦⑧	104	Dirty smoke chamber of wireless fire alarm detector
①②③④⑤⑥⑦⑧	105	Dirty smoke chamber of wireless fire alarm detector Restored
①②③④⑤⑥⑦⑧	106	Radio frequency jamming of wireless expander
①②③④⑤⑥⑦⑧	107	Radio frequency jamming of wireless expander Restored
①②③④⑤⑥⑦⑧	108	Loss of main power supply of device
①②③④⑤⑥⑦⑧	109	Loss of main power supply of device Restore
①②③④⑤⑥⑦⑧	110	Problem with battery of wireless device
①②③④⑤⑥⑦⑧	111	Problem with battery of wireless device Restore
①②③④⑤⑥⑦⑧	112	Blown up fuse of device
①②③④⑤⑥⑦⑧	113	Blown up fuse of device Restore
①②③④⑤⑥⑦⑧	118	Communication with monitoring station failed
①②③④⑤⑥⑦⑧	133	The number of entered incorrect codes (address 16 in the Manager's menus) is reached.
①②③④⑤⑥⑦⑧	134	Forced arming when there is a trouble with the communication (PSTN/GPRS) and the connection of the siren to PGM5 (Eclipse 32) is incorrect - no balancing resistor is connected between +PGM and +AUX terminals.

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

## APPENDIX B – Special Symbols for Text Entering

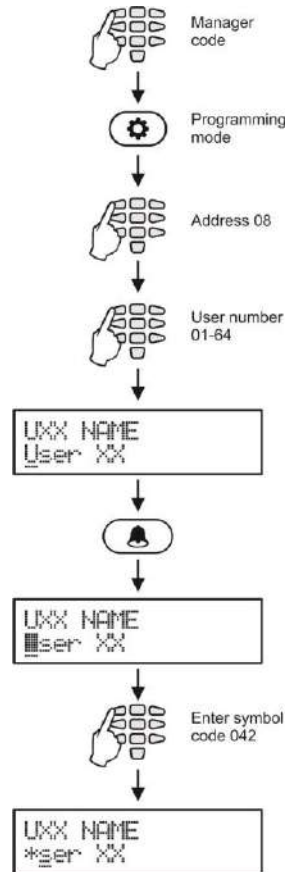
Use the MEMORY  button to enter some special symbols and Cyrillic letters. To enter a specialized symbol, move the cursor to the desired position, press the MEMORY button (a solid cursor appears) and then using the digit buttons enter the respective code for the symbol or letter as check in the table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

120	128	136	144	152	160	168	176	184	192	200	208	216	224	232	240	248
×	☉	☽	☾	♁	♂	♆	♄	♃	♂	♁	♂	♆	♂	♆	♂	♆
121	129	137	145	153	161	169	177	185	193	201	209	217	225	233	241	249
☽	☉	☽	☾	♁	♂	♆	♄	♃	♂	♁	♂	♆	♂	♆	♂	♆
122	130	138	146	154	162	170	178	186	194	202	210	218	226	234	242	250
z	é	è	ê	ü	ó	â	°	z	ø	τ	ε	z	δ	μ	λ	π
123	131	139	147	155	163	171	179	187	195	203	211	219	227	235	243	251
ç	à	ï	ò	ñ	ú	á	´	⊗	∂	∇	∇	∇	ε	ν	ψ	→
124	132	140	148	156	164	172	180	188	196	204	212	220	228	236	244	252
l	â	î	ô	ñ	ô	°	´	⊗	∂	∇	∇	∇	z	z	ω	∅
125	133	141	149	157	165	173	181	189	197	205	213	221	229	237	245	253
›	â	î	ô	â	é	ô	∂	†	†	·	∂	ψ	η	π	τ	—
126	134	142	150	158	166	174	182	190	198	206	214	222	230	238	246	254
◊	â	â	ô	ô	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
127	135	143	151	159	167	175	183	191	199	207	215	223	231	239	247	255
Δ	Σ	Δ	Δ	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂

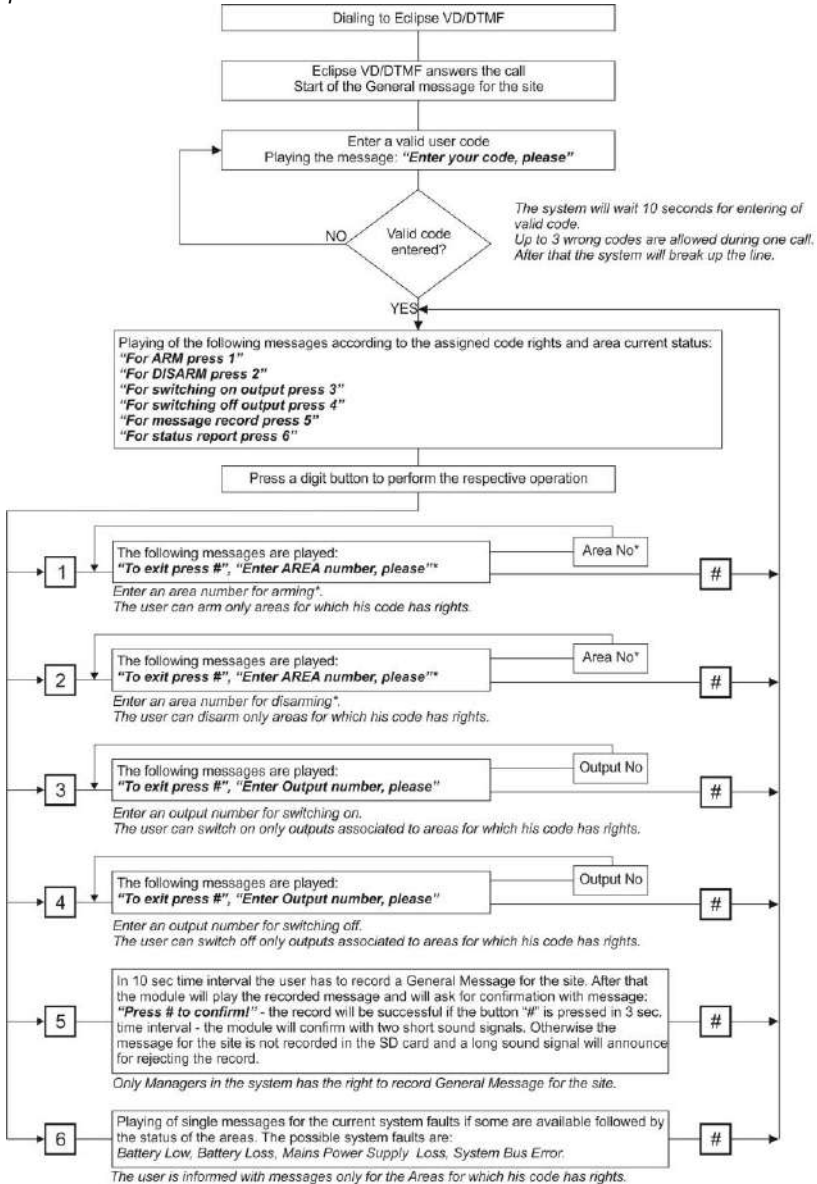
**Table of special symbols and codes correspondence for EU keyboard version:**

120	128	136	144	152	160	168	176	184	192	200	208	216	224	232	240	248
×	ú	é	ø	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
121	129	137	145	153	161	169	177	185	193	201	209	217	225	233	241	249
☽	ø	é	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
122	130	138	146	154	162	170	178	186	194	202	210	218	226	234	242	250
z	ú	\	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
123	131	139	147	155	163	171	179	187	195	203	211	219	227	235	243	251
∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
124	132	140	148	156	164	172	180	188	196	204	212	220	228	236	244	252
∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
125	133	141	149	157	165	173	181	189	197	205	213	221	229	237	245	253
∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
126	134	142	150	158	166	174	182	190	198	206	214	222	230	238	246	254
∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂
127	135	143	151	159	167	175	183	191	199	207	215	223	231	239	247	255
∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂	∂

**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 16 the correspondence of the Areas are: Area 1 (A), Area 2 (B) and Area 3 (C).

## System Check List – Fill in from the Installer

### Zones Description

Zone	Type	Zone	Type	Zone	Type
1		12		23	
2		13		24	
3		14		25	
4		15		26	
5		16		27	
6		17		28	
7		18		29	
8		19		30	
9		20		31	
10		21		32	
11		22			

### 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
Full Arming								
Mode A								
Mode B								

**F** – Full Arming; **s** – Stay Arming; **S** – Sleep Arming; **D** – Disarming;

**“\*”** – No change of the area status

**Installer:** .....

**Service:** .....

**Tel./Fax:** .....



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