Section 6.   SYSTEM OPERATION

SECURITY ACCESS CODES

General Information

The System allows up to 128 security access code allocations (maximum 99 per partition). The actual number of users can vary, depending on the combination of user codes and partitions to which each code is authorized. Each additional partition to which a user code is authorized **reduces** the total number of codes available (i.e. if a user is authorized to access 4 partitions, the total number of available user codes is reduced by 4). Be sure to take this into account when installing systems where users will have access to more than one partition.

The Quick Arm feature can also be programmed, which enables the [#] key to be pressed instead of entering the security code when arming the system. The code must still be entered when disarming the system. Note that Open/Close reporting of Quick Arm is enabled if User 2 is enabled for Open/Close reporting, and that Quick Arm reports as User 0.

User Codes & Levels Of Authority

Each user of the system can be assigned various levels of authority (tells system what system functions that user is authorized to do), and can have different levels of authority within each partition. Use the "View Capabilities" keypad function to view the partitions and authority levels for which a particular user is authorized. In highest to lowest ranking, these levels are described below.

Level	Title
0	Installer
1	Master
2	Manager
3	Operator level A
4	Operator level B
5	Operator level C
6	Duress

Installer (Level 0) User 1	• Programmed in field *00 (default=4-1-4-0). Can be changed by installer. • Can perform all system functions (arm, disarm, bypass, etc.) and is the only user that can enter program mode. • Only code that allows entry to program mode. • Installer code lockout if exit program mode via *98. This prevents installer from reaccessing program mode. The only way to access Programming mode once this feature is activated, is by powering down the system and powering up again, and then pressing both the * and # keys at the same time within 30 seconds of power up. • **The installer must program** at least one master code. Master codes are the codes intended for use by the primary users of the system. • Can add, delete, or change master, manager, or operator codes. • Can select open/close reports for any user. • Can perform normal system functions, but **cannot disarm** if armed by a code other than Installer's code (including Quick Arm). • Enable open/close reporting for installer in field *39.
Master (Level 1)	• The Master Code is the code intended for use by the primary users of the system when performing system functions, and can be changed by the Master User. • The master codes can be used to assign up to 99 lower level codes, which can be used by other users of the system who don't have a need to know the master code. • As shipped from the factory, there are no master or manager codes pre-programmed. The installer must program at least one master code during initial installation. • Master cannot assign anybody a level of 0 or 1. • Can change his own code. • Can add, delete, change manager or operator codes. Each user's code can be individually eliminated or changed at any time. • Open/close reporting of added users are **same** as that of the master or manager adding the new user. • Can perform all system functions.

User Codes & Levels Of
Authority (cont.)

Manager (Level 2)	• Can perform all system functions (Arm, Disarm, Bypass, etc.) programmed by Master. • May create other users of the system below this level (Manager cannot assign anybody a level of 0, 1, or 2). • May change his own code. • May add, delete, change operators. • Open/close reporting of added users will be same as his own (enabled or disabled as assigned by installer or master). • May operate a partition.
Operator (Levels 3-5)	• Operators can arm and disarm the system to the authority assigned, but cannot add or modify any user code. • May operate a partition with one of the three OPERATOR authority levels A through C listed below. Level Title Functions Permitted 3 Operator A Arm, Disarm, Bypass 4 Operator B Arm, Disarm 5 Operator C Arm, Disarm only if armed with same code • Operator C (sometimes known as Baby-sitter code), cannot disarm the system unless the system was armed with that code. This code is usually assigned to persons who may have the need to arm and disarm the system at specific times only (ex. a baby-sitter needs to control the system only when baby-sitting).
Duress (Level 6)	• The duress code is a means of sending a silent alarm to a central monitoring station if the user is being forced to disarm (or arm) the system under threat. This feature is only useful if the system is connected to a central station. • When the system's Auxiliary Voltage Triggers are connected to another communication's media (Derived Channel/Long Range Radio), note that duress is signaled on the same trigger that signals silent panic (whereas duress has its own unique report when digitally communicated). • The duress code is assigned on a partition by partition basis and can be any code desired. • When used, the system will disarm (or arm), but will also send a silent alarm to the central station (if service is connected). There will be no indication at the console that an alarm was sent. • Duress Reporting Note: The Duress report triggering logic activates on the 5th key depression (such as OFF), not the 4th key depression (last digit of code). Duress reports will not be triggered if the 5th key is a [*], such as when performing a GOTO or viewing the capabilities of a user.

Open/Close Reporting Note: When adding a user, the system will only prompt for Open/Close report capability if the user is being added by the Installer. When a Master or Manager adds a new user, the new user's Open/Close reporting enable will be the same as that of the Master or Manager adding the user. If Open/Close reports are required to be selectable by the Master or Manager, the Installer should assign two Master or Manager user codes: one with Open/Close reporting enabled, and one without Open/Close reporting.

General Rules on Authority Levels and changes

The following rules apply to users when making modifications within the system based on the user code authority levels:

- Master Codes and all lower level codes can be used interchangeably when performing system functions within a partition (a system armed with a user's temporary code can be disarmed with the Master Code or another user's temporary code), except the Operator Level C Code described above.
- A user may not delete or change the user code of the SAME or HIGHER authority than which he is assigned.
- A user (levels 0, 1 & 2 only) may only ADD users to a LOWER authority level.
- A user may assign other users access to only those partitions to which he himself has access.
- A user can only be DELETED or CHANGED from within the partition he is assigned.
- User numbers must be entered as 2-digit entries. Single digit user numbers must, therefore, always be preceded by a "0" (example, 03, 04, 05, etc.). Make sure the end user understands this requirement. Temporary codes are entered as 4-digit numbers.

Important!: Unless Ademco Contact ID reporting is used, only user codes #1 - #15 can uniquely report to the central station using the communication formats provided. Users #16 - #99 will report as User #15, if enabled for open/close reporting, for the other reporting formats.

Multiple Partition Access Examples (GOTO Function)

To make a partitioned environment particularly useful, the system must allow for certain people to have access to other partitions. This is particularly true in the Factory/Office environment where the president of the company wants access to any area of his company. The FA1330C has total flexibility in supporting this requirement. On a USER basis, each user is programmed for a base partition (the one he normally is assigned) and one or more partitions which he can be authorized to access.

In addition, within each partition, each USER may be programmed to have different levels of authority. For example, User #3, the V.P. of Engineering, could be assigned to work within the Engineering Department (Partition 1) of ABC Manufacturing. Since he needs the full capabilities in his area, he is assigned as a MASTER with Level 1 authority. This means he may Arm, Disarm, Bypass, Add or Modify users in partition 1. It is also a requirement that he be able to gain access to the manufacturing area (partition 2) on an emergency basis. You can set this up easily with the FA1330C by now requesting that he also be assigned to partition 2, with a level of authority set lower, such as Level 4 (OPERATOR Level B) which allows him to Arm and Disarm, but nothing else. The control will automatically assign him the next available user number within partition 2 and does not require reprogramming of his already existing 4 digit security code! This type of setup can be done for each user of the system and for any combination of up to 8 partitions!

EXAMPLE OF MULTIPLE PARTITION ACCESS

Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8
User 3	User 5						
Level 1	Level 4						
Master	Oper B						

In the above example, User 3 has MASTER authority in partition 1 and OPERATOR B authority in partition 2. His user number in partition 2 is User 5 and his 4 digit code is the same for both partitions. Note that if a user number is already being used in a partition, the system will automatically assign an unused User number.

Assigning users to other partitions is one thing, but how about actually being a user and trying to "see" one of the other partitions? The FA1330C has developed a simple key sequence (code + [*] + partition number 0-8, partition 0 returns to the default partition for that console) scheme for a user to go to another partition.

Once there, the current display becomes attached to that partition and status requests, etc. are now displayed for that partition, unless a period of 120 seconds elapses with no key entries. To return to your original partition, you may enter the same key sequence and end it with your normal partition number or "0". You're now back to where you started. It's that simple! You may view this operation as a big selector switch and you are at the switch at the console.

EXAMPLE: User may be regularly assigned to partition 1. This would be the default display for this user, however he may "select" to go to partition 2 for example. (Assumes he has been programmed for access to partition 2) The user enters his normal access code and the proper sequence to select another partition followed by the number 2 for partition 2. The display will now select partition 2 information for view and further action. In the above example notice that no access is allowed for this user into partitions 3 - 8. Attempts to access these partitions would be denied automatically.

To ADD a Master, Manager or Operator code

| Installer must program at least one Master code. |

†Or Master or Manager code, but must be code with higher level of authority than the code being changed. (i.e. Master code can add a Manager or Operator level code, but cannot add another Master code; a Manager code can add an Operator level code, but cannot add a Master or another Manager code).

Important!: During user code entry, normal key depressions at other consoles in a partition will be ignored. However, panic key depression will cause an alarm and terminate user entry.

Enter Installer Code†+ [8] + new User # (00-99) + new User's code
Console will prompt for the Authority Level for this user.

| User Number = 03
Enter Auth.Level |

Enter the level number as follows:
1 = Master (Arm, Disarm, Bypass, add or modify lower level users)
2 = Manager (Arm, Disarm, Bypass, add or modify lower level users)
3 = Operator Level A (Arm, Disarm, Bypass)
4 = Operator Level B (Arm, Disarm)
5 = Operator Level C (Arm, Disarm only if system armed with this code)
6 = Duress (Arm, Disarm, triggers silent panic alarm)

If using installer code to add this user, console will prompt for Open/Close reporting option for this user. If adding user with master or manager codes, the open/close prompt is skipped.

| Open/Close Rep.?
0 = NO , 1 = YES |

Press 0 (NO) or 1 (YES), depending on whether or not arming/disarming by this user will trigger opening & closing reports.

| Access Group?
Enter 0-8 |

If access schedules have been programmed, this prompt appears. Enter the user's access group number (1-8) if this user should have limited access to the system. Enter 0 if no access group should be assigned.

| RF Button ?
0=NO , 1=YES |

If a 5800 series button transmitter has been enabled, and not assigned to a user, this prompt will appear.

| Enter Button ZN #
(01-87) |

If yes was given as the answer to the RF button question, the zone number for the button will be requested. Enter one of the zone numbers assigned to the button transmitter as AWAY, STAY or DISARM. The system will then assign any STAY, AWAY or DISARM buttons of the transmitter to this user number.

| NOTE: Each partition to which a user is authorized is equivalent to adding another user to the system, and thereby reduces the total number of available user codes. |

| Multi-Access ?
0 = NO , 1 = YES |

Press 0 (NO) or 1 (YES). If NO, the program exits this mode. If yes, the Console prompts for the Global Arm option for this user.

| Global Arm ?
0 = NO , 1 = YES |

Press 0 (NO) or 1 (YES), depending on whether or not this user will be allowed to arm more than one partition via Global Arm prompts (described in the KEYPAD FUNCTIONS section) .

The console now prompts for the user's access to the next partition.

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Part. 2 – SHOP ?
0 = NO , 1 = YES
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Press 0 (NO) or 1 (YES), depending on whether or not this user will have access to the displayed partition number. If NO, the console displays this prompt for the next partition number in sequence.

If YES, the console prompts for the following:

- User's authority level in the displayed partition (see Authority Level prompt above). Note that the user number in the displayed partition is automatically assigned.
- Open/Close option for this user in the displayed partition (see Open/Close prompt above).
- Global Arm option for this user in the displayed partition.

When all partitions have been displayed, the console will scroll through all partitions to which access has been assigned, and will display the user number, authority level, open/close and global arm options that were programmed for each partition the user was granted access. For example:

```
Part. 1    *WHSE
User 03  Auth=3G.
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Note that the "G" following the authority level indicates that the global arm feature is enabled for this user in the displayed partition, and that the period at the end of the second line indicates open/close reporting is enabled for this user in the displayed partition. The "*" indicates the partition from which the user may be changed or deleted.

To CHANGE a Master, Manager or Operator code

Enter Installer code* + [8] + User number (00-99) + new code for that user.

The system will detect that the user number is already assigned and will prompt if this is a new user. Press 0 (NO).

The system will then confirm that the change is allowed based on authorization level. If the user number is the same as the Installer's, the system will prompt for the new code to be reentered. This prevents accidentally changing a high level code.

* Or Master or Manager code, but must be code with higher level of authority than the code being changed. (i.e. Master code can change a Manager or Operator level code, but cannot change another Master code; a Manager code can change an Operator level code, but cannot change a Master or another Manager code).

To Delete a Master, Manager or Operator code

Enter Installer code* + [8] + User number (00-99) + Installer code

The system will prompt if this code should be deleted. Press 0 (NO) or 1 (YES).

If yes, that user's code will be removed from all partitions to which it had been assigned, and all authorization levels and other information about that user will be deleted. Note that a user can only be deleted from the partition in which it was first assigned, and can only be deleted by a user with a higher authority level. A user cannot delete himself.

* Or Master or Manager code, but must be code with higher level of authority than the code being deleted. (i.e. Master code can delete a Manager or Operator level code, but cannot delete another Master code; a Manager code can delete an Operator level code, but cannot delete a Master or another Manager code).

To EXIT The User Code Entry Mode

Press either [*] or [#], or don't press any key for 10 seconds.