

**FIREQUEST  
FIRE ALARM  
REPEATER  
PANEL**



# Firequest Repeater

PERIPHERAL

SUPPORT

SERVICES

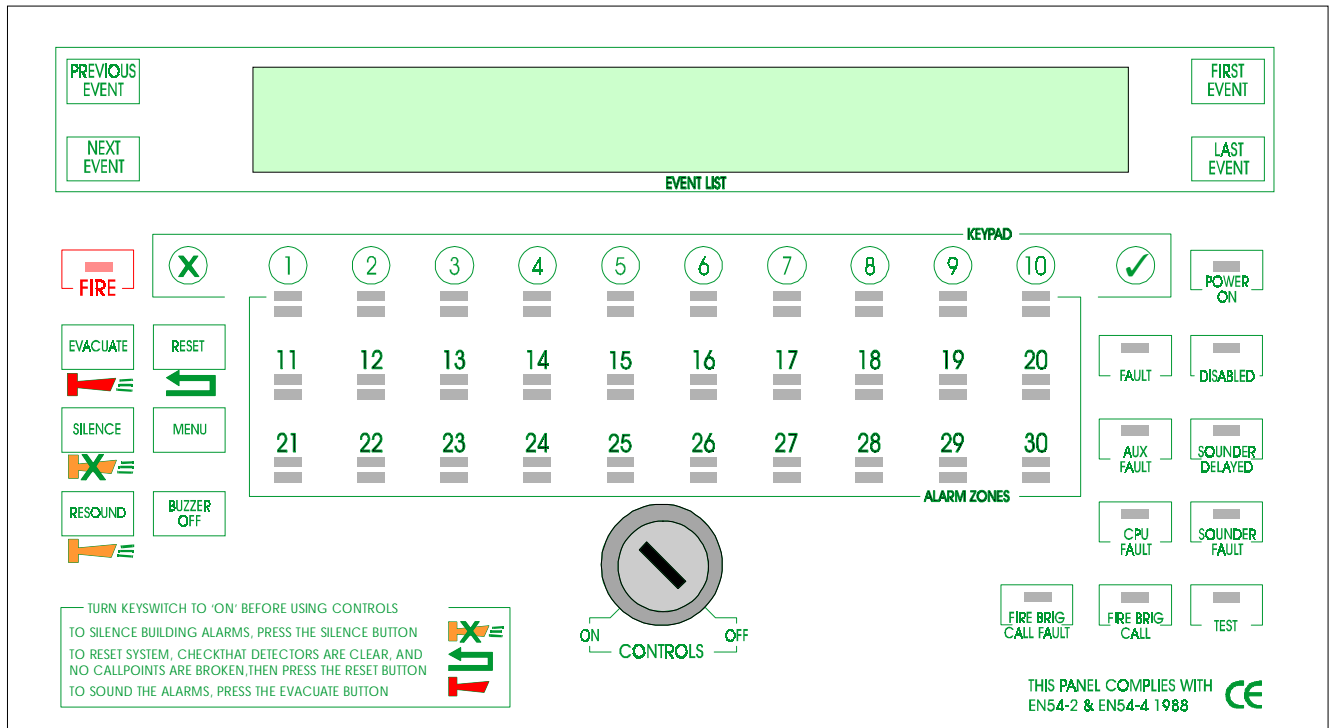
## Section 1 Operating Manual

**Peripheral Support Services Ltd**  
14 Enterprise Court, Rankine Road  
Basingstoke, Hampshire  
RG24 8GE England  
Tel: +44 (0) 1256 844685  
Fax: +44 (0) 1256 810082  
E-Mail: [sales@pss-firequest.co.uk](mailto:sales@pss-firequest.co.uk)  
Web Site: [www.pss-firequest.co.uk](http://www.pss-firequest.co.uk)

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# SECTION 1 – OPERATION



## Front Panel Controls and Indicators

The front door of the Repeater Unit is fitted with the Controls and Indicators. Those required for normal day-to-day use are described below, with details on their use.

*No fire controls switches will operate until the CONTROLS keyswitch is operated to ON, the except is that the Display will show Device and System Faults if the MENU key is pressed while the CONTROLS keyswitch is in the OFF position and the display switches will control the display.*

*Under normal conditions the display will show SYSTEM NORMAL. However, if there are any Device or System faults present, the display will show "FAULTS", and will light the relevant Fault LED. If there are any Alarm Devices disabled, the display will show "DEVICES DISABLED". If there are any Output Devices disabled (e.g. Sounder circuits), the display will show "OUTPUTS DISABLED" Should there be more than one of these messages displayed, they will alternate on the display.*

The front panel is a durable membrane fascia incorporating both indicators and switches. The indicators are LED's that illuminate through the membrane. The LED's are supplied with chopped DC to reduce loading and therefore flicker. All controls are 'touch switch' keys apart from the CONTROLS keyswitch. The 'touch switch' keys produce a 'blip' when pushed firmly which provides confirmation that the system has registered the operation. All actions are logged on the printer, with time of occurrence, for future analysis.

The Alarm Zone indicators are numbered 1-30

## Indicators



Constant - the 24v.d.c. supply is healthy.  
Flashing – power supply fault.

### ALARM (RED)



Flashing indicates a new Fire Alarm in the monitored area, which has not yet been 'Acknowledged' at the control unit. Detailed information is shown on the Display with the Alarm location. The indicator is constant when the alarm is acknowledged.

### ALARM ZONES



Red indicates a FIRE in that zone. Amber indicates a FAULT/DISABLE in that zone.

### FAULT



General fault indicator for all faults.

### DISABLED



Indicates that one or more inputs or outputs are disabled.

### AUXILIARY FAULT

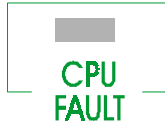


Indicates one of the following: Earth or Memory fault, Network and Repeater Communications Fault.

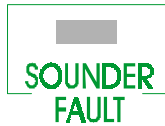
### SOUNDER DELAYED



Indicates that a sounder output has a delay configured.

**PROCESSOR FAULT**

Continuously lit indicates that the CPU has failed. Flashing indicates that the CPU has recovered from a fault.

**SOUNDER FAULT**

Indicates a fault in the sounder circuit signal

**FIRE BRIGADE CALL FAULT**

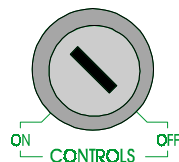
Indicates a fault in the Signalling to the Remote Monitoring equipment.

**FIRE BRIGADE CALL**

Indicates that the Signalling relay is activated.

**TEST**

Indicates system is in Test mode.

**Switches****CONTROLS**

Mechanical Keyswitch. No controls will operate unless in the **ON** position, designated by **1**, except the **MENU** key, which if pressed when System or Device faults are present will display the fault parameters.

**KEYPAD**

Numeric Keys 1 to 0. Selecting appropriate key disables a particular address of a Detector. Selects items in the MENU. These keys also have a function in Device Test (see Section 2)

**ENTER**

Pressing ENTER accepts the data entry or acknowledges a request. Stops/Re-starts scrolling when viewing reports.

**CANCEL**

Pressing CANCEL deletes last entry or moves back one level of menu.

**EVACUATE**

Activates all Sounders to a continuous tone, Evacuate Outputs and Plant set to be controlled by the EVACUATE function.

**SILENCE**

Silences all sounders.

**RESOUND**

Re-activates all Sounders once silenced, or pulses Sounders, if Panel is not in Alarm condition.

**RESET**

Reset system, assuming no Alarm or Fault is still present

**MENU**

Access system Menu. In Test & Report Menu, toggles Printer from OFF to ON, or ON to OFF, according to State when MENU Button was activated, in the Test & Report Menu.

**BUZZER OFF**

Mute Fire Panel buzzer. (Note: If CPU is in a fire condition the Buzzer will not silence)

**PREVIOUS EVENT**

Allows operator to Scroll Up events listed in the Event List. In certain Menus increments numbers.

**NEXT EVENT**

Allows operator to Scroll Down events listed Event List. In certain Menus decrements numbers.

**FIRST EVENT**

Press ONCE to Display First Alarm in Event List window. This key also has a function in Device Test (see Section 2)

**LAST EVENT**

Press ONCE to Display Last Alarm in Event List Window. This key also has a function in Device Test (see Section 2)

# Normal Operation

## Normal Condition

Under normal conditions the green Power On LED should be the only LED lit.

The Display will be showing the current time and date, together with the Installing Company's name, if this has been set up.

## Alarm Condition

When an Alarm occurs, the indicators lit will depend upon the reason for the Alarm.

### Automatic Detectors

The FIRE LED will flash, the Display will display the location details, the printer will log the event, the internal sounder will operate, Common Sounders and the pre-programmed Sector Sounders will operate.

### Evacuate Control operated

The FIRE LED will flash, the Display will display EVACUATE OPERATED, the printer will log the event, the internal sounder will operate, Common Sounders and the pre-programmed Sector Sounders will operate.

### Resound All Zones Control operated

If an alarm is present and the Sounders have previously been silenced, the FIRE LED will flash, the display will display the current alarm. The printer will log the event, the internal sounder will operate, Common Sounders and the pre-programmed Sector Sounders will operate again in the same mode as before they were last silenced.

If no alarm is present, then the Display will display ALERT OPERATED, the printer will log the event, the internal sounder will operate, the Common Sounders and the pre-programmed Sector Sounders will operate in pulsing mode.

## Controlling the Sounders

It may be necessary to control the sounders in one of two ways.

To silence them, press the SILENCE key.

All the sounders will silence, and the internal buzzer will sound continuously, but pulsing. The printer will record the time of silencing the sounders.

Any new alarms will resound the sounders, flash the FIRE LED, and set the internal buzzer to continuous. The SILENCE key may be pressed to silence the sounders again.

If the sounders have been silenced and it is necessary to resound them, this can be done by either:

- ◆ Breaking a nearby Callpoint, or
- ◆ Pressing the EVACUATE key, or
- ◆ Pressing the RESOUND key.

## Multiple Alarms

If there is more than one alarm, the display will operate in a slightly different way.

The first alarm will appear on the display, and should any further alarms be detected, the following message will be shown:

CATEGORY OF ALARM	LOOP	DEVICE	TYPE OF DEVICE	ZONE NUMBER	ALARM STATE ACTIVE OR DE-ACTIVE	MORE ALARMS
ALARM	1001	CALLPOINT	ZN	8	ACTIVE	MRE
DEVICE 1001 (40-CHARACTER TEXT MESSAGE HERE)						

These alarms may be viewed by pressing the NEXT, PREVIOUS, FIRST or LAST keys. This ensures that the full extent of an Emergency is always known.

Each time a new Alarm is detected, the FIRE LED will flash, and the internal buzzer will resound.

Should there be any Sounder Delays still in force (i.e. there are some sounders programmed to switch on after a delay which has not yet elapsed), then the Zone Number and Analogue Value will alternate with the words “DELAYED OUTPUTS”.

## Device Disable (Isolate)

Press the MENU key, select DISABLE option.

The system will ask for a passcode. Enter the Level 1 passcode. This will then give a choice of three options

- ◆ Devices
- ◆ Outputs
- ◆ Fire Brigade Relay



*The Printer (if fitted) will print the commands which are entered, and this may not be the same as the actions actually carried out by the panel.*

For example, if you ask the system to disable device address range 1 to 20 on Loop 1, the printer will print this as

LOOP 1 DEVICES 1-20 DISABLED

However, if device 6 is not installed (or is missing), then the panel will disable devices 1 to 5, and 7 to 20. Therefore, when you ask for a report of devices disabled, instead of seeing 20 devices disabled, there will only be 19.

If you try to enable a device which is in alarm, it will not be allowed and the display will show the following:

DEVICE IN ALARM STILL DISABLED

and the printer will print:

ENABLE DEVICE nnnn  
 DEVICE nnnn DISABLED

## Inputs

Selecting the Inputs option will then show the display:

```
DISABLE INPUTS

1=RANGE  2= ZONE  3=LOOP  4=REPORT
```

If RANGE is selected, then a range of Input device addresses on a particular loop may be disabled on one entry.

The ZONE option allows the disablement of all the Input devices in any Zone, whether they are consecutive or not.

The LOOP option allows the disablement of all Input devices on the Loop.

The REPORT option prints a list of Disabled Input Devices.

To disable a particular detector, select Option 1, and then enter the Loop Number and the detector number(s). The Display will show the message "INPUTS DISABLED", the DISABLED LED will light, and this action will then be recorded on the printer.

No alarm or fault will now be sent from this detector.



*If a callpoint is disabled in the system, the panel will warn that the priority interrupt operation will be disabled, which may result in other callpoints on that loop taking longer to operate than would normally be the case (2-3 seconds).*

## Outputs

This will then show the screen:

```
OUTPUT DISABLE

1=ALL  2=SNDS  3=AUX  4=REPORT
```

If ALL is selected, then every Output device (whether 'in-panel' Sounders, Auxiliaries or Loop Output Devices) will be inhibited from operating.

If SOUNDERS is selected, then only those outputs (whether 'in-panel' or Loop Output Devices) which are set to TURN OFF FOR SOUNDER SILENCE will be inhibited.

If AUX is selected, then only those outputs (whether 'in-panel' or Loop Output Devices) which are set to TURN OFF FOR RESET will be inhibited.

The Display will show the message "OUTPUTS DISABLED", and the DISABLED LED will light

The REPORT option prints a list of Disabled Devices

## Fire Brigade

This will then show a screen stating that it is the Fire Brigade Disable and PRESS ANY KEY TO CONTINUE. The pressing of a key will disable the Fire Brigade call.

## Device Re-enable (De-Isolate)

To enable (or reconnect) detectors, press the MENU key and select RE-ENABLE option. Then follow the same steps.

## Resetting the System

Once the incident has been dealt with, the system may be Reset.

This is done by pressing the RESET key.

To Silence the Sounders, press the SILENCE key.

The FIRE LED will extinguish, the internal buzzer will silence, and the display will clear.

If the Reset action only results in the bells re-sounding, and the alarm being re-generated, this is because the device causing the alarm has not returned to the normal state. Wait for a few minutes for any smoke in the detection chamber to clear, and then Reset the system. If this still fails, call the Engineer.

## Dealing With Faults

Any Fault will pulse the internal buzzer. The printer will print the fault details, and the relevant Fault Indicator will illuminate.

The internal buzzer may be silenced by pressing the BUZZER OFF key; or the SILENCE key (which will also silence the Alarm Sounders), or the CANCEL key.

The internal buzzer can be set to automatically re-sound after an adjustable delay if the fault condition persists, to draw attention to the fault.

This may be silenced again by pressing either the BUZZER OFF key; the SILENCE key or the CANCEL key.

To display any faults on the system, either:

- ◆ use the Engineering Menu to display/print the faults
- ◆ press the MENU key WITH THE CONTROLS KEY IN THE OFF POSITION, and the system will display or print the device and system faults in detail. The display will automatically revert to the normal Alarm display after 30 seconds, or by pressing the CANCEL key.

## Action to be taken for a Fault Condition

### ZONE FAULT

The ZONE FAULT LED's will light. If fault persists, call Engineer.

### AUXILIARY FAULT

The AUX FAULT LED will light if there is an Earth Fault on the system, or if there is a Repeater Fault. This can be verified by checking whether the EARTH FAULT lamp on the internal baseboard is lit (all Faults are displayed on the LCD display and printer). In addition, if the system develops a Memory Fault (during the daily memory check), the AUX FAULT LED will illuminate, and a message will appear on the Display and printer to that effect. If fault persists, call Engineer.

**FAULT**

This is the Common Fault LED, and will light whenever any fault is present on the system. This would include when a detector or Break Call Glass callpoint has been damaged or removed, or is sending incorrect information (which will light the relevant Zone Fault LED also). Turn the CONTROLS key to OFF, and press the Menu key; the LCD will display the faults. If there is a printer fitted, check the unit identified on the printout for damage. If fault persists, call Engineer.

**SOUNDER FAULT**

A fault has developed on the relevant Sounder circuit. If fault persists, call Engineer.

**SIGNAL FAULT**

This will indicate that the link to the Fire Brigade (or equivalent service) has developed a fault. If fault persists, call Engineer.

**SUPPLY FAULT (POWER ON INDICATOR PULSING)**

The standby supply has developed a fault. Check there is no obvious damage to the battery, and that the leads are connected. If fault persists, call Engineer.

**POWER ON (NOT LIT)**

The incoming Mains supply has developed a fault. The system is now working from the Standby Batteries. Check that the Mains supply is healthy. If fault persists, call Engineer.

**DETECTOR DISABLED**

One or more devices have been disabled from the system, and will not generate an Alarm. This is normally carried out when the system is being tested, or if a recurring fault on a detector is causing unwanted alarms. If neither is the case, call the Engineer.

**FIRE BRIGADE DISABLED**

The automatic signal to call Fire Services has been inhibited. This is normally carried out when the system is being tested, or if a recurring fault on a detector is causing unwanted alarms. If neither is the case call the Engineer. Note that the Fault LED will be on continuously.

**SOUNDER DISABLED**

One or more detectors has moved into the Fire Pre-warning state. This can mean an Alarm is imminent, or the detector is dirty. Check that there is no small or potential fire in the area in question. Reset the system to clear the condition. If the condition persists, call the Engineer. Note that the Sounder Fault LED will be on Continuously.

**PROCESSOR FAULT**

If the PROCESSOR FAULT indicator is ON the panel has developed a CPU Fault, from which it is unable to recover. If the system does not recover by removing and re-instating power, call the engineer. If the PROCESSOR FAULT indicator is pulsing then the panel has recovered from a CPU fault. Resetting the panel will extinguish the LED. If fault recurs, call Engineer.

# First Time Configuration

The following sequence should be followed to prepare a new Repeater panel for programming.

It may be necessary to use ENGINEER RESTART for new panels.



*Ensure that the MEMORY BATTERY Link is fitted (it can take 24 hours to recharge the battery, which means if data is downloaded to a panel with an uncharged battery and power is then removed, that data will not be retained for very long). With a fully-charged battery, data retention is in excess of three months.*

## Engineer Restart

Press MENU (Engineer Access) This will bring up the following menu:

```
MENU SELECTION      1=SET TIME  2=ENGINEER ACCESS
3=DISABLE  4=PRT ON/OFF  5=LAMP TEST
```

◆ Choose option 2 “ENGINEER ACCESS” This will bring up the following menu:

```
ENGINEER ACCESS      MENU SELECTION
1=TEST/REPORT  2=CONFIGURATION  3=MASTER
```

Choose option 3 “MASTER” This will bring up the following menu:

◆ Enter the level 3 passcode. This will bring up the following menu:

```
MASTER MENU
1=PASSWORD  2=ENGINEER FUNCTION  3=ALARM COUNT
```

◆ Choose option 2 “ENGINEER FUNCTION” This will bring up the following menu:

```
ENGINEER FUNCTIONS      1=CLEAR HISTORY
2=BUZZER ISO/CONN  3=ENGINEER RESTART  4=SETUP
```

◆ Choose option 3 “ENGINEER RESTART”

*Note: See Section 5 for further information.*



**THIS FACILITY MUST ONLY BE USED AFTER GREAT CONSIDERATION, SINCE IT WILL RESULT IN THE ENTIRE MEMORY BEING RE-INITIALISED TO THE FACTORY SETTINGS AND WILL THEREFORE LOSE ALL MESSAGE; ZONE AND OUTPUT SETTINGS PREVIOUSLY ENTERED. IF REQUIRED, PRESS THE ENTER KEY. THIS FUNCTION IS IRREVERSIBLE.**

The display will now show the following:

SETUP WIZARD

PRINTER ON OR OFF ( 0 = ON, 1 = OFF )

Next, tell the panel the repeater addresses:

SETUP WIZARD

REPEATER ADDRESS ( 2 - 18 ) 2

Enter as 02 (two digits) or one digit followed by Enter.

The repeater is now ready to be used.

# Repeater Menus

When the 'Menu' button is pressed, a Menu Selection screen will appear:

```
MENU SELECTION                                1=ENGINEER ACCESS
2=PRT ON/OFF 3=LAMP TEST 4=DISABLE
```

## Engineer Access

To enable the Engineer to carry out Testing or enter the Configuration or Master modes, select Option 1 for Engineer Access which will display the next part of the menu as shown in the screen below:

```
ENGINEER ACCESS MENU SELECTION
1=TESTS 2=CONFIGURATION 3=MASTER
```

## Tests

To enable Testing, select Option 1 and the screen will ask for the 4 digit code as shown below:

```
TEST REPORT MENU                                ENTER 4 DIGIT CODE
-
```

Once the code has been correctly entered the next screen, which is the Test Report Menu, will appear:

```
TEST/REPORT MENU
1=DISPLAY/KEYPAD 2=MEMORY 3=HISTORY REPORT
```

### DISPLAY/KEYPAD FUNCTIONS

To test the Display or Keypad functions Select Option 1.

```
TEST DISPLAY/KEYPAD FUNCTIONS
1=DISPLAY 2=PRINTER 3=SWITCHES
```

**DISPLAY**

To test the Display press 1 for a screen to enable a Display test as shown below:

```
TEST DISPLAY

PRESS ENTER TO START,  CANCEL TO STOP
```

If you press Enter you will get a flashing block/blank screen.  
When you are satisfied that the screen is working press Cancel.  
This takes you back to your original screen.

**PRINTER**

If you now wish to test the Printer, press 2 and you will get the next screen.

```
TESTING PRINTER

PRESS ENTER TO START,  CANCEL TO STOP
```

Press Enter to start the Printer test and cancel to stop and revert to the Display/Keypad Test menu.

**KEYPAD**

If you wish to test the Keypad switches now, press 3 and you will get the next screen:

```
TEST KEYPAD SWITCHES

PRESS ENTER TO START,  CANCEL TO STOP
```

When you press Enter, you will be able to operate the keys and see the results on screen.  
As the keys are pressed the screen shows the following designation/number for each key.  
U/Scroll up-D/Scroll down-F/First event-L/Last event-Z/Evacuate-S/Silence-A/Resound-  
R/Reset-E/Menu-B/Buzzer off-Full single block/Enter.  
To stop the Test press Cancel.  
When Cancel is pressed the screen reverts to the Test Display/Keypad Functions screen.  
To get back to the Test/Report Menu press Cancel again.

**MEMORY**

If you wish to test the memory of the unit press 2 of Test Menu which will show the following screen:

```
TEST MEMORY

PRESS ENTER TO START,  CANCEL TO STOP
```

When Enter is pressed a test is carried out on the CPU memory and if successful the following screen will appear:

TEST MEMORY

MEMORY TEST COMPLETED SUCCESSFULLY

Press Cancel until you get back to the Test/Report Menu.

## History

If you wish to obtain a report on the events (Fires/Faults Etc.), Option 3 in the Test/Report Menu will allow you to select History Report.

This gives the option to print or display the History Stack. It offers the following choices:

HISTORY REPORT

1=BETWEEN DATES    2=LAST NNN EVENTS

### BETWEEN DATES

Enter the start date (from) and the end date (to). If no end date is entered, the information (on the selected class of events) will be printed from the start date to the present.

### LAST 'NN' EVENTS

Enter the number of events to be printed (e.g. 50), and the system will print the 50 most recent events of the selected class.

In either case, the screen will then show:

HISTORY REPORT

1=FIRES    2=FAULTS    3=OP ACTIONS    4=ALL

This gives the engineer a choice of the class of event which will be displayed (or printed).

# Configuration

If there is a requirement to change the configuration after the panel has information already set into it, then go to the Engineer Access Menu. Select Option 2 on the Menu Selection screen to select Configuration, and a screen will ask for the 4 digit Passcode (Level 2) as below:

CONFIGURATION MENU

ENTER 4 DIGIT CODE

—

Once the correct code is entered the next screen will appear to give the options to change the Test/Report code or carry on with the configuration.

CONFIGURATION MENU

1=SET PASSWORD 2=CONFIGURATION

### Level 1 Password

To alter the Level 1 (Test/Report) Password press 1 and the following screen will appear:

CHANGE TEST/REPORT PASSWORD

OLD CODE=1111 ENTER NEW CODE -

If Configuration is required, select Option 2 and the next screen will be as shown below:

CONFIGURATION MENU 1=SET ADDRESS 2=PRT TYPE

3=AUTO SCROLL 4=SET EVENTS 5=PSU TYPE

### Set Address

When initially setting up the panel the repeater addresses need to be specified by selecting option 1. The next screen will give the opportunity to do this.

SET REPEATER ADDRESSES (02 - 18)

02 \_

The first repeater must have the address 2 and the rest must follow on in strict numerical order. Set addresses or Cancel.

### Printer Type

To setup the printer to be the current one fitted with the panel go to option 2.

At the moment there is only one printer type available, specified as shown below:

PRINTER TYPE

FIXED HEAD

### Auto-Scroll

The next option on the Configuration Menu is the Auto Scroll which will display events on the screen sequentially scrolling onto the LCD at intervals. If option 3 is selected the following screen will appear:

ENABLE AUTO-SCROLL OF EVENTS (1=NO 2=YES)

1

When the Autoscroll is selected, the events will be shown until the Cancel button is pressed.

## Set Events

If there is a requirement to see certain events on screen, or via a printer, as they occur then the Set Events option (Option 4) can be used which will give the screen shown below:

```
ENABLE EVENTS                1= ALL
                               2=ALARMS 3=PRE-ALARMS 4=FAULTS 5=OTHERS
```

### ALL EVENTS

If All (Option 1) is selected the screen shows:

```
ENABLE ALL EVENTS          ( 1=NO  2=YES )
1 _
```

By selecting 2 ALL events will be displayed and printed out.

### ALARMS

If the requirement is for Alarms to be to be shown/recorded then select Option 2 and the screen will be as shown below. Alarms will be shown/recorded if 2 (YES) is selected.

```
ENABLE ALARMS              ( 1=NO  2=YES )
1 _
```

### PRE-WARNINGS

If Pre-Warnings need to be shown then select Option 3 and the following screen will appear.

```
ENABLE PRE-WARNINGS       ( 1=NO  2=YES )
1 _
```

### FAULTS

Faults might need to be recorded, in which case Option 4 can be used giving:

```
ENABLE FAULTS              ( 1=NO  2=YES )
1 _
```

### OTHER EVENTS

If there are other events that need to be reported, not specified in the other options but “All Events” are not needed; use Option 5 giving:

ENABLE OTHER EVENTS (1=NO 2=YES)

1 \_

## PSU Type

With the Repeater there is a possibility of using either an incoming Mains supply, or using an external 24volt supply. The Configuration menu Option 5 allows the selection of one or the other. By using the cancel button, go to the Configuration Menu and select the option to configure in the correct supply. This will give the following screen allowing the correct power supply to be configured:

PSU TYPE (1=FULL PSU 2=24V ONLY)

1

# Master Menu

To use the Master Menu for a Configuration aid, use the cancel button to go back to Menu Selection, by opting for Engineer Access (1) the Master Menu can be opened with the pressing of 3. This will give the following screen:

MASTER MENU ENTER 4 DIGIT CODE

XXXX

Enter Level 3 code and the next screen will come into view:

MASTER MENU

1=SET PASSWORD 2=ENGINEER FUNCTIONS

## SET PASSWORD

If the Level 2 (Configuration) Password needs to be changed, select Option 1. This will give the following screen:

CHANGE CONFIGURATION PASSWORD

OLD CODE=2222 ENTER NEW CODE XXXX

## ENGINEER FUNCTIONS

After resetting code or using cancel, if there is a need to use these Engineer functions press 2 and the following screen will appear:



If required, See **FIRST TIME CONFIGURATION** (Engineer Restart). **This function is irreversible.**

## Printer On/Off

Press Cancel until you get back to Menu Selection. If the Printer status needs changing, select Printer on/off (Option 2)

This enables you to change the printer status; the screen shows the current printer status (On or Off).

DISABLE PRINTER (STATUS =ON)

1=ON 2=OFF

Once a selection is made the screen reverts to the Menu Selection again.

## Lamp Test

If a lamp test is needed press 3 for Lamp Test and the Lamp Test screen shown next will appear.

LAMP TEST

PRESS ENTER TO START, CANCEL TO STOP

Press Enter, the LEDs will all flash on and off and the following screen will appear:

LAMP TEST

PRESS CANCEL TO EXIT

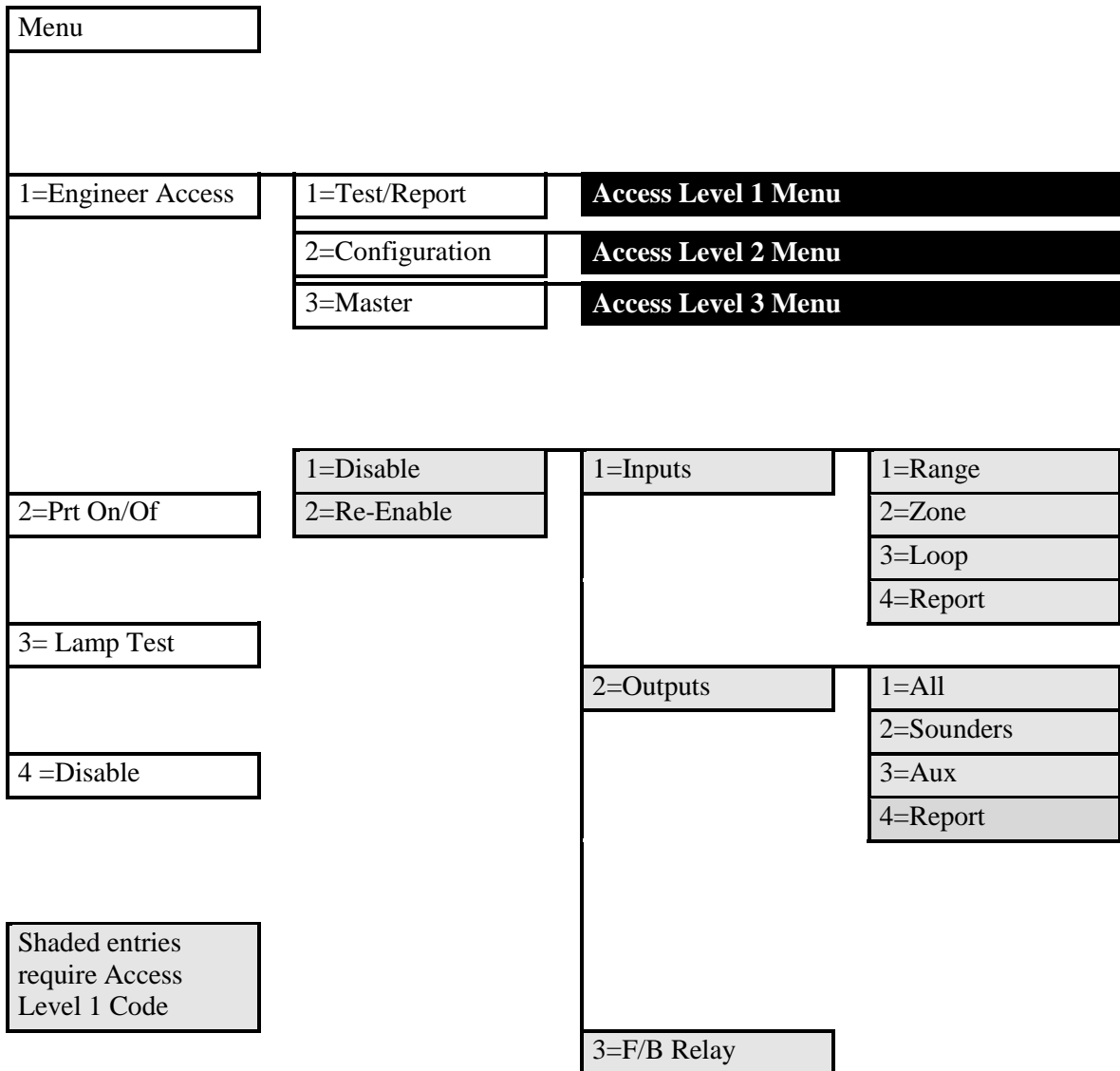
Press Cancel and the screen will return to Menu Selection again.

## Repeater Connections

If a Repeater is being connected to the Fire Panel, it must have the following connections:

- ◆ Connect from the Base Board Terminals (marked REPT A (22), REPT B (23) and GRD (24) [which is for the cable screen] to the corresponding terminals on the Repeater. If there are more than one repeaters, connect on, from the first one to the second and so on.
- ◆ Set the Repeater Addresses: **The first repeater MUST be set to address 02, the next to address 03 and so on, the address is set using the menu below.**
- ◆ Connect the Mains or 24volt power (24v to Terminal 26 & 0v to 27), dependent on the supply type. Always connect 0V first.
- ◆ **Connect Unit To Earth.**

# Repeater Menu - Level 0



# Repeater Menus - Levels 1, 2, and 3

Engineer Access		
1=Test & Reports <b>Level 1 code needed</b>	1=Display/Keypad	1=Display 2=Printer 3=Switches
	2= Memory	
	3=History Report	1=Between Dates 2=Last nn Dates
2=Configuration <b>Level 2 code needed</b>	1=Set Password	
	2=Configuration	1=Set Address 2=Printer Type 3=Auto-Scroll
		4=Set Events
		1=All 2=Alarms 3=Pre-Alarms 4=Faults 5=Others
		5=PSU Type
		1=Full 2=24volts only
3=Master <b>Level 3 code needed</b>	1=Set Password	
	2=Eng. Functions	1=Clear Events 2=Buzzer Isolate 3=Engineer Restart