



BOSCH

LCD ICON KEYPAD



USING YOUR SENTINEL ALARMS

BOSCH ALARM SYSTEM

USING YOUR SENTINEL BOSCH ALARM SYSTEM

For example, we have used the master code as 4.3.2.1

CHANGING THE MASTER CODE	PRESS 4.3.2.1. -1# -THREE BEEPS WILL BE HEARD
ONLY THE MASTER CODE CAN ADD OR CHANGE A CODE	ENTER USER NUMBER (1= MASTER CODE TO CHANGE, 2= A SECOND CODE ETC)2 BEEPS ENTER THE NEW CODE 2.4.6.8 THEN # (USE YOUR OWN NUMBERS HERE)

ARMING THE SYSTEM PRESS 4.3.2.1. # (USE YOUR NEW CODE IF YOU HAVE CHANGED THE CODE)

DISARMING THE SYSTEM PRESS 4.3.2.1.# (YOUR CODE)

ARMING IN STAY (NIGHT) MODE PRESS 4.3.2.1. * (YOUR CODE)

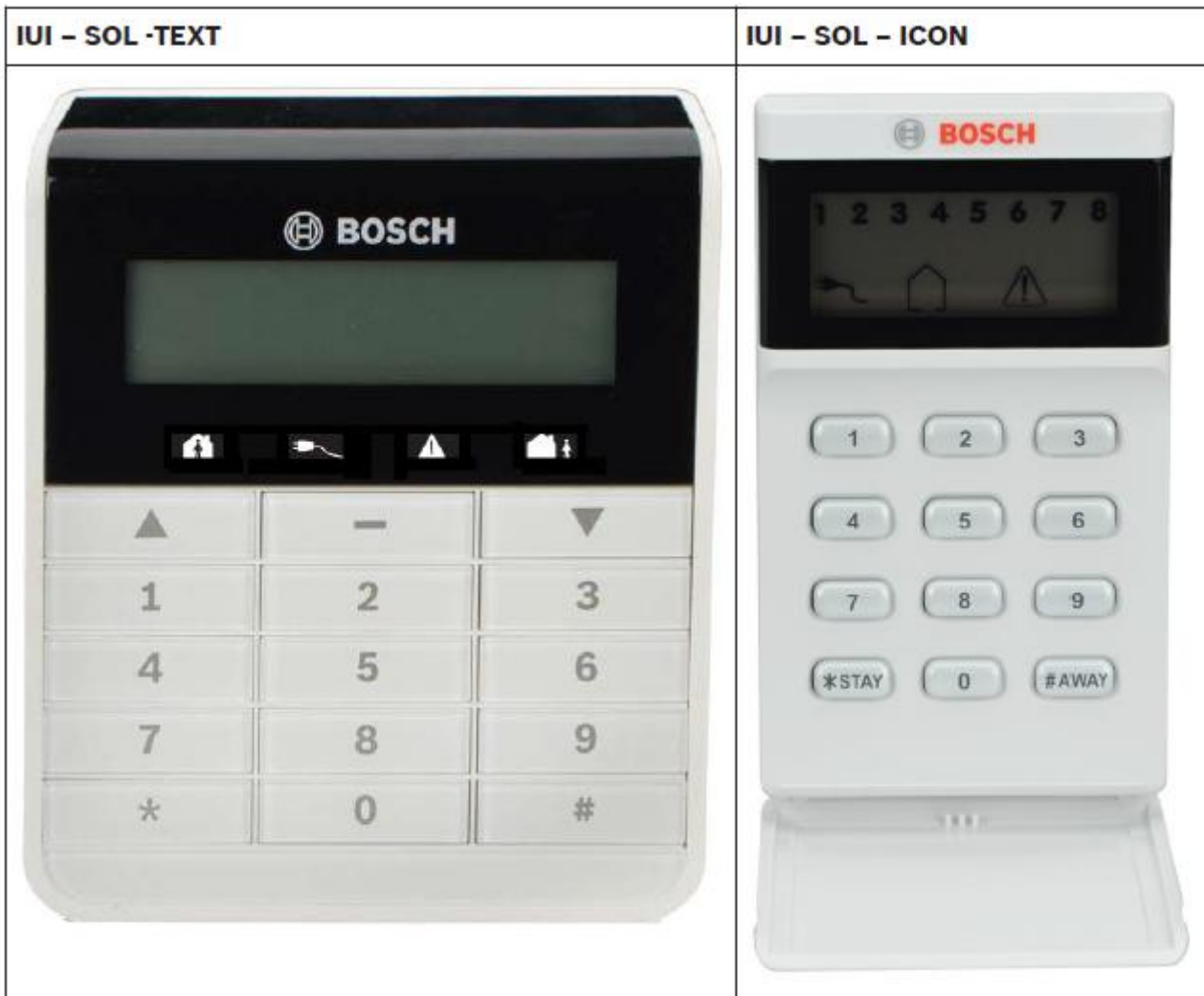
IF A MISTAKE IS MADE - PRESS # AND START THE PROCESS AGAIN

SETTING THE TIME AND DATE	4.3.2.1. - MASTER CODE THEN 6 THEN # ENTER THE DAY DAY (1-7) 1= SUNDAY ENTER THE MONTH MONTH 01= JAN, 12 = DECEMBER ENTER THE YEAR YEAR = 22 OR 23 IN 2023 ENTER HOUR HOUR - 01= 1AM (USE 24 HOUR CONFIGURATION) ENTER MINUTE MINUTE - RANGE IS- 01-60 EXAMPLE 25806# 01 (SUN)03(MARCH) 22(2022)01-(1AM)20(20 PAST)#
---------------------------	--

FAULT - SERVICE LIGHT ANALYSIS MOST COMMON FAULTS	HOLD DOWN THE (5) KEY UNTIL 2 BEEPS ARE HEARD & STAY -AWAY FLASH ZONE 1 LIGHT INDICATOR MEANS THERE IS A SYSTEM FAULT - PRESS 1 IF ZONE 1 LIGHT IS ON THEN SEE WHAT THE NEXT LIGHT TO LIGHT IS LIGHT 1= BATTERY FAIL 2. DATE AND TIME 7. POWER SUPPLY FAIL PRESS # TO EXIT FAULT ANALYSIS MODE
---	--


Codepad Introduction








Codepad



Quick Codepad Operation Instructions

Codepad Indicators

Codepad indicator icons	Status	Definition
<p>1 2 3</p> <p>ZONE 1 - 8 for ICP-SOL2-P ZONE 1 - 16 for ICP-SOL3-P</p>	On	Zone is unsealed.
	Off	Zone is sealed.
	Flashing Fast (0.25 sec on/0.25 sec off)	Zone is in alarm condition.
	Flashing Slow (1 sec on/1 sec off)	Zone is manually isolated or selected to be isolated.
 <p>AWAY</p>	On	System is armed in AWAY Mode.
	Off	System is not armed in AWAY Mode.
	Flashing twice a sec with STAY indicator	Setting STAY Mode 2 zones.

Codepad indicator icons	Status	Definition
 STAY	On	System is armed in STAY Mode 1 or STAY Mode 2.
	Off	System is not armed in STAY Mode 1 or STAY Mode 2.
	Flashing twice a sec	Zone isolating mode
	Flashing twice a sec with AWAY indicator	Setting STAY Mode 2 zones.
	Flashing once every 3 sec	Day alarm status – day alarm turned on.
	On	System is disarmed.
 MAINS	On	AC MAINS power normal.
	Flashing	AC MAINS supply has failed.
 FAULTS	On	There is a system fault that needs to be rectified.
	Off	The system is normal, there are no faults.
	Flashing	There is a system fault that needs to be acknowledged.
 Programming Mode	Flashing	These two indicators flash when you enter Installer's Programming Mode or use any Master Code function.
		The OFF indicator lights when the system is disarmed and flashes when a zone becomes unsealed when disarmed. The indicator stops flashing when all zones are sealed.
		The ON indicator lights when the system is armed and flashes when an alarm occurs. The indicator is reset after a valid User Code is entered.

Audible Indications

Below table defines the audible indicators given out by the codepad buzzer.

Audible Indicator	Definition
One short beep	A button/key was pressed on the codepad, or Exit Time ended when armed in STAY Mode 1 or STAY Mode 2.
Two short beeps	The system accepted your code.
Three short beeps	The requested function was executed.
One long beep	Indicates the last 10 seconds of Exit Time when armed in AWAY Mode, or the requested operation was denied or aborted. Indicates codepad panic/fire/medical alarm operation.
One beep every sec	Walk Test Mode is currently active.
One short beep every min	There is a system fault waiting to be acknowledged.
One beep every 4 sec.	During Auto Arming Pre-Alert Time, the warning before automatic arming takes place.
One beep every 2 sec.	During Exit Time when armed in AWAY Mode.

Table 3.1: Audible Indicators

Operation with ICON LCD Codepad

Arming the System

There are several ways to arm the system depending on whether you are:

- Leaving the premises and require all active zones to be in a ready state for an intruder.
- Remaining in the premises and only require part of the system to be in a ready state for and intruder.

If a zone is not sealed at the end of Exit Time, the zone is automatically isolated and constantly displayed on the remote codepad. The zone becomes an active part of the system when the zone is restored.

For example, if a window is left open after Exit Time expired, the window is not an active part of the system until the window is closed. Opening the window after Exit Time expired causes an alarm condition.

Below table defines the different methods for arming the system.

Mode	Arming Method
AWAY Mode	Arms the entire system. Refer to <i>Arming in AWAY Mode, page 15</i> .
STAY Mode 1	Arms all zones except those programmed to be automatically isolated by the installer. Refer to <i>Arming in STAY Mode 1, page 16</i> .
STAY Mode 2	Arms all zones except those programmed to be automatically isolated by the Master Code holder. Refer to <i>Arming in STAY Mode 2, page 16</i> .

Table 5.1: Arming Methods

Forced Arming

The feature of arming the system when a zone is not sealed is known as forced arming. If the system does not arm and a long beep is heard, forced arming is not permitted. If this is the case, you must ensure that all zones are sealed or manually isolated before you can arm the system.

Refer to *Isolating Zones, page 19*.

Arming in AWAY Mode

When you leave your premises and require all zones to be in a ready state to detect intrusion, arm the system in AWAY Mode.

There are two different methods for arming the system in AWAY Mode. Method one is standard and always operates. Method two is optional and can be disabled by your installer if you do not want to use single button arming.

Method One	Enter your user code followed by the [#] button (for example, [2580#]). Two beeps sound and the AWAY indicator displays. Exit Time starts counting.
Method Two	Hold down the [#] button until two beeps sound. The AWAY indicator displays and Exit Time starts counting.

Table 5.2: How to Arm the System in AWAY Mode

Arming in STAY Mode 1

STAY Mode 1 is only used when the perimeter and unused areas of the premises need to be armed to detect an intruder from entering the premises. At the same time, you can move freely within an area that is automatically isolated.

Only your security company can program zones automatically isolated in STAY Mode 1.

There are two different methods for arming the system in STAY Mode 1. Method one is standard and always operates. Method two is optional and may be disabled by your installer if you do not want to use single button arming.

Entry Guard Timer for STAY Mode 1

When arming the system in STAY Mode 1, an optional entry timer called Entry Guard Time for STAY Mode is available. Use this entry timer to delay the sirens if a zone is not automatically isolated and activated an alarm condition.

Entry Guard Time For STAY Mode is the delay time used for all zones except 24-hour zones when the system is armed in STAY Mode 1 or STAY Mode 2.

If the Entry Guard Time for STAY Mode is programmed and a zone was not automatically isolated is activated, the codepad beeps twice a sec until the entry timer expires or the system is disarmed. If the alarm condition is not reset by entering your user code followed by the [#] button (such as, [2580#]) before the entry time expires, the sirens activate into alarm. Only your installer can program this feature.

Method One	Enter your user code followed by the [*] button (for example, [2580*]). Two beeps sound and the STAY indicator displays. Exit Time starts counting. Any zones programmed to be automatically isolated in STAY Mode 1 flash until Exit Time expires. At the end of Exit Time, all zones selected to be automatically isolated turn off and the codepad gives one short beep.
Method Two	Hold down the [*] button until two beeps sound. The STAY indicator displays and Exit Time starts counting. Any zones programmed to be automatically isolated in STAY Mode 1 flash until Exit Time expires. At the end of Exit Time, the zone indicators turn off and the codepad gives one short beep.

Table 5.3: How to Arm the System in STAY Mode 1

Arming in STAY Mode 2

STAY Mode 2 is only used when the perimeter and unused areas of the premise need to be armed to detect an intruder from entering the premise. At the same time, allowing you to move freely within an area that is automatically isolated. Any Master Code or Installer Code user can program zones to be automatically isolated in STAY Mode 2.

Entry Guard Timer for STAY Mode 2

When arming the system in STAY Mode 2, an optional entry timer called Entry Guard Time for STAY Mode is available. Use this entry timer to delay the sirens if a zone is not automatically isolated and activated into alarm condition.

How to Arm the System in STAY Mode 2

Hold down the [0] button until two beeps sound. The STAY indicator displays and Exit Time starts counting.

Any zones programmed to be automatically isolated in STAY Mode 2 flash until Exit Time expires. At the end of Exit Time, all zones selected to be automatically isolated extinguish and the codepad emits one short beep.

Programming STAY Mode 2 Zones

Programming zones to be automatically isolated in STAY Mode 2 are only carried out if you have a Master Code or Installer Code.

How to Program STAY Mode 2 Zones

1. Enter your Master Code or Installer Code, followed by [4] and the [#] button (for example, followed [25804#]). Three beeps sound and the STAY indicator flashes.
2. Enter the zone number to be automatically isolated, followed by the [*] button (for example, [1*] = Zone 1, [2*] = Zone 2). The selected zone flashes. If you make a mistake, enter the same zone number followed by the [#] button to clear the incorrect zone. To select additional zones to be automatically isolated in STAY Mode 2, repeat *Step 2* as many times as required.
3. Press the [#] button to exit this mode when you finish selecting all zones to be automatically isolated in STAY Mode 2. Two beeps sound and the STAY and AWAY indicators turn off.

Disarming the System

When you enter the premises after the system is armed in AWAY mode, or if you armed the system in STAY Mode 1 or STAY Mode 2, you must disarm the system to disable detection devices that activate an alarm.

If there was an alarm condition prior to disarming the system, a flashing zone indicator displays, indicating a previous alarm on that zone.

How to Disarm the System

Enter your user code followed by the [#] button (for example, [2580#]). Two beeps sound.

User Codes

Adding User/Radio Codes

Only the Master Code holder can add or change other system user codes, including the Master Code. Up to 32 user codes / radio user codes can be programmed to operate the system.

How to Add a User Code

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]). Three beeps are heard and the STAY and AWAY indicators flash.
2. Enter the User Code number (1 to 32), followed by the [#] button (for example, [2#] = User 2, [8#] = User 8). Two beeps are heard and the selected user number displays on the codepad indicators.
3. Enter the digits required for the new code followed by the [#] button (for example, for User Code 5768, enter [5768#]). Two beeps are heard and the STAY and AWAY indicators turn off.

To add or change other User Codes, repeat this procedure as many times as required.

How to Add a WE800EV2 Keyfob

Set RF receiver as WE800EV2 Receiver.

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]).
2. Enter the WE800EV2 keyfob number (301 to 321) you want to add, followed by the [#] button. Only current keyfob number (1 to 16) displays on the ICON codepad.
3. Only use auto-learn mode to configure keyfob RFID. Press [#] button to switch into auto-learn mode. When icon numbers (1 to 16) flash, press button 1 or 2 of the keyfob. The panel learns the WE800EV2 Keyfob ID number and the last digit of RFID number displays on the codepad. Press [#] button to confirm.
4. Enter [#] button to confirm the operation, or press [*] to cancel.

How to Add a RADION Keyfob

Set RF receiver as RADION Receiver.

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]).
2. Enter the RADION keyfob number (301 to 332) you want to add, followed by the [#] button. Only current keyfob number (1 to 16) displays on the ICON codepad.
3. Use manual mode or auto-learn mode to configure RADION keyfob RFID.
 - In manual mode, enter the 9-digit RF device ID number, followed by the [#] button.
 - Or press [#] button to switch into auto-learn mode. When icon numbers (1 to 16) flash, press button 1 or 2 of the keyfob. The panel learns the RADION Keyfob ID number and the last digit of RFID number displays on the codepad. Press [#] button to confirm.
4. Enter [#] button to confirm the operation, or press [*] to cancel.

Deleting User/Radio Codes

Only the Master Code holder can delete other system user codes.

How to Delete a User Code

1. Enter your Master Code, followed by [1] and the [#] button (for example, [25801#]). Three beeps sound and the STAY and AWAY indicators flash.
2. Enter the user code number (1 to 32), followed by the [#] button (for example, [2#] = User 2, [16#] = User 16). Two beeps sound and the selected user number displays on the keypad indicators.
3. Press the [*] button to delete the selected User Code. Two beeps are heard and the STAY and AWAY indicators turn off.

To delete other User Codes, repeat this procedure as many times as required.

How to Delete a WE800EV2 Keyfob

1. Enter your Master Code, followed by [1] and the [#] button.
2. Enter the WE800EV2 keyfob number (301 to 321) you want to delete, followed by the [#] button.
3. Press the [*] button to delete the WE800EV2 Keyfob.

How to Delete a RADION Keyfob

1. Enter your Master Code, followed by [1] and the [#] button.
2. Enter the RADION keyfob number (301 to 332) you want to delete, followed by the [#] button.
3. Press the [*] button to delete the RADION Keyfob.

Isolating Zones

Use isolating zones to manually disable one or more zones before arming the system. Once a zone is isolated, you can access that zone during the armed state without activating an alarm. For example, you need to isolate a zone because before arming the system a PIR detector may be false alarming, or you need to leave a pet inside a particular zone while away. Isolating zones is performed by one of two methods. Method two is optional and only allows those user codes programmed by your installer to have access to isolate zones.

Standard Isolating

Standard isolating allows all operators to isolate zones without knowing a valid user code.

How to Isolate a Zone

1. Press the [*] button twice to enter the Isolating Mode. Three beeps are heard and the STAY indicator flashes.
2. Enter the zone number (1 to 8), followed by the[*] button (for example, [1*] = Zone 1, [2*] = Zone 2). Each zone to be isolated has a corresponding zone indicator that flashes. If you selected an incorrect zone to be isolated, enter the incorrect zone number again followed by the [*] button. Repeat *Step 2* if more than one zone is to be isolated until all zones to be isolated are selected.
3. Press the [#] button after all selected zones are isolated. Two beeps are heard and the system returns to the disarmed state.

Code to Isolate

This method restricts only those User Codes with the Code to Isolate priority level to isolate zones.

If any User Code has this priority level, the method of standard isolating does not function.

How to Isolate a Zone

1. Press the [*] button followed by your User Code and the [*] button again to enter the Isolating Mode (for example, [*2580*]). Three beeps sound and the STAY indicator flashes.
2. Enter the zone number (1 to 8), followed by the [*] button (for example, [1*] = Zone 1, [2*]= Zone 2). Each zone to be isolated has a corresponding zone indicator that flashes. If you selected an incorrect zone to be isolated, enter the incorrect zone number again followed by the[*] button. Repeat *Step 2* if more than one zone is to be isolated until all zones to be isolated are selected.
3. Press the [#] button after all selected zones are isolated. Two beeps sound and the system returns to the disarmed state.

Fault Analysis Mode

If a fault occurs, the FAULT or MAINS indicators flash and the codepad beeps once every min. If the AC MAINS supply fails, the MAINS indicator flashes until the AC MAINS supply is restored. Pressing the [#] button once acknowledges the fault and stops the codepad from beeping once every min.

How to Determine the Type of System Fault

To determine which system fault occurred, enter Fault Analysis Mode by following the steps below:

1. Hold down the [5] key until two beeps sound. The FAULT indicator remains steady and the STAY and AWAY indicators flash in unison. A zone indicator displays the type of fault that occurred (for example, Zone 1 = System Fault). Refer to *Fault Indicators, page 20* for the list of possible system faults.
2. To further determine the type of fault condition, press and hold down the key that corresponds to the zone indicator displayed. For example, if Zone 1 displayed System Fault, press and hold the [1] key to display which system fault occurred.
3. To exit Fault Analysis Mode and return to the disarmed state, press the [#] key. The FAULT indicator continues to display and the codepad stops sounding once a min.

Fault Indicators

Zone Indicator	Fault Description	Hold Down Button	Zone Indicator	Fault Condition
1	System Fault	1	1 2 3 4 5 7 8 9 to 16	Battery Fail Date and Time RF Receiver Fail Output 1 to 3 Fail Telephone Line Fail Power Supply Fail Tamper RF Repeater 1 to 8 Fail
2	RF Low Battery	2	1 to 16	Zones 1 to 16 RF Low Battery
3	Zone Tamper Alarm	3	1 to 16	Zones 1 to 16 Tamper Alarm
4	Sensor Watch Fault	4	1 to 16	Zones 1 to 16 Sensor Watch Fail
5	RF Sensor Watch	5	1 to 16	Zones 1 to 16 RF Sensor Watch Fail
6	Communication Fail	6	1 2 3 4	Receiver 1 Fail Receiver 2 Fail IP Module 1 Fail IP Module 2 Fail
7	Output and Codepad Fail	7	2 3 to 6	Output Expander Fail Codepad Fail
8	Keyfob Low Battery	8	1 to 16	Keyfob 1 to 16 Low Battery

Table 5.4: Fault Indicators

Fault Descriptions

1 System Fault

A system fault only displays when any of the following faults occur. After entering Fault Analysis Mode, press and hold the [1] key to determine which of the following faults occurred.

Low Battery Fault – A low battery fault registers when the system detects a low capacity back-up battery. The system automatically performs a battery test every four hours and every time you arm the system.

Date and Time – The date and time fault registers every time the system is powered down. Refer to *Date and Time*, page 22 to program the date and time.

RF Receiver Fail – The RF receiver fault registers once the system detects that the wireless receiver unit is disconnected, tampered or jammed.

Output 1 to 3 Fail – This fault registers when the system detects any output is disconnected. This fault clears once any output is reconnected. Your installer must program the system for this feature to operate.

Telephone Line Fail – A telephone line fault registers when the system detects that the telephone line is disconnected from the control panel. Your installer must program the system for this feature to operate.

Power Supply Fail – This fault occurs when AUX power supplies fails, +12V power fails, or SDI2 Bus power fails. Contact your installer as soon as this fault displays.

Tamper – This fault occurs when the system detects the control panel is tampered.

RF Repeater Fail – The RF repeater 1 to 8 fault registers once the system detects that the wireless repeater is disconnected, tampered or jammed.

2 RF Low Battery

This fault occurs when any of the RF wireless devices report a low battery condition to the control panel. While in Fault Analysis Mode, press and hold the [2] key until two beeps sound. This displays the zone reporting the RF Low Battery fault.

3 Zone Tamper Fail

This fault occurs when any zone with tamper becomes an open circuit. Press and hold the [3] key until two beeps sound. This displays the zone reporting the tamper fail fault.

4 Sensor Watch Fault

A sensor watch fault registers because one or more detection devices failed to detect any movement during the disarmed state for the time period programmed by your installer. The fault clears once the zone in question detects movement and resets. Press and hold the [4] key until two beeps sound. This displays the zone reporting the sensor watch fault.

5 RF Sensor Watch

An RF sensor watch fault registers because one or more RF detection devices fails to communicate to the RF radio receiver for the time period programmed by your installer. The fault clears once the RF device in question successfully transmits to the RF radio receiver. Press and hold the [5] key until two beeps sound. This displays the RF detection device reporting the RF sensor watch fault.

6 Communication Fail

A communication fail registers when the control panel fails to communicate with the receiving party (such as a monitoring company, mobile phone). The communication fault clears once the control panel successfully reports to the receiving party.

A communication fail also registers when network module is disconnected or tampered.

To determine which receiver or module failed to communicate, press and hold the [6] key.

7 Output and Codepad Fail

The output fault registers when the output expander B308 is disconnected or tampered.

The codepad fault registers when any codepad is tampered or disconnected from the control panel.

To determine which fault occurred, press and hold the [7] key.

8 Keyfob Low Battery

This fault occurs when any of the RF keyfobs report a low battery condition to the control panel. To determine which keyfob failed, press and hold the [8] key. Only keyfob 1 to 16 faults display on the codepad through zone indicator 1 to 16.

Date and Time

Programming the date and time is only required when you need functions such as automatic test reports, automatic arming, and history events to operate correctly.

How to Program the Date and Time

1. Enter your Master Code, followed by [6] and the [#] key (for example, [25806#]). Three beeps sound, and the STAY and AWAY indicators flash.
2. Enter the day, month, year, hour, and minute(DD, MM, YY, HH, MM format) (for example, DD = day of the month, MM = month of the year, YY = current year, HH = hour of the day, MM = minute of the day). To program the hour of the day, use the 24:00 hour format.
3. Press the [#] button to exit and return to the disarmed state. Two beeps sound, and the STAY and AWAY indicators turn off. If a long beep sounds, an error was made when entering the date and time.

Event Memory

Use this function to replay the last 256 events that the system recorded. The event memory history replays all system faults, all alarms and the arming/disarming of the system in AWAY Mode, STAY Mode 1, and STAY Mode 2.

How to Enter Event Memory

Enter your Master Code, followed by [8] and the [#] button (for example, [25808#]). Three beeps sound. The last 256 events display one at a time by the codepad indicators, starting with the most recent event. A beep sounds as each event displays.