



D8

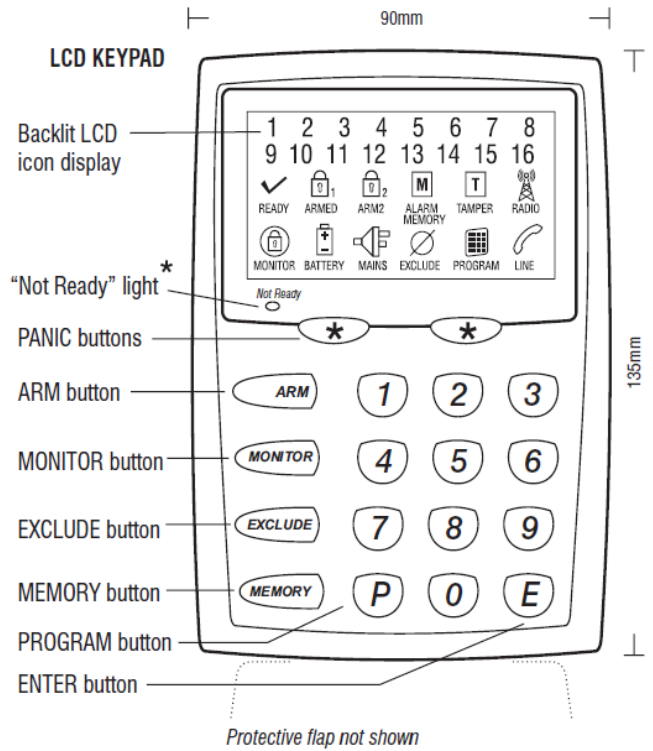
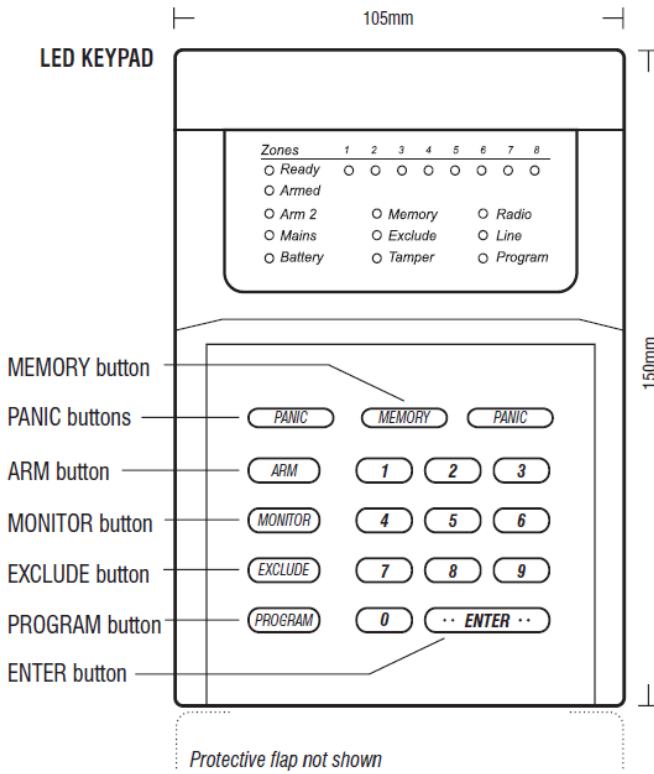
NESS D8 ALARM CONTROL PANEL & DIALLER

# **USING YOUR NESS D8 ALARM**

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USER'S MANUAL

# KEYPAD



\* The "Not Ready" light is on when the panel is not ready to Arm. I.e., a zone is unsealed, there may still be movement in the premises or a door or window left open

## KEYPAD BEEPER SOUNDS

LED keypad and LCD keypad

Each key press	♪ 1 beep
Valid command	♪♪♪ 3 beeps
Error	♪ 1 long beep
Mains Power is off or Panel Battery is low	♪ 10 beeps

Keypad beeper sounds for LED or LCD keypad.

# KEYPAD INDICATORS

## KEYPAD LIGHTS IN NORMAL OPERATING MODE

LED KEYPAD	LCD KEYPAD	● OFF	○ ON	☀ FLASHING
ZONES 1~8		Zone is sealed	Zone is unsealed	Zone alarm
○ READY	✓ READY	Zone is unsealed, or Power fault or System is Armed, or phone line fault	Ready to Arm	
○ ARMED	🔒 <sub>1</sub> ARMED	Disarmed	Armed (AREA 1)	Monitor Mode (LED Keypad only)
○ ARM2	🔒 <sub>2</sub> ARM2	Disarmed	Armed (AREA 2)	
	🔒 MONITOR	Disarmed	Monitor Mode	
○ MAINS	🔊 MAINS	Normal		Mains Power is off
○ BATTERY	🔋 BATTERY	Normal		The panel's backup battery is low
○ MEMORY	M ALARM MEMORY	Normal	Memory Mode selected	New alarms in memory
○ EXCLUDE	🚫 EXCLUDE	Normal		Zones are excluded
○ TAMPER	T TAMPER	Normal		Tamper alarm
○ RADIO	📡 RADIO	Normal	Receiving radio signal	Indicates that a Radio Key or other radio device has a low battery
○ LINE	📞 LINE	Normal	Dialler is on line	Phone line fault or failure to communicate
○ PROGRAM	📠 PROGRAM	Normal	User Program Mode	Installer Program Mode
	<i>Not Ready</i> ○	Ready to Arm	Not ready to Arm	

### MEMORY MODE - EVENTS INDICATED BY KEYPAD LIGHTS:

LIGHT	MEMORY EVENT
Zone lights 1–8	Zone alarm
(no lights)	Panel Disarmed
ARMED	Panel Armed (or Area 1 Armed)
ARM2	Area 2 Armed
MAINS	Mains power failure
BATTERY	Low Battery
TAMPER	Tamper alarm (Siren cover, panel etc)
EXCLUDE	Panic alarm
LINE	Telephone line fail
RADIO, EXCLUDE	Radio Key Panic alarm
RADIO, BATTERY, ZONE	Radio Device battery low, (Device number is indicated by light 1–8)
RADIO, BATTERY, ARM	Radio Key battery low, (Radio Key number is NOT indicated)
RADIO, TAMPER, ZONE	Radio Device tamper alarm, (Device number indicated by light 1–8)
(LCD Keypad) RADIO, MONITOR, ZONE	Radio Supervision fail (Device number is indicated by light 1–8)
(LED Keypad) RADIO, ZONE	Radio Supervision fail (Device number is indicated by light 1–8)

## ARMING



### LED KEYPAD

- 1 The *Ready* light should be on.
- 2 Press... **ARM** **.. ENTER ..**
  
- or... **ARM** [User Code] **.. ENTER ..**
- 3 The ● **Armed** light will turn on.
  - Leave the premises within the Exit Delay Time.
  - 3 beeps will sound at the end of Exit Delay Time.



### LCD KEYPAD

- 1 The *Not Ready* light should be off.
- 2 Press... **ARM** **E**
  
- or... **ARM** [User Code] **E**
- 3 The **ARMED** icon will turn on.
  - Leave the premises within the Exit Delay Time.
  - 3 beeps will sound at the end of Exit Delay Time.

The control panel must be Armed prior to vacating the premises in order to detect intruders. The panel must be disarmed and not in Program, Monitor, Memory or Exclude modes.

Note: If the panel is already in alarm, you must first silence the alarm before you can Arm.

If something is wrong when Arming the control panel, the normal 3 beeps will be replaced by other warnings.

10 beeps means Mains Power is turned off or the Backup Battery is low.

One long beep indicates an invalid entry or an alarm is outstanding and needs to be reset by entering your User Code first.

At the end of the exit time, all zones should be **Sealed**. If any are **Unsealed**, the siren will sound for 2 seconds as a warning to indicate that those zones have been automatically excluded. For maximum security, you should return, Disarm, check the premises and then Arm again. Continual warnings could mean that a detector is faulty and may have to be manually excluded.

If the auto-exclude option is disabled, the siren will sound for the duration of reset time if a zone is Unsealed at the end of exit time.

## DISARMING



### LED KEYPAD

- 1 Enter the premises through a delay zone
- 2 Press... [User Code] **.. ENTER ..**
- 3 The ● **Armed** light will turn off



### LCD KEYPAD

- 1 Enter the premises through a delay zone
- 2 Press... [User Code] **E**
- 3 The **ARMED** icon will turn off

When you enter the protected premises through a delay zone, the keypad responds with regular beeps\* as a reminder to Disarm. You then have your programmed entry delay time to Disarm the panel by entering one of your user codes. If the panel is not Disarmed by the end of the entry delay time, an alarm will occur.

By using the optional radio keys you may Disarm your system from within your premises or from outside your entrance door. There is also the option to 'Chirp' the outside siren three times and to flash the strobe light for two seconds as an indication that you have Disarmed your system.

## RESETTING ALARMS

Your panel can be reset and the alarm silenced by the same key sequence as Disarming the panel.

If you arrive at your premises and find the strobe light flashing\* (if installed), reset the panel as above. To check the cause of the alarm, you can view the alarms in memory by entering Memory Mode.

\* In the event of an alarm, the strobe light continues to flash until the panel is reset by the keypad or radio key, otherwise it will time out after 72 hours.

If you make a mistake in entering your code, then you must press enter and start again. Five incorrect entries will cause an alarm.

Note that user codes can optionally be programmed to be *Arm Only* codes. By definition, an *Arm Only* code can Arm the system but it cannot Disarm. (See page 23 for User Codes programming).

\* If Entry Beeps are programmed on.

## ALARMS, DEFINITION

Alarms may be caused by:



- A zone has been triggered while Armed
- A Tamper has been triggered
- A PANIC button has been triggered

All of these may cause your sirens and strobe to operate. Various visual indications relevant to the alarm will be retained in the memory. If this occurs, Disarming your control panel will reset the alarm. The cause of the alarm can be identified by entering the Alarm Memory Mode as described on page 15.

## MONITOR MODE






### LED KEYPAD

- 1 Press... **MONITOR** **.. ENTER ..** 
- or... **MONITOR** [User Code] **.. ENTER ..** 
- 2 The **Armed** light will flash continuously
  - *Only the zones which have been programmed by your installer as Monitor zones will be Armed*





### LCD KEYPAD

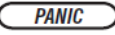
- 1 Press... **MONITOR** **E** 
- or... **MONITOR** [User Code] **E** 
- 2 The  **MONITOR** icon will turn on
  - *Only the zones which have been programmed by your installer as Monitor zones will be Armed*

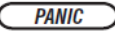

## KEYPAD PANIC



### LED KEYPAD

Press...   Both keys together


or...  [User Code] 

or...    
(If Keypad Panic Shortcut has been enabled by your installer)



### LCD KEYPAD

Press...   Both keys together

or...  [User Code] 

or...    
(If Keypad Panic Shortcut has been enabled by your installer)

The keypad PANIC function may have been programmed to be either **AUDIBLE** - activates siren or buzzers, or **SILENT** - If your system is monitored by a Central Station, sends a PANIC report by dialler. (If PANIC reports have been enabled by your installer).

PANIC cannot be used while the panel is in



Program, Memory or Exclude mode.

Note: Your installer may have installed a separate PANIC button. To activate the panic alarm simply press that button.

## KEYPAD DURESS ALARM





### LED KEYPAD

Press...  [User Code] 

Disarms and sends a Duress Alarm report by dialler.\*



### LCD KEYPAD

Press...  [User Code] 

Disarms and sends a Duress Alarm report by dialler.\*

The DURESS alarm can be used to send a silent alarm to the Central Station that you are being forced to Disarm the panel against your will. That is; you are disarming under "duress."

To Disarm and send a DURESS alarm, prefix your User Code with one of the digits 5, 6, 8 or 9 when Disarming.

**\* DURESS IS NORMALLY NOT ENABLED. TO ENABLE THE DURESS FUNCTION, CONSULT YOUR INSTALLER**

**\* DURESS ALARMS CAN ONLY BE USED BY SYSTEMS WHICH ARE MONITORED BY A CENTRAL STATION.**

**\* THE DURESS ALARM CAN BE PROGRAMMED TO SOUND THE INTERNAL SIREN (RESET OUTPUT). THIS OPTION IS OFF BY DEFAULT.**



## EXCLUDING ZONES



### LED KEYPAD

- 1 Press... **EXCLUDE** **ENTER**
  
- or... **EXCLUDE** [User Code] **ENTER**
  
- 2 The ● **Exclude** light will turn on
  
- 3 Enter the zone number of the zone/s to be Excluded  
 [Zone No.] **ENTER** [Zone No.] **ENTER**   
*The zone light of each Excluded zone will turn on*
  
- 4 Press... **ENTER** to exit Exclude mode
  
- 5 The ● **Exclude** light will flash continuously

If a detector becomes faulty and cannot be Sealed when arming the panel, then its zone may be Excluded so that it does not generate alarms.

When zones have been Excluded, the EXCLUDE light flashes continuously while the panel is Disarmed and also when Armed.

Zones can be excluded while the panel is either Disarmed or Armed. See notes below.

Zone Exclude IS **not permanent**. Excluded



### LCD KEYPAD

- 1 Press... **EXCLUDE** **E**
  
- or... **EXCLUDE** [User Code] **E**
  
- 2 The **EXCLUDE** icon will turn on
  
- 3 Enter the zone number of the zone/s to be Excluded  
 [Zone No.] **E** [Zone No.] **E**   
*The zone light of each Excluded zone will turn on*
  
- 4 Press... **E** to exit Exclude mode
  
- 5 The **EXCLUDE** icon will flash continuously  
 zones are automatically INCLUDED next time the panel is Disarmed.

Zones can be manually included by the same method as Excluding. Simply use the **[ZONE NUMBER] E** sequence to turn OFF the zone lights to be Included.

## VIEWING EVENT MEMORY



### LED KEYPAD

- 1 Press... **MEMORY** **ENTER**
  
- or... **MEMORY** [User Code] **ENTER**
  
- 2 The ● **Memory** light will turn on.
  
- 3 Press... **MEMORY**  
*The most recent event will be displayed.*  
 Press... **MEMORY**  
*The next most recent event will be displayed.*  
 Press... **MEMORY**  
*...and so on (up to 30 events).*
  
- 4 Press... **ENTER** to exit Memory mode.



### LCD KEYPAD

- 1 Press... **MEMORY** **E**
  
- or... **MEMORY** [User Code] **E**
  
- 2 The **M** **MEMORY** icon will turn on.
  
- 3 Press... **MEMORY**  
*The most recent event will be displayed.*  
 Press... **MEMORY**  
*The next most recent event will be displayed.*  
 Press... **MEMORY**  
*...and so on (up to 30 events).*
  
- 4 Press... **E** to exit Memory mode.

The D8 Control Panel stores a comprehensive event memory, including Arming, Disarming, Low Battery, Mains Fail and Alarm events.

The memory is constantly upgraded and the last 30 events are always available for viewing.

This memory display can only be selected while the panel is in the Disarmed state.

**TO CLEAR THE MEMORY LIGHT**

The MEMORY light flashes continuously when an alarm has occurred as a reminder to view the alarm memory. The MEMORY light stops flashing after the memory is viewed as shown above.

**The MEMORY light is automatically cleared next time the panel is Armed.**

**MEMORY MODE - EVENTS INDICATED BY KEYPAD LIGHTS:**

<b>LIGHT</b>	<b>MEMORY EVENT</b>
Zone lights 1–8 .....	Zone alarm
(no lights) .....	Panel Disarmed
ARMED .....	Panel Armed (or Area 1 Armed)
ARM2 .....	Area 2 Armed
MAINS .....	Mains power failure
BATTERY .....	Low Battery
TAMPER .....	Tamper alarm (Siren cover, panel etc)
EXCLUDE .....	Panic alarm
LINE .....	Telephone line fail
RADIO, EXCLUDE .....	Radio Key Panic alarm
RADIO, BATTERY, ZONE .....	Radio Device battery low, (Device number is indicated by light 1–8)
RADIO, BATTERY, ARM .....	Radio Key battery low, (Radio Key number is NOT indicated)
RADIO, TAMPER, ZONE .....	Radio Device tamper alarm, (Device number indicated by light 1–8)
(LCD Keypad) RADIO, MONITOR, ZONE .....	Radio Supervision fail (Device number is indicated by light 1–8)
(LED Keypad) RADIO, ZONE .....	Radio Supervision fail (Device number is indicated by light 1–8)

**RADIO KEY OPERATION**



100-664  
Ness RK3  
Radio Key



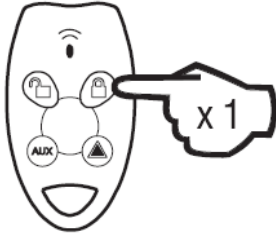
100-067  
Ness RK4  
Radio Key

**NESS RADIO KEYS**

The optional Ness Radio Keys allows you to Arm, Disarm and activate PANIC. Radio Keys can also Arm Monitor Mode\*. The RK4 Radio Key can also be programmed to activate an auxiliary output on the control panel.\*

\* If these extra options have been enabled by your installer)

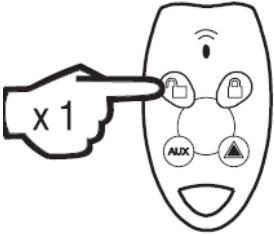




### ARMING

Press the ON button.

- The keypad will give 3 beeps.
- The outside siren will give 1 'chirp'. (If enabled by your installer).
- The strobe light will flash briefly. (If Monitor Arming by Radio Key is enabled, the chirp and flash will be delayed for 5 seconds).

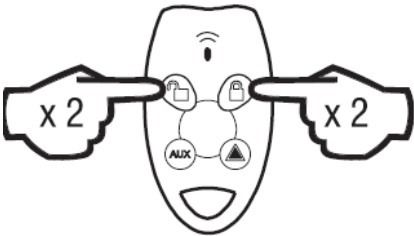


### DISARMING

Press the OFF button.

- The keypad will give 3 beeps.
- The outside siren will give 3 'chirps'. (If enabled by your installer).
- The strobe light will flash briefly.

... Or ...

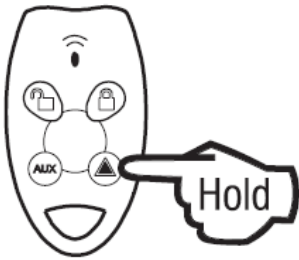


### ARMING MONITOR MODE (If enabled by your installer).

Press the OFF button twice within 4 seconds

...or... press the ON button twice within 5 seconds.

- The keypad will give 9 beeps.
- The outside siren will NOT 'chirp'.
- The strobe light will flash briefly.



### PANIC

Press and hold the PANIC button for at least 4 seconds.

- The siren and strobe will activate, (If enabled by your installer).
- The dialler will report a Panic alarm, (If enabled by your installer and if your system is monitored by a central station).

Press the OFF button to reset a Panic alarm.

# PROGRAMMING

Various system options can be programmed by the user. These options can only be accessed from Program Mode.

**User Codes** may need to be re-programmed if a person has forgotten their code, to give a new user access to the system or to give someone temporary access.

**User Codes 2-15** can be set as **Arm Only Codes**. These codes can Arm but cannot Disarm the panel. (Useful for assigning to cleaners, tradesmen etc.)

You may need to change the **Entry and Exit timers** if you find the delays are too long or short.

If Audible Monitoring is programmed by your installer, the **'Follow Me' Telephone Number** is the telephone number the dialler will call in the event of an alarm.

If your Ness D8 panel is monitored by a Central Station, the Follow Me number is ignored.

For all other programming changes, talk to your installer.

**The panel will automatically exit Program Mode** if no buttons are pressed within a 4 minute period.

## To enter PROGRAM MODE



**PROGRAM** [Master Code] **.. ENTER ..**



**P** [Master Code] **E**

## To exit PROGRAM MODE



**PROGRAM** **.. ENTER ..**



**P** **E**

## PROGRAMMING USER CODES



### LED KEYPAD

- 1 Press... **PROGRAM** [Master Code] **.. ENTER ..**

*Enters Program Mode. The PROGRAM light will be on.*
- 2 Press... **PROGRAM** [Option No.]\* **.. ENTER ..**

*The two digit option number for the code to be programmed.  
The existing code (if any) will be displayed.*
- 3 Press... [NEW CODE] **.. ENTER ..**   
[NEW CODE] **.. ENTER ..**

*Enter the new code twice. The new code will be displayed.*
- 4 Press... **PROGRAM** **.. ENTER ..**

*To exit Program Mode*



### LCD KEYPAD

- 1 Press... **P** [Master Code] **E**

*Enters Program Mode. The PROGRAM light will be on.*
- 2 Press... **P** [Option No.]\* **E**

*The two digit option number for the code to be programmed.  
The existing code (if any) will be displayed.*
- 3 Press... [NEW CODE] **E** [NEW CODE] **E**

*Enter the new code twice. The new code will be displayed.*
- 4 Press... **P** **E**

*To exit Program Mode*

## DELETING USER CODES

At Step 3, enter MEMORY E, instead of a new code.





- 3 Press... **MEMORY** **.. ENTER ..**   
*The existing code has now been erased.*

- 3 Press... **MEMORY** **E**   
*The existing code has now been erased.*

## PROGRAMMING TIMERS







### LED KEYPAD

- 1 Press... **PROGRAM** [Master Code] **.. ENTER ..**   
*Enters Program Mode. The PROGRAM light will be on.*
- 2 Press... **PROGRAM** [Option No.]\* **.. ENTER ..**   
*The existing time will be displayed.*
- 3 Press... [NEW TIME] **.. ENTER ..**   
*The new time will be displayed.*
- 4 Press... **PROGRAM** **.. ENTER ..**   
*To exit Program Mode*



### LCD KEYPAD

- 1 Press... **P** [Master Code] **E**   
*Enters Program Mode. The PROGRAM light will be on.*
- 2 Press... **P** [Option No.]\* **E**   
*The existing time will be displayed.*
- 3 Press... [NEW TIME] **E**   
*The new time will be displayed.*
- 4 Press... **P** **E**   
*To exit Program Mode*

**EXAMPLES** *The panel must be in program mode. (Program light ON).*







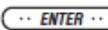











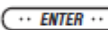




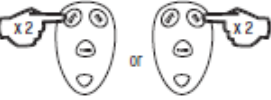



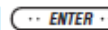

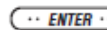







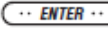







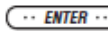










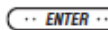
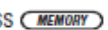
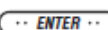






- To program the Entry Delay Time to be 15 seconds: P26E 15 E
- To program the Exit Delay Time to be 40 seconds: P28E 40 E

\* For a list of programming option numbers, see the Programming Options Table on page 22.

## TROUBLESHOOTING

SYMPTOM	POSSIBLE CAUSE	REMEDY
Zone light on or long beeps when Arming	One or more Zone Detection Devices (e.g., PIR, Reed Switch) may be Unsealed	Close door or window, find the cause of movement
10 beeps from keypad MAINS light flashing BATTERY light flashing	The mains power may be off, ...or the panel's backup battery may be low, ...or a Radio Device battery may be low.	Make sure the plug pack is plugged in and the power point is turned on. Call your installer.
1 long beep from keypad	Invalid keypad entry	Press E button and try again
2 second siren at the end of Exit Delay time	A zone was Unsealed at the end of Exit Delay time	Disarm the panel and check all zones
Strobe light is flashing	There has been an alarm	Reset the alarm by Disarming the panel and check the Alarm Memory
Siren sounds while the panel is Disarmed	A 24 hour zone has been triggered. E.g, Siren Tamper, Box Tamper, Panic Button.	Reset the alarm by Disarming the panel and call your installer.
EXCLUDE light is flashing	A zone/s has been Excluded	
TAMPER light flashing	The 24 hour Tamper input has triggered	Call your installer
ALARM MEMORY light is flashing	There are alarms in memory	To clear the ALARM MEMORY light, view the Alarm memory otherwise the light will clear next time you Arm the panel.
Cannot enter Program Mode	The panel is Armed. Only the Master Code can enter Program Mode.	Disarm the panel before attempting to enter Program Mode. Try again using the Master Code.

# OPERATION SUMMARY

OPERATION	 <b>LED KEYPAD</b>	 <b>LCD KEYPAD</b>	 <b>RADIO KEY</b>
<b>ARM</b> The panel must be in a Disarmed state first.*	  (Arming Shortcut must be ON, P62E 5E) or...  [User Code] 	  (Arming Shortcut must be ON, P62E 5E) or...  [User Code] 	
<b>DISARM</b> To Disarm and/or reset alarms.	[User Code] 	[User Code] 	
<b>MONITOR MODE</b> The panel must be in a Disarmed state first.	  (Monitor Shortcut must be ON, P62E 3E) or...  [User Code] 	  (Monitor Shortcut must be ON, P62E 3E) or...  [User Code] 	 Press OFF button twice within 4 seconds or ON button twice within 4 seconds <b>P69E 5E must be ON</b>
<b>PANIC</b>	  Both keys together or...  [User Code]  or...   (Keypad Panic Shortcut must be ON, P62E 4E)	  Both keys together or...  [User Code]  or...   (Keypad Panic Shortcut must be ON, P62E 4E)	 Press and hold for 4 seconds (P68E 3E & 4E must be OFF)
<b>KEYPAD DUESS</b> Keypad Duress is factory defaulted for silent reporting	[5, 6, 8 or 9] [User Code] 	[5, 6, 8 or 9] [User Code] 	
<b>EXCLUDING ZONES</b> EXCLUDE + ENTER can only be used when the panel is disarmed. EXCLUDE + CODE + ENTER can be used when the panel is armed or disarmed.	  (Exclude Shortcut must be ON, P62E 2E) or...  [User Code]  [Zone No.]  Enter the zone numbers to be Excluded [Zone No.]  Enter the zone numbers to be Excluded  To exit Exclude mode	  (Exclude Shortcut must be ON, P62E 2E) or...  [User Code]  [Zone No.]  Enter the zone numbers to be Excluded [Zone No.]  Enter the zone numbers to be Excluded  To exit Exclude mode	
<b>VIEW MEMORY</b> View Memory can only be used when the panel is disarmed.	  (Memory Shortcut must be ON, P62E 1E) or...  [User Code]  Press  repeatedly to display the last 30 events  To exit Memory mode	  (Memory Shortcut must be ON, P62E 1E) or...  [User Code]  Press  repeatedly to display the last 30 events  To exit Memory mode	