



NAVIGATOR

Touch Screen Keypad

USER'S MANUAL

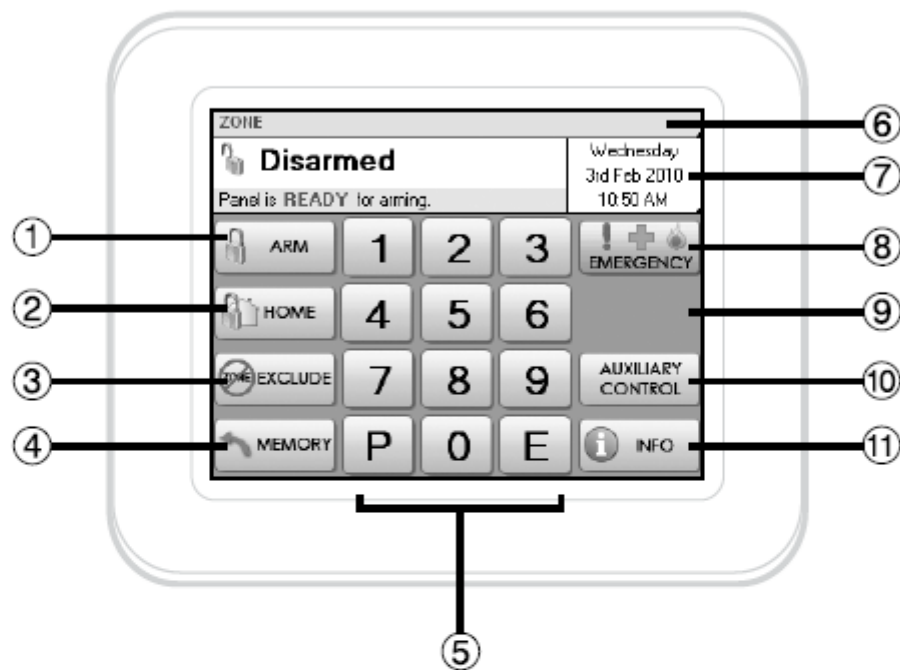


D8x/D16x Navigator Alarm Control Panels V7
Operation and User Programming Manual



The Disarmed Screen

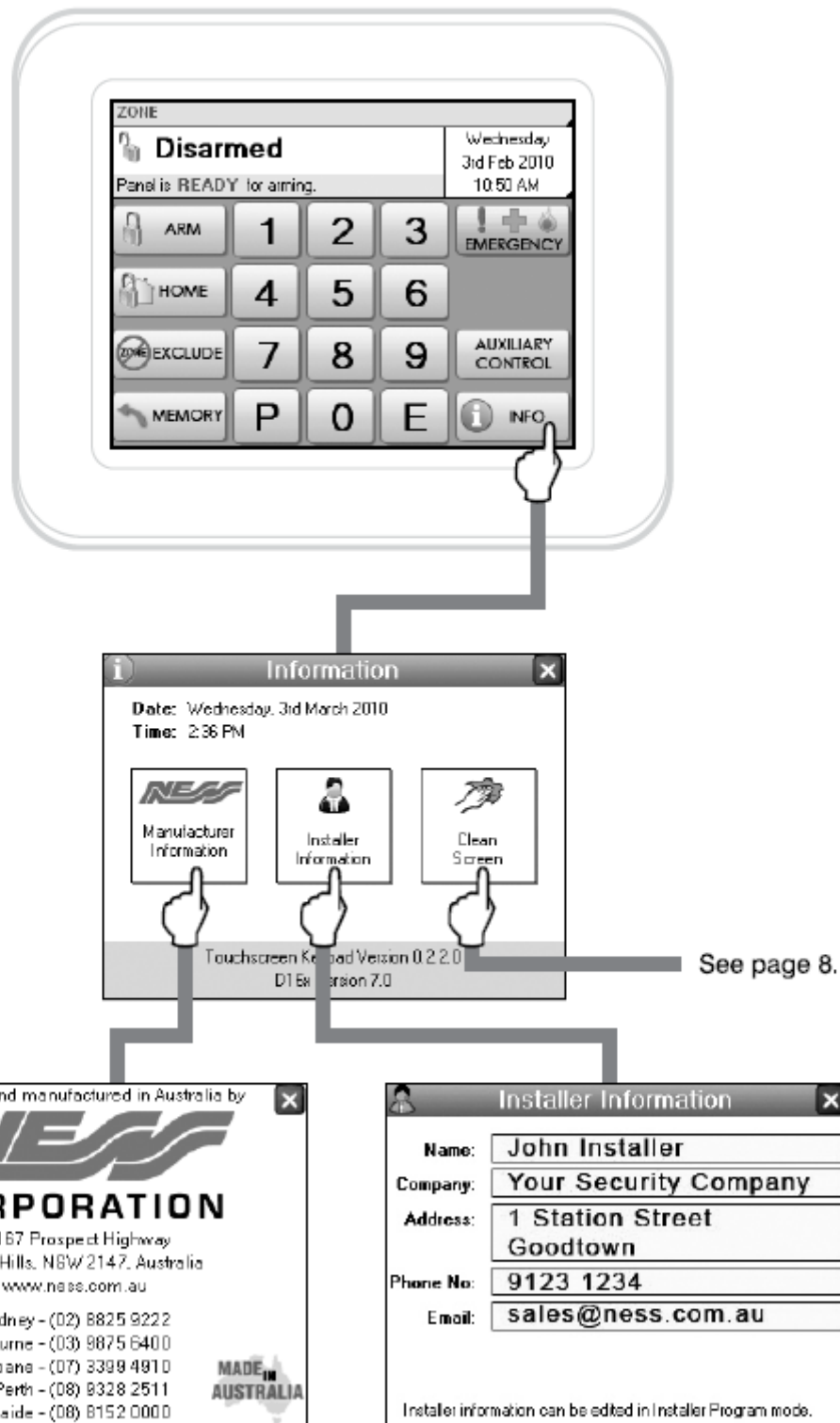
In the normal disarmed mode, the Navigator screen displays information about the state of your system and gives you instant access to commonly used functions.



- ① Touch to arm the system. Page 14.
- ② Touch to arm Home Mode. Page 16.
- ③ Touch to Exclude zones. Page 19.
- ④ Touch to view the event memory. Page 20.
- ⑤ Numeric keypad.
- ⑥ Touch to view the full zone list, Page 10.
- ⑦ Touch here to view the calendar, Page 11.
This area also displays System Alarms, Page 12.
- ⑧ Touch to activate the Emergency Alarms. Page 18.
- ⑨ This area displays current Emergency Alarms.
- ⑩ Touch to control the Auxiliary Outputs. Page 24.
- ⑪ Touch to display the information screens, Page 7.

Info Screen

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Ness Corporation contact details.

Installer Information

Name:

Company:

Address:

Phone No:

Email:

Installer information can be edited in Installer Program mode.

Your installer's contact details are stored here. Never lose a business card again!

Care & Cleaning

Caring for your Navigator

Do not use a pen, screwdriver or other sharp implement to press the touch screen. Permanent damage may result and will invalidate any warranties.

Please press lightly, the touch screen does not need heavy force to operate. Pressing too hard may damage the LCD screen and the housing. Navigator responds to every touch with a short beep.

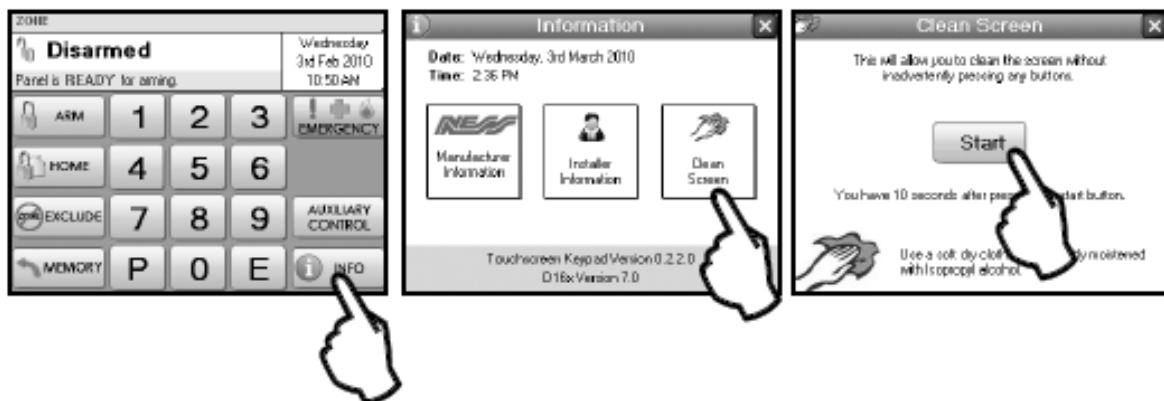
Cleaning The Touch Screen

Do not clean the touch screen with abrasive cleaners. Navigator's Clean Screen page. While the system is disarmed, press Info, Clean Screen to see the cleaning instructions.

STEP 1. In the disarmed mode, press *Info*.

STEP 2. Press *Clean Screen*.

STEP 3. Press *Start*.



Step 4. The touch screen will be disabled for 10 seconds. Clean the bare screen or the protective film using a soft dry cloth or a cloth moistened with Isopropyl Alcohol, Avoid chemical cleaners and solvents which may damage plastic components,

You have 10 seconds left.

**Screen cleaning time
has finished.**

To Arm


The control panel must be armed in order to detect intruders.


Before arming, make sure all zones are "sealed" by ensuring there is no movement in rooms covered by motion detectors and that doors or windows protected by reed switches are closed. The display will tell you when the system is ready for arming.

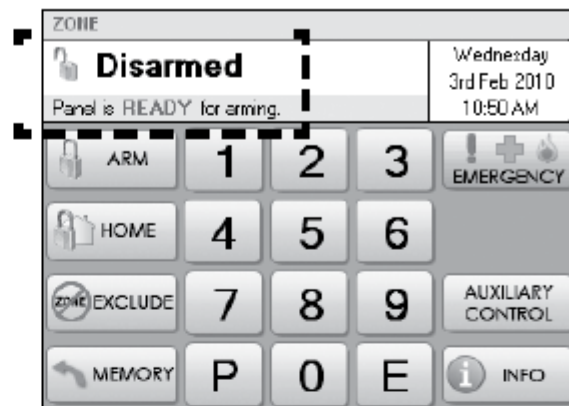
SIREN WARNING

At the end of the exit time, all zones should be sealed. If any are unsealed, the siren will sound for 2 seconds to indicate that those zones have been automatically excluded. You should disarm the panel, check the premises and then arm again. Continual warnings could mean there is a problem with a detection device - you will have to manually exclude the zone before attempting to arm the system.



If a zone is unsealed at the end of exit time and the auto-exclude option is disabled, the siren will sound for the duration of siren time, (the default is 5 minutes).



♪  10 beeps on arming means mains power may be turned off or the backup battery is low.

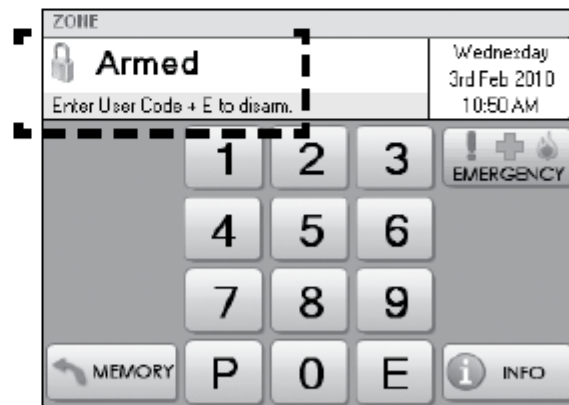
♪  One long beep when you arm could mean the panel is already armed or the keypad code is wrong, (if not using Shortcut Arming).



To arm the system.

Touch  + 

or touch  + *A valid user code.* + 



To Disarm

When you enter the protected premises through a delay zone, the keypad responds with regular beeps¹ as a reminder to disarm,

If the panel is not disarmed by the end of the entry delay time, an alarm will occur.

Using the optional radio keys, you may disarm your system from inside your premises or from just outside.²

If you make a mistake when entering your user code, press "E" and start again. Five incorrect entries will cause an alarm,

The panel can be reset and the siren/s silenced by disarming the panel.

If you arrive at your premises and find the strobe light flashing³ reset the panel as above. To check the cause of the alarm, you can view the alarms in memory by entering Memory Mode.

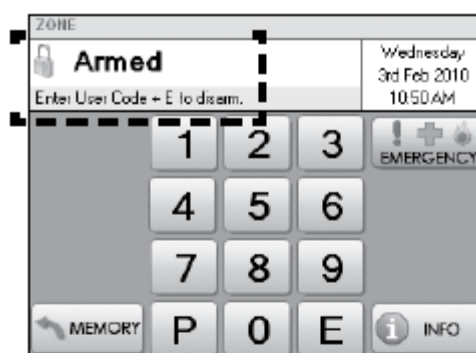
ARM ONLY CODES

User codes can optionally be programmed to be Arm Only codes. An Arm Only code can arm the system but it cannot disarm. However if an Arm Only code is assigned to a radio key, the radio key OFF button will arm and disarm.

¹ If Entry Beeps are enabled.

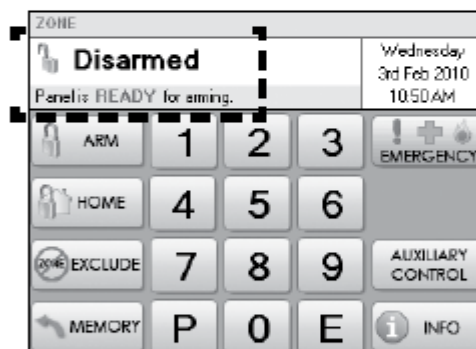
² The strobe light will flash to indicate arming and disarming by radio key. Your installer can also enable siren 'Chirps' for an audible indication of radio key operation.

³ In the event of an alarm, the strobe light will flash for 72 hours or until the panel is reset.



To disarm the system.

Touch +



AUTO RE-ARM

Your panel may be programmed for Auto Re-Arm to help prevent accidental disarming.

Auto Re-Arm checks that you have entered the premises after disarming. If all zones remain sealed for a period as set by the entry delay time then the panel will re-arm. This is most useful when used with radio keys where the OFF button might be accidentally pressed after you have armed and are leaving the premises.

To Arm Home Mode

Home mode allows you to arm selected zones while others are ignored. Typically, perimeter zones (doors and windows) can be monitored while you are at home.

Your installer must program which zones will be active in Home mode.

If an alarm occurs while in Home mode, entering a valid user code + E will silence the alarm. This will also disarm the panel, so remember to re-arm Home mode again if needed.

Using the optional Radio Keys you can arm Home Mode by pressing either the OFF button or the ON button twice within 4 seconds or by pressing the AUX button, (RK4 radio key only). These options must be enabled by your installer.

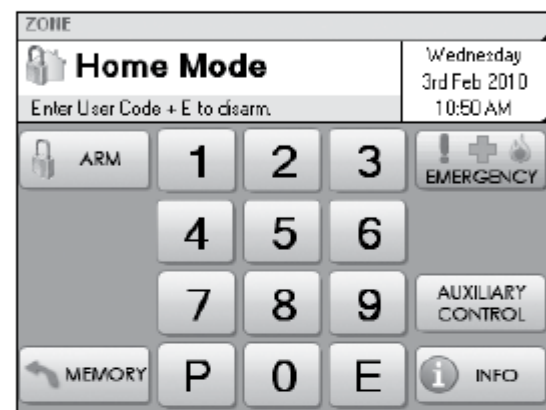
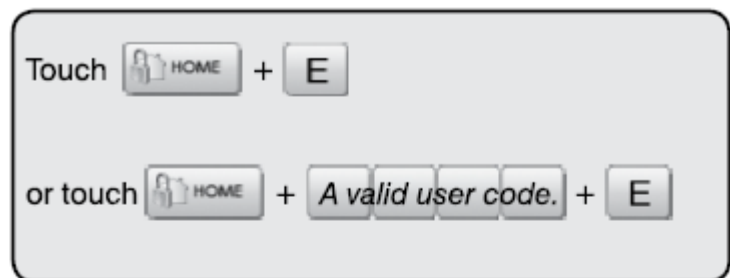
Note: Home Mode and Area arming

Home Mode can be used if the panel is fully disarmed or if only Area2 is armed. Home Mode is not available when Area 1 is armed.

The panel can be armed in Home mode if Area2 is already armed on these conditions:

- Area 1 must be OFF.
- Area 2 must be armed first, and then Home Mode armed – not the reverse.
- Zones assigned to both Home mode and to Area 2 will act as Home Mode zones when both Area 2 and Home Mode are armed.

Note: Home Mode arming when Area2 is armed cannot be done by Radio Key or by keyswitch.



NOTE

In normal disarmed mode, the Home Mode button HOME is visible only if your installer has enabled Home Mode.

Excluding Zones

If there is a problem with a detection device and the zone cannot be sealed when arming the panel, then that zone can be manually 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.

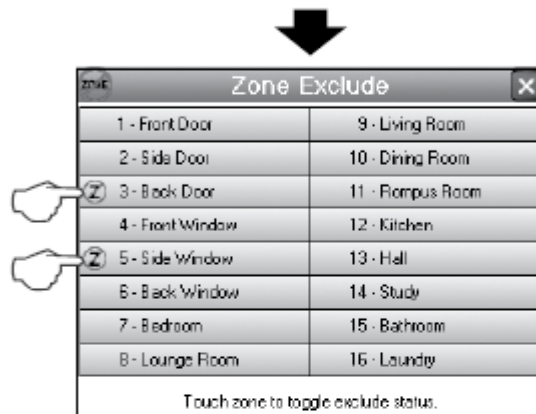
Zone Exclude is not permanent. Excluded zones are automatically included next time the panel is disarmed.


To Exclude zones,

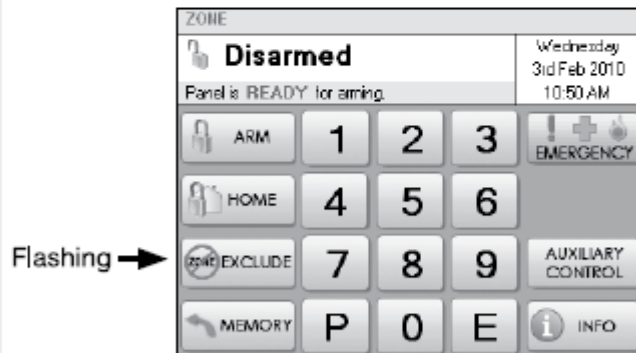
Touch 

Then touch the zone name/s to toggle the exclude status for one or more zones.

Excluded zones are indicated by the  icon.



Touch  to close the window.



In both disarmed and armed modes, the Zones Excluded icon flashes to indicate that there are zone/s excluded.

Event Memory

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


The memory is constantly upgraded and the last 80 events with time & date are always available for viewing.


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

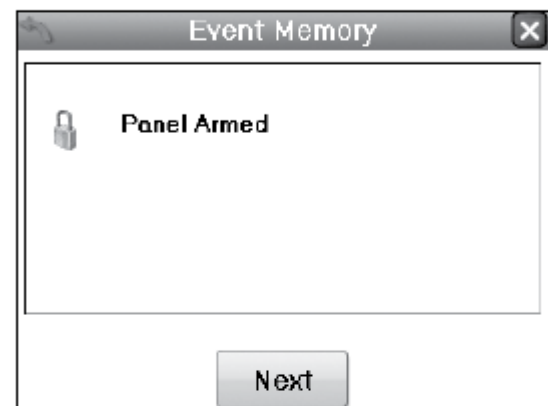
The MEMORY button flashes continuously when an alarm has occurred as a reminder to view the alarm memory.

Touching the MEMORY button to view the event history also clears the flashing memory alert.

The Event Memory window will close automatically when the last event has been viewed.

Touch  to close the window.

To view the Event memory.
Touch 



Press Next to view the event memory from most recent to oldest.



There is no need to refer to charts or tables - the event memory describes exactly what you're viewing, in plain English.

Programming - How to enter Program Mode

In User Program Mode you can program User Codes, Timers, Real Time Clock, Follow Me Telephone Number.

USER CODES

The panel has 56 user codes which can be operated by keypad code (3-6 digit PIN), by optional radio key or by optional access cards.

The factory default Master Code is 123. You should re-program this code with a new code of your own choice.

TIMERS

You can also re-program the Entry Delay Time and Exit Delay Time if you need more or less time to exit and enter the premises.

REAL TIME CLOCK

Some automation features such as AutoTime rely on the onboard Real Time Clock. Set the current date and time to ensure events take place as expected.

You will need to adjust the Hours setting when Daylight Savings starts and ends.

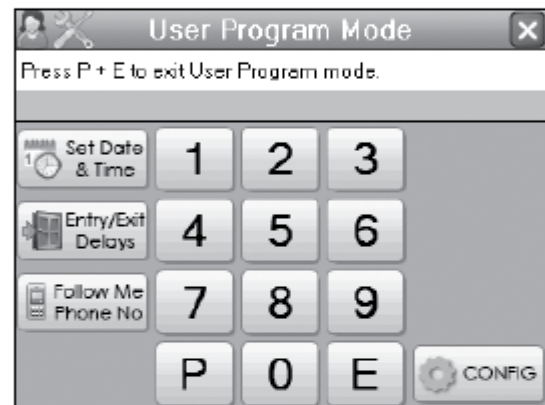
FOLLOW ME TELEPHONE NUMBER

If your panel is set up for Audible Voice monitoring, you can program the Follow Me Telephone Number to temporarily replace the two installer-programmed phone numbers.

Enter program mode when the panel is in the normal disarmed mode.

To enter User Program Mode.

Touch **P** + *Your Master code.* + **E**



To exit User Program Mode.

Touch **P** + **E**

The panel will automatically exit Program Mode if the keypad is inactive for 4 minutes.

Programming User Codes

USER CODE PROGRAMMING RULES

- Up to 56 Keypad Codes can be used at up to 4 wired Navigator keypads for controlling all panel functions including Arming & Disarming, Home Mode, Panic, memory recall and much more.
- Keypad Codes (or PINs) can be 3 to 6 digits in length and can be individually programmed and deleted.

- User Code 1 is also the Master Code which is used to enter User Program mode.
- User Codes 2 to 56 can be programmed to be Radio Codes or Access Cards as required. Ask your installer.

USER CODE	OPTION NO.	PIN
1 (Master Code)	P201E	123
2	P202E	
3	P203E	
4	P204E	
5	P205E	
6	P206E	
7	P207E	
8	P208E	
9	P209E	
10	P210E	
11	P211E	
12	P212E	
13	P213E	
14	P214E	
15	P215E	
16	P216E	
17	P217E	
18	P218E	
19	P219E	
20	P220E	
21	P221E	
22	P222E	
23	P223E	
24	P224E	
25	P225E	
26	P226E	
27	P227E	
28	P228E	

USER CODE	OPTION NO.	PIN
29	P229E	
30	P230E	
31	P231E	
32	P232E	
33	P233E	
34	P234E	
35	P235E	
36	P236E	
37	P237E	
38	P238E	
39	P239E	
40	P240E	
41	P241E	
42	P242E	
43	P243E	
44	P244E	
45	P245E	
46	P246E	
47	P247E	
48	P248E	
49	P249E	
50	P250E	
51	P251E	
52	P252E	
53	P253E	
54	P254E	
55	P255E	
56	P256E	

Programming User Codes

The option number and the current user code is displayed.

Note 1, User codes must NOT start with zero. (The panel will allow codes beginning with zero to be programmed but they will not operate the panel. This is an alternative method for disabling user codes.)

Note 2. All codes must be unique to each other, Codes are rejected if already used. Some codes that are similar to existing codes may also be rejected.

Touch to delete a user code.

In User Program Mode,
Refer to the User Code options table on page 31 then enter the option number of the user code you want to program.

Touch **P** + + **E**
3 digit option number

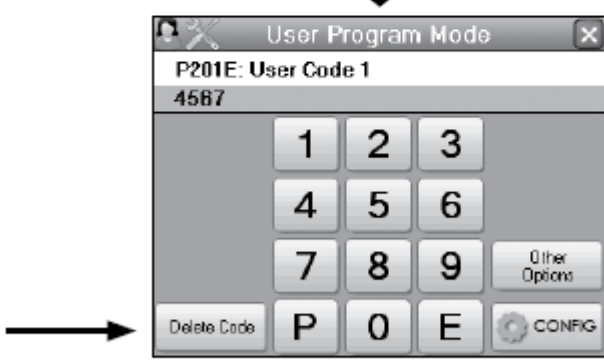


Now enter your new user code (PIN). The code can be 3 to 6 digits in length.

Touch *Your new PIN* + **E**

Then enter the PIN again to confirm.


Touch *Your new PIN* + **E**



The new user code will be displayed.



ARM ONLY CODES

 **Arm Only Code** If a code has been programmed by your installer to be an Arm Only code, then that user code can arm but not disarm the panel. This is handy for cleaners, temporary staff etc.

Troubleshooting

SYMPTOM	POSSIBLE CAUSE	REMEDY
When arming, a zone light is on or the keypad gives a long beep.	One or more detection device (a PIR or reed switch) may be <i>unsealed</i> .	Find the cause of movement or close the door or window.
<ul style="list-style-type: none"> • 10 beeps from keypad. • MAINS light is flashing. • BATTERY light is 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. The backup battery may need replacing, call your installer.
1 long beep from the keypad.	Invalid keypad entry.	Press the E button and try again.
2 second siren at the end of Exit Delay time.	A zone was <i>unsealed</i> at the end of exit delay time.	Disarm the panel and check all zones.
The strobe light is flashing.	There has been an alarm within the last 72 hours.	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 alarmed. (Siren Tamper, Box Tamper, Panic Button).	Reset the alarm by disarming the panel and call your installer.
EXCLUDE is flashing.	A zone/s has been Excluded.	This is to indicate that one or more zones have been Excluded,
Cannot arm and EXCLUDE is displayed.	You are in Exclude mode,	Press E to exit Exclude mode,
System Alarm TAMPER ALARM is flashing	The 24 hour Tamper input has alarmed. (Siren tamper or box tamper).	Call your installer.
MEMORY is flashing.	There are alarms in memory.	To clear the ALARM MEMORY, view the Alarm memory otherwise the light will clear next time you arm the panel.
Cannot enter Program Mode.	The panel is armed. Or you may be attempting to enter program mode using one of the user codes,	Disarm the panel before attempting to enter Program Mode, Try again using the Master Code.
When I arm by radio key, ARMED on the keypad does not turn on immediately,	The panel is waiting 5 seconds for a second press of the ON button to enter Home mode,	This is normal operation when arming of Home mode by radio key is enabled,
The keypad is making a continuous slow beep.	This is the AutoTime warning beep which can be programmed to start from 1 to 99 minutes before an AutoTime event is due to begin.	The beeps will continue during the AutoTime warning period changing to faster beep in the final minute prior to the AutoTime event.
The panel re-arms itself a short time after disarming.	Auto Re-Arm is enabled.	Enter the premises after disarming. Auto Re-Arm is designed to re-arm the panel if you don't enter the premises after disarming.