STERLING 10

Control Panel with Remote Keypads
ICON and LCD INSTALLATION MANUAL

IMPORTANT:
Please note the Sterling 10 LCD keypad is not compatible for use with the Sterling 10 ICON keypad.

TS50131-3:2003
EN50131-1
PD6662:2004
Security Grade 1
Environmental Class 2

RINS1413-1

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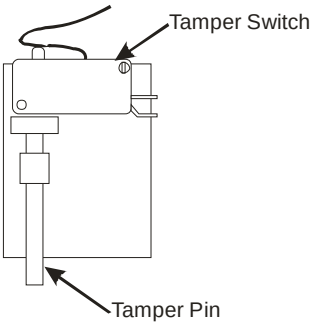
1. INSTALLATION PROCEDURE

The Sterling 10 is packaged with the transformer and tamper switch. The speaker cover (if a speaker is used), tamper switch pin and cable knock-outs should be removed from the panel prior to fixing to the wall. The following steps illustrate the basic setup procedure for mains and battery connection.

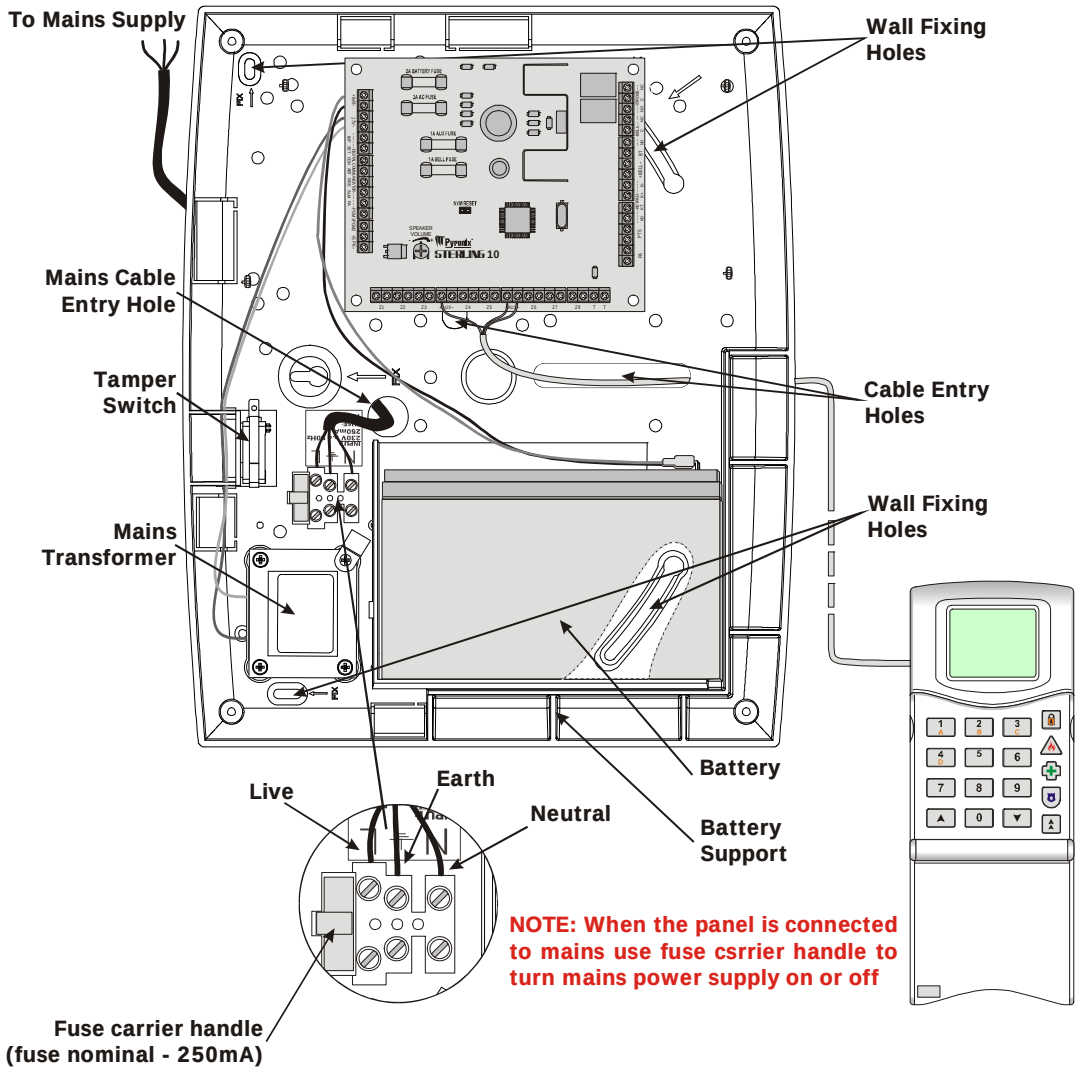
Step 1 – Remove the case lid from the control panel and check all parts and components are in place.

Step 2 – Decide where the Sterling 10 panel will be situated. A discrete and concealed place is advisable.

Step 3 – Remove the tamper pin from the case moulding (behind the PCB) and insert into the tamper pin hole at the rear of the panel.



Step 4 – Secure the Sterling 10 panel to a sturdy and stable surface, using the mounting screws provided. First mark the wall where the panel is to be situated (using the mounting holes), drill holes in the wall then fasten the panel base to the wall with screws supplied.



Please note the internal speaker must be a 16ohm speaker.

1.1 NVM Reset

To reset the panel back to factory defaults, follow the procedure below.

1. Open the panel, and disconnect the mains power (by removing the fuse from the terminal block) and the battery.
2. Locate the pins marked "NVM RESET", and short them together using a length of wire or a jumper.
3. Re-apply the mains power.
4. After the panel has finished its start-up sequence, remove the short on the NVM reset pins, and connect the battery.

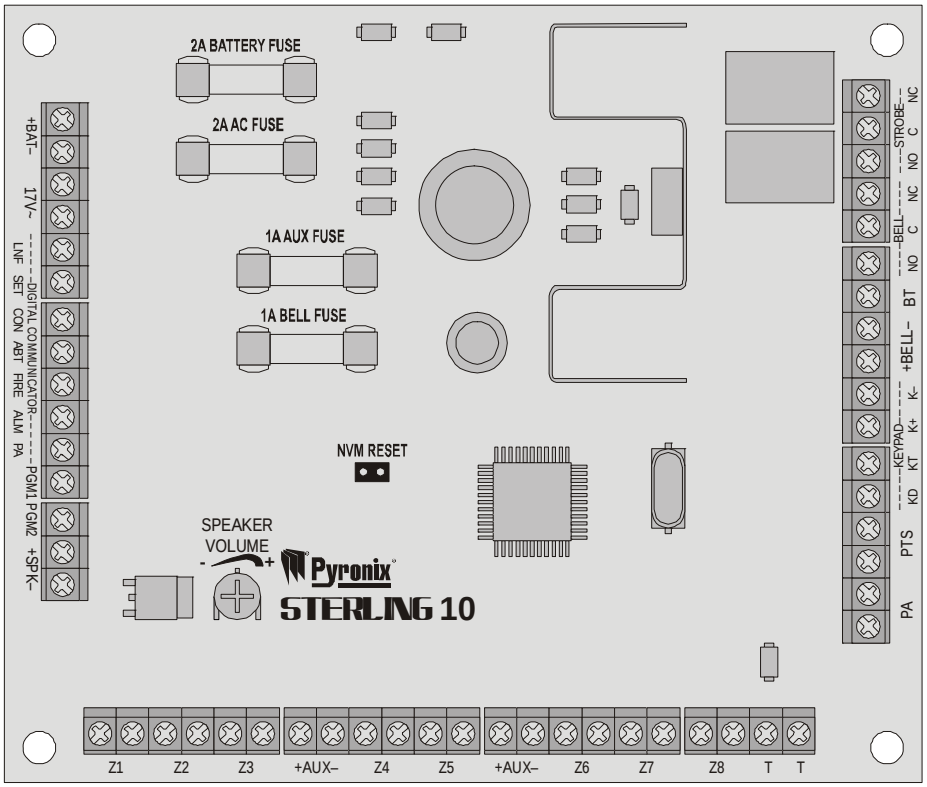
The panel is now reset to factory defaults.

If the above procedure does not reset the panel, then "Engineer Code & NVM Reset" has been enabled. Follow the procedure described on page 22 (Icon) or page 32 (LCD) in order to reset the system

2. WIRING DIAGRAMS

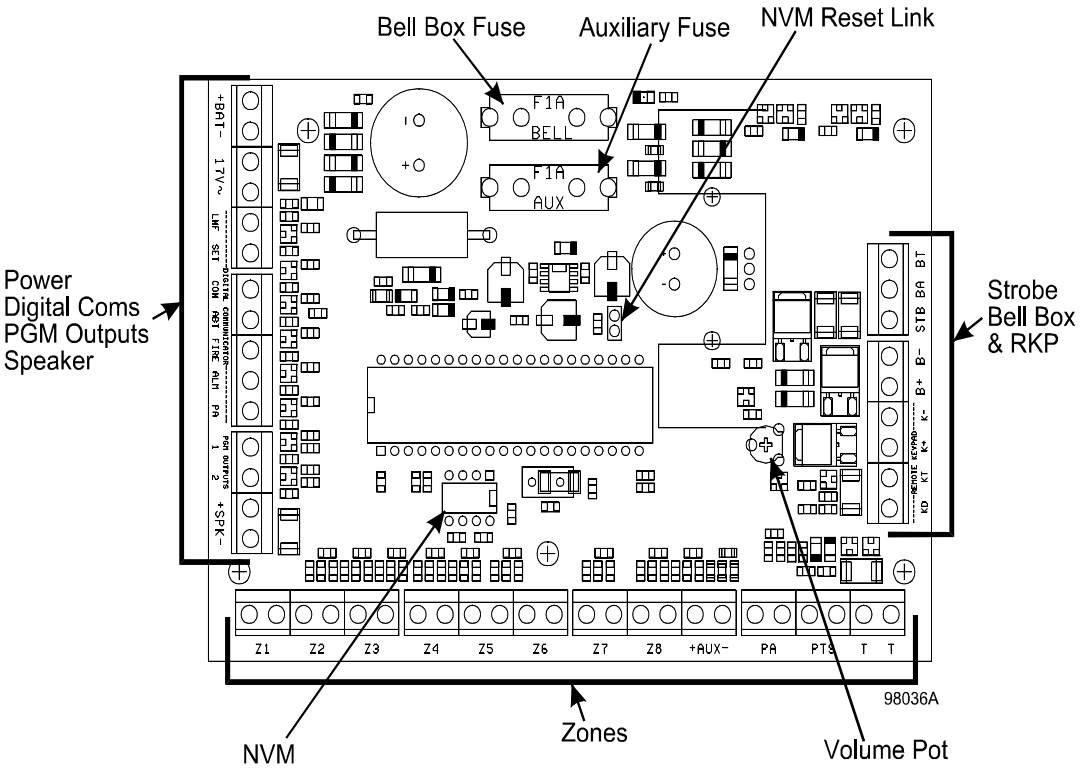
NOTE: If a PA button is NOT connected to the system, you MUST link out the PA terminals on the PCB.

2.1 Relay PCB Layout & Terminal Connections



+BAT-	Connections for Battery		**Z7**	Programmable Zone
17V	17V AC Supply		**Z8**	Programmable Zone
LNF	Line Fail	**DigiCom Outputs**	**T**	Tamper Terminal
SET	Open/Close		**T**	Tamper Terminal
CON	Confirmed Alarm		**PA**	Personal Attack
ABT	Abort		**PTS**	Push To Set
FIRE	Fire Alarm		**KD**	Keypad Data
ALM	Alarm		**KT**	Keypad Tamper
PA	Personal Attack Alarm		**K+**	Keypad Positive
PGM1	Programmable Output 1		**K-**	Keypad Negative
PGM2	Programmable Output 2		**+BELL-**	Bell Supply
+SPK-	Speaker Output		**BT**	Bell Tamper
Z1	Programmable Zone		**Bell NO**	Bell Normally Open
Z2	Programmable Zone		**Bell C**	Bell Common
Z3	Programmable Zone		**Bell NC**	Bell Normally Closed
+AUX-	Auxiliary Supply		**Strobe NO**	Strobe Normally Open
Z4	Programmable Zone		**Strobe C**	Strobe Common
Z5	Programmable Zone		**Strobe NC**	Strobe Normally Closed
Z6	Programmable Zone			

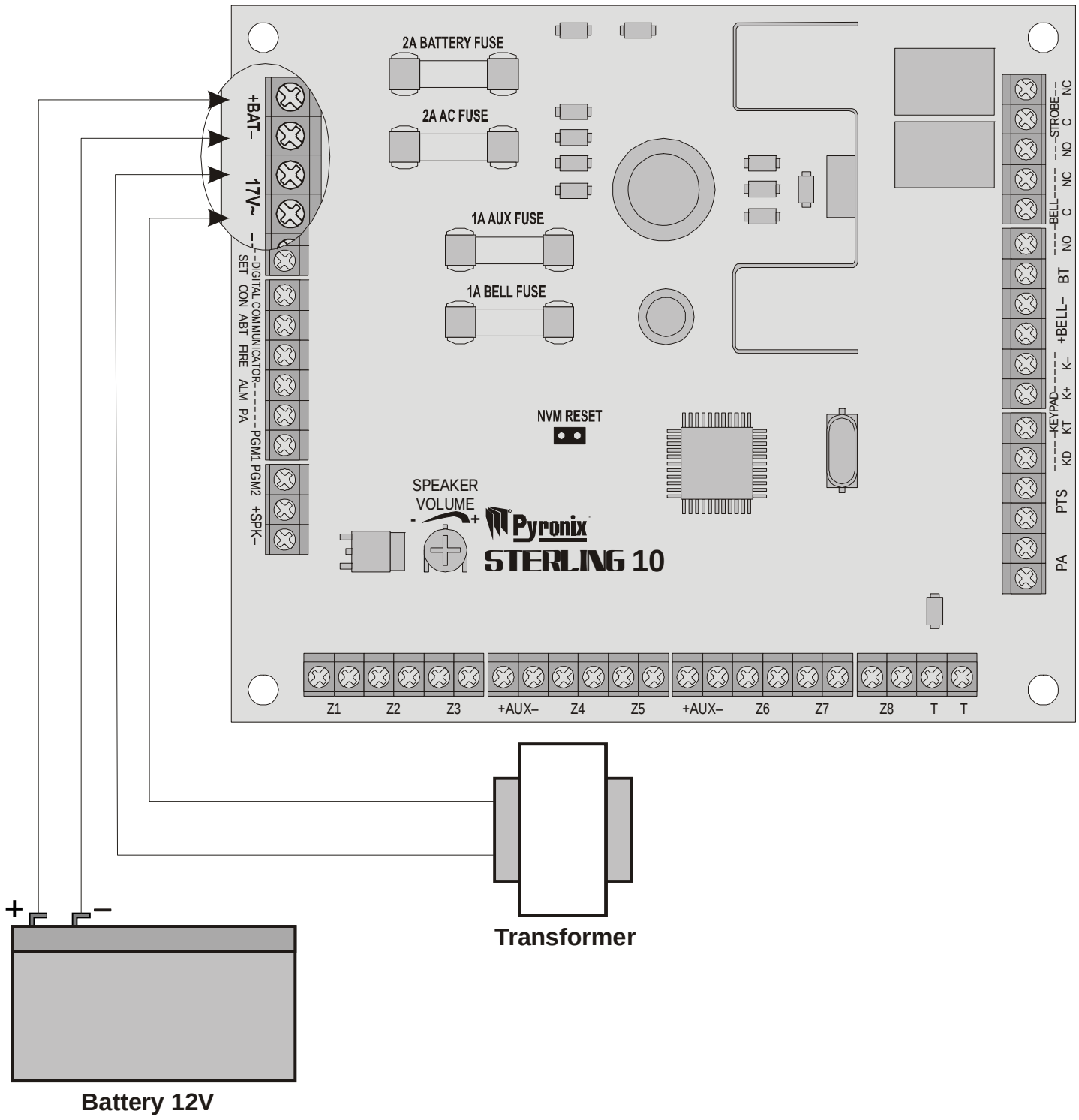
2.2 Transistor PCB Layout & Terminal Connections



+BAT-	Connections for Battery	**Z6**	Programmable Zone
17V	17V AC Supply	**Z7**	Programmable Zone
LNF	Line Fail	**Z8**	Programmable Zone
SET	Open/Close	**+AUX-**	Auxiliary Supply
CON	Confirmed Alarm	**T**	Tamper Terminal
ABT	Abort	**T**	Tamper Terminal
FIRE	Fire Alarm	**PA**	Personal Attack
ALM	Alarm	**PTS**	Push To Set
PA	Personal Attack Alarm	**KD**	Keypad Data
PGM1	Programmable Output 1	**KT**	Keypad Tamper
PGM2	Programmable Output 2	**K+**	Keypad Positive
+SPK-	Speaker Output	**K-**	Keypad Negative
Z1	Programmable Zone	**B+**	Bell Positive
Z2	Programmable Zone	**B-**	Bell Negative
Z3	Programmable Zone	**STB**	Strobe Trigger
Z4	Programmable Zone	**BA**	Bell Trigger
Z5	Programmable Zone	**BT**	Bell Tamper

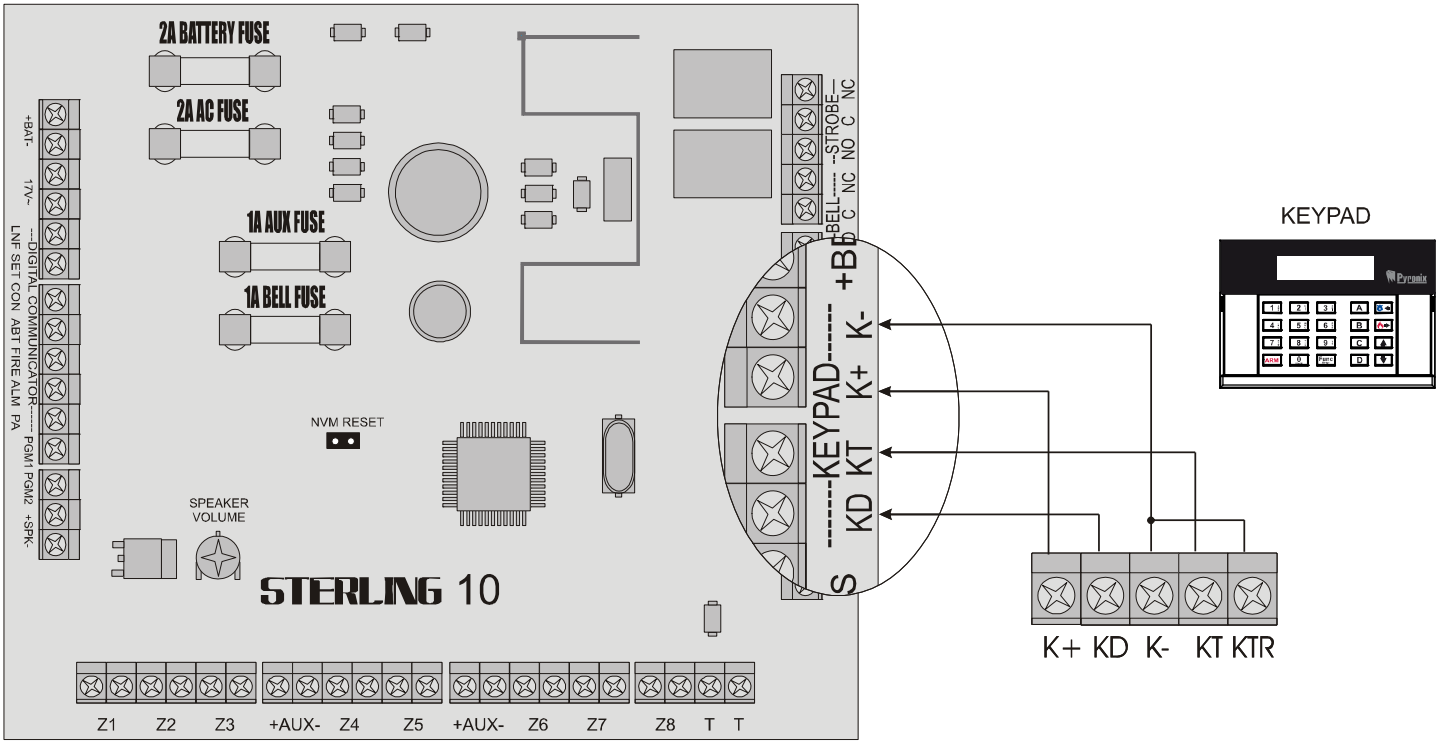
DigiCom Outputs

2.3 Power & Battery Connections

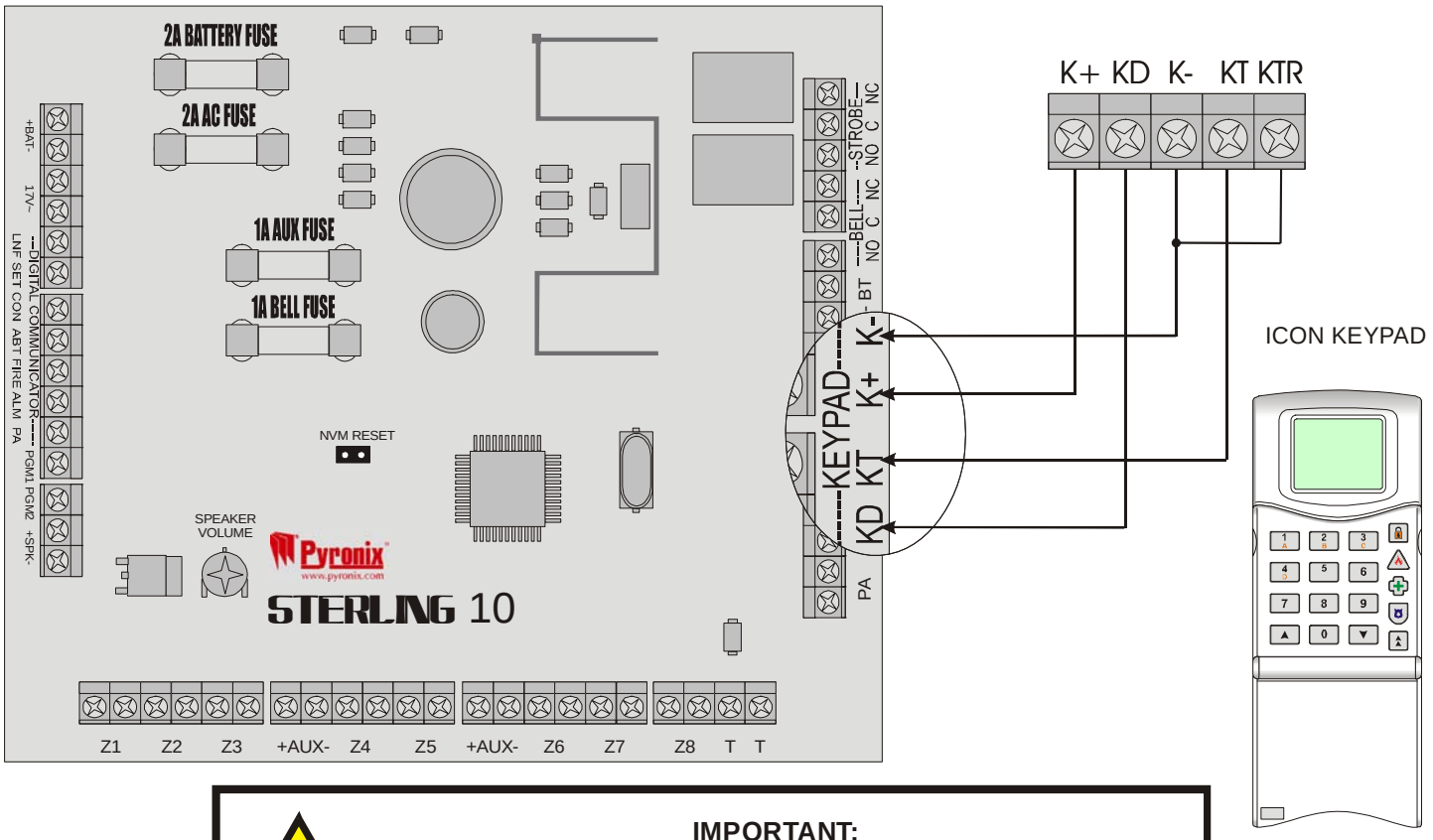


2.4 Keypad Connections (LCD Keypad)

NOTE: The final keypad in the chain must have a link between KTR and K-.

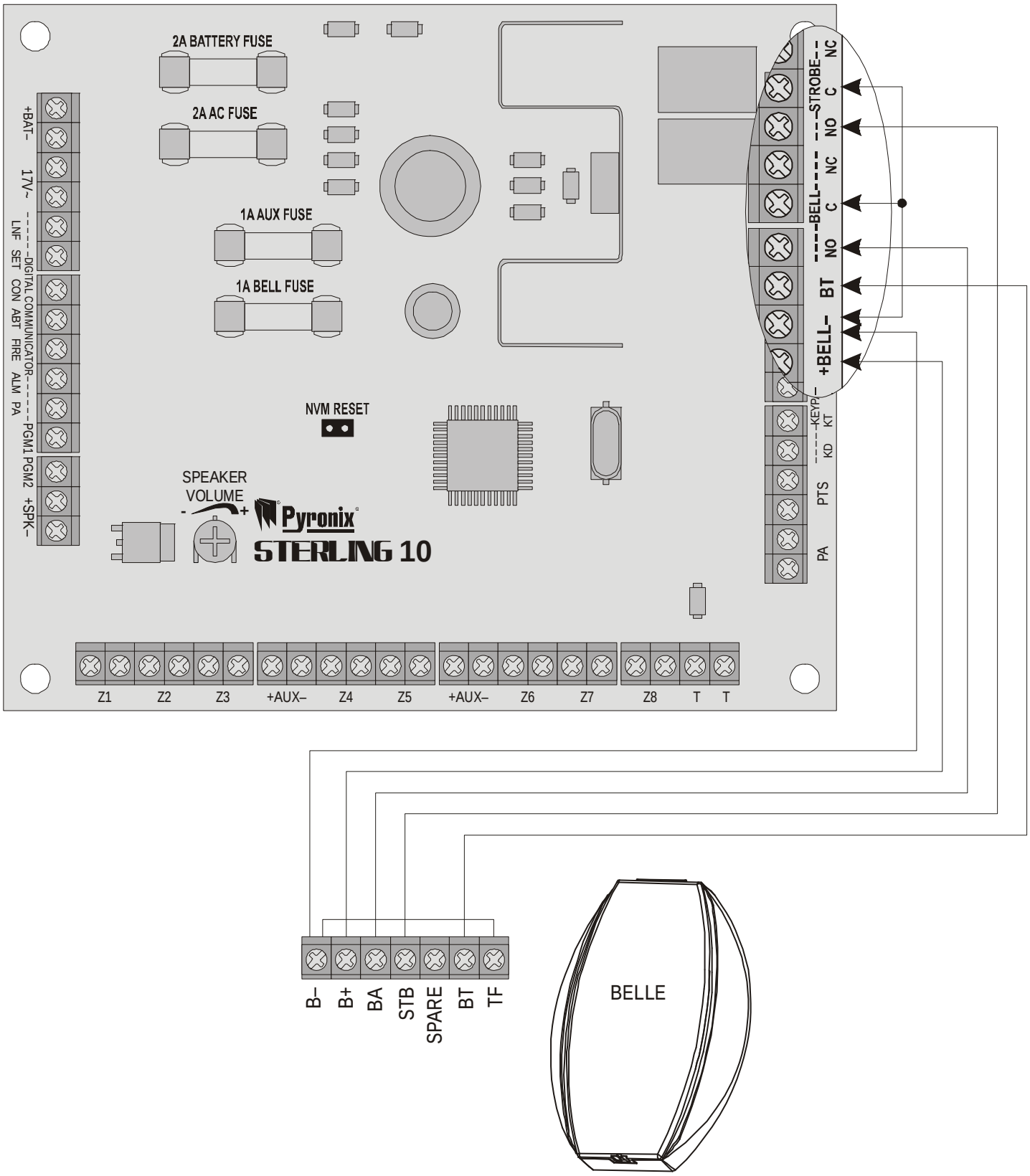


2.5 Keypad Connections (ICON Keypad)



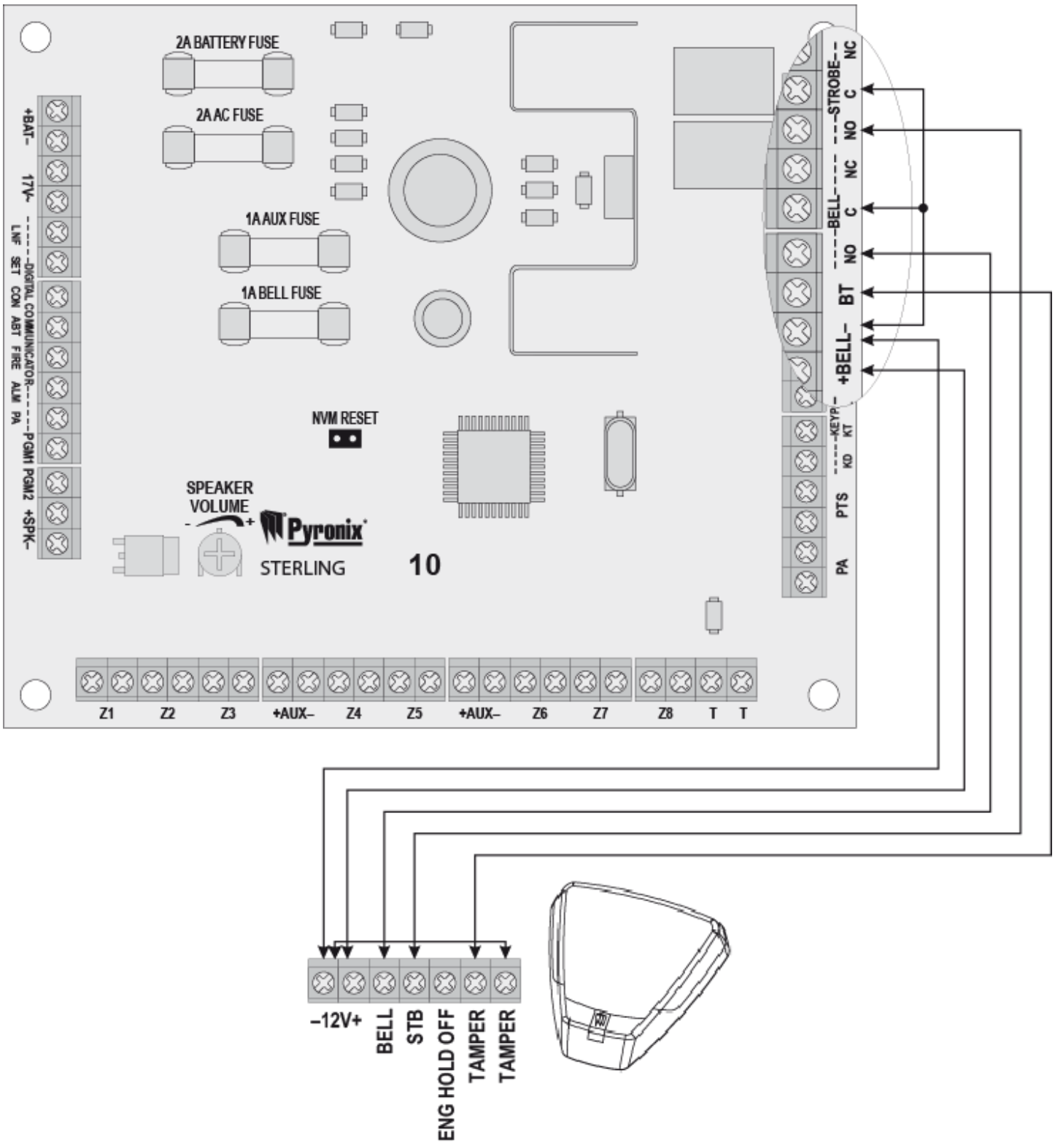
IMPORTANT:
Please note the Sterling 10 LCD keypad is not compatible for use with the Sterling 10 ICON keypad.

2.6 Belle Connections



NOTE: Ensure that the Belle is selected as Negative Applied (default).

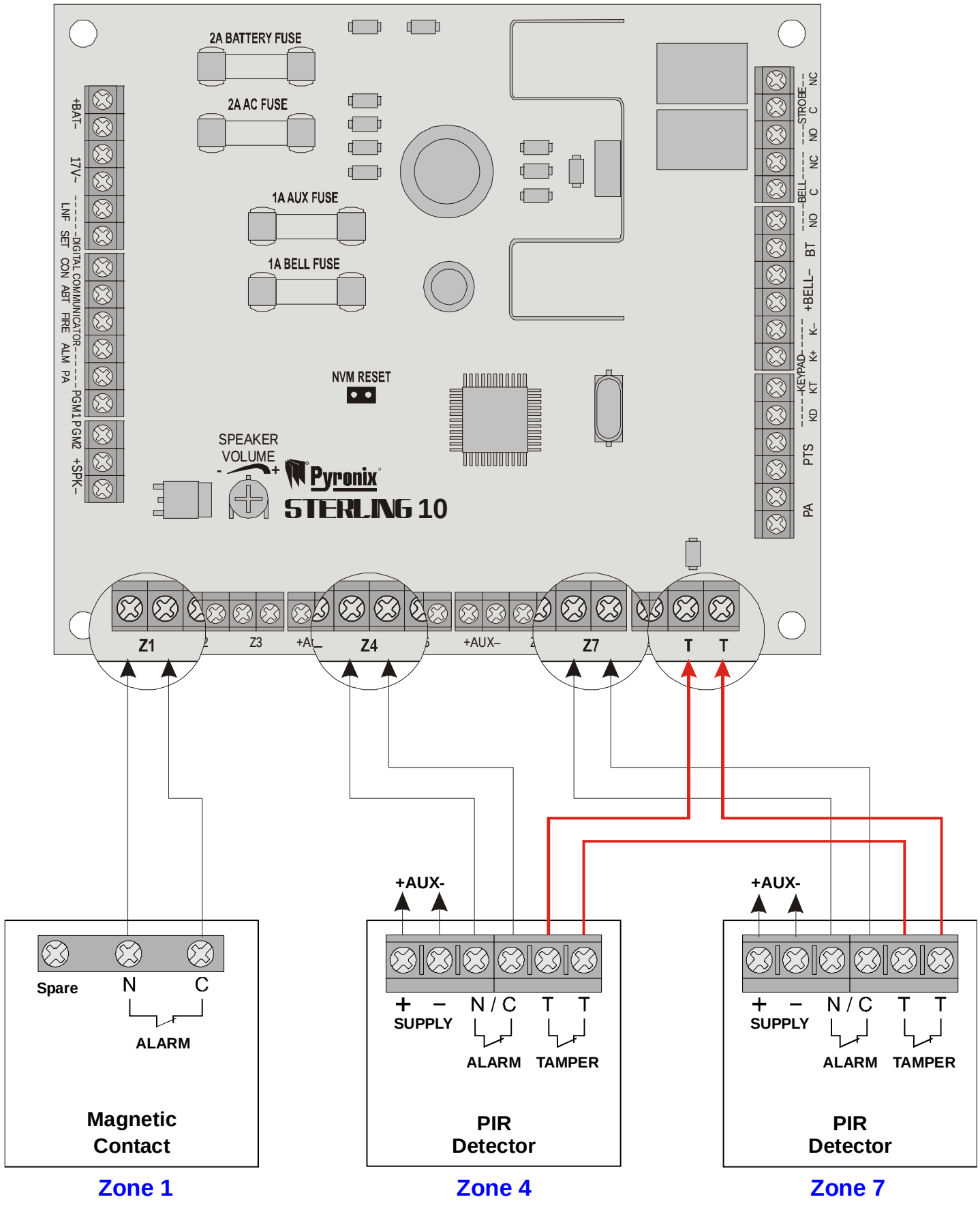
2.7 Deltabell Connections



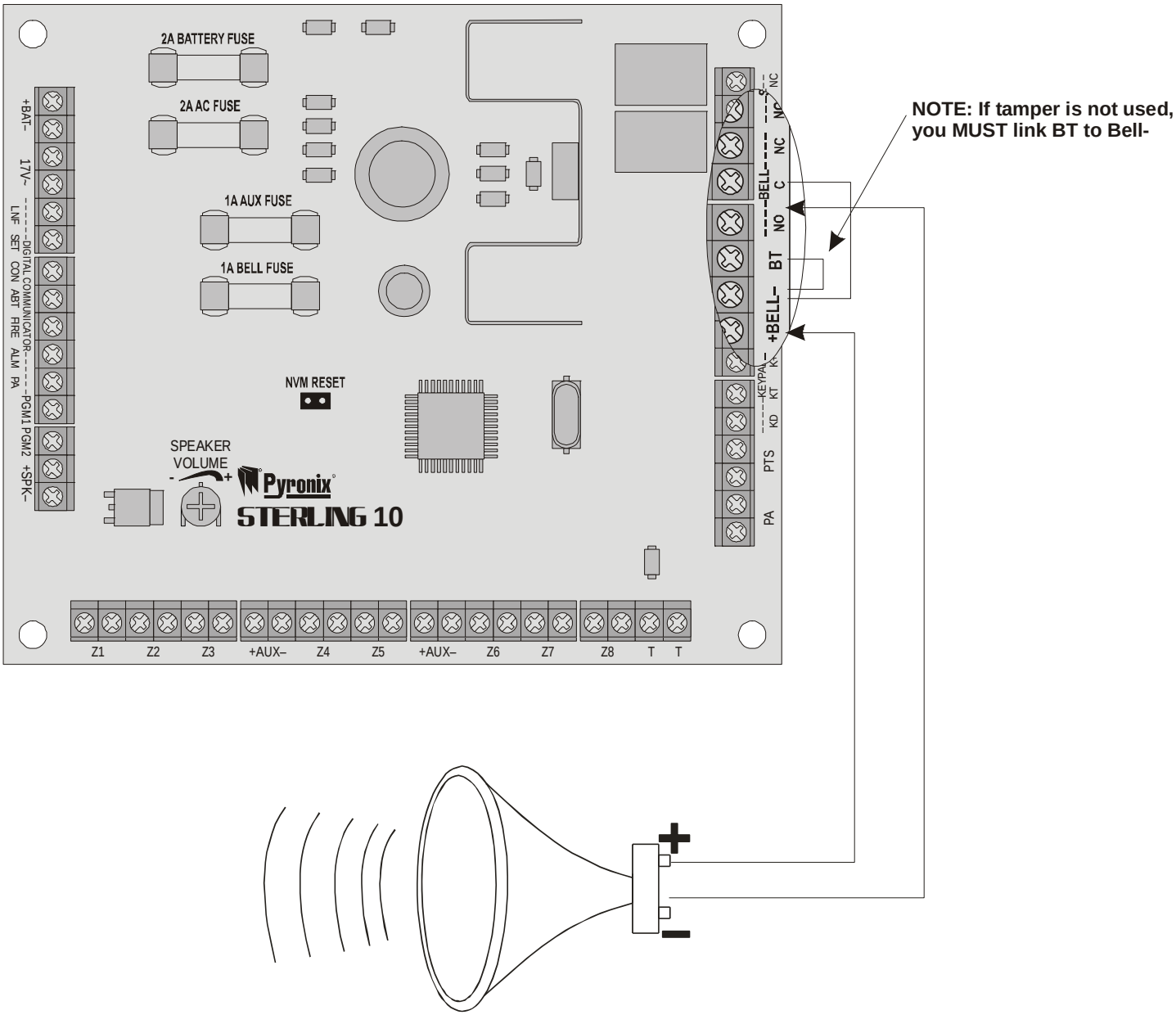
2.8 Detector Connections

NOTE 1: Any unused zones must be linked out.

NOTE 2: The tamper connections from each detector must be connected in SERIES.

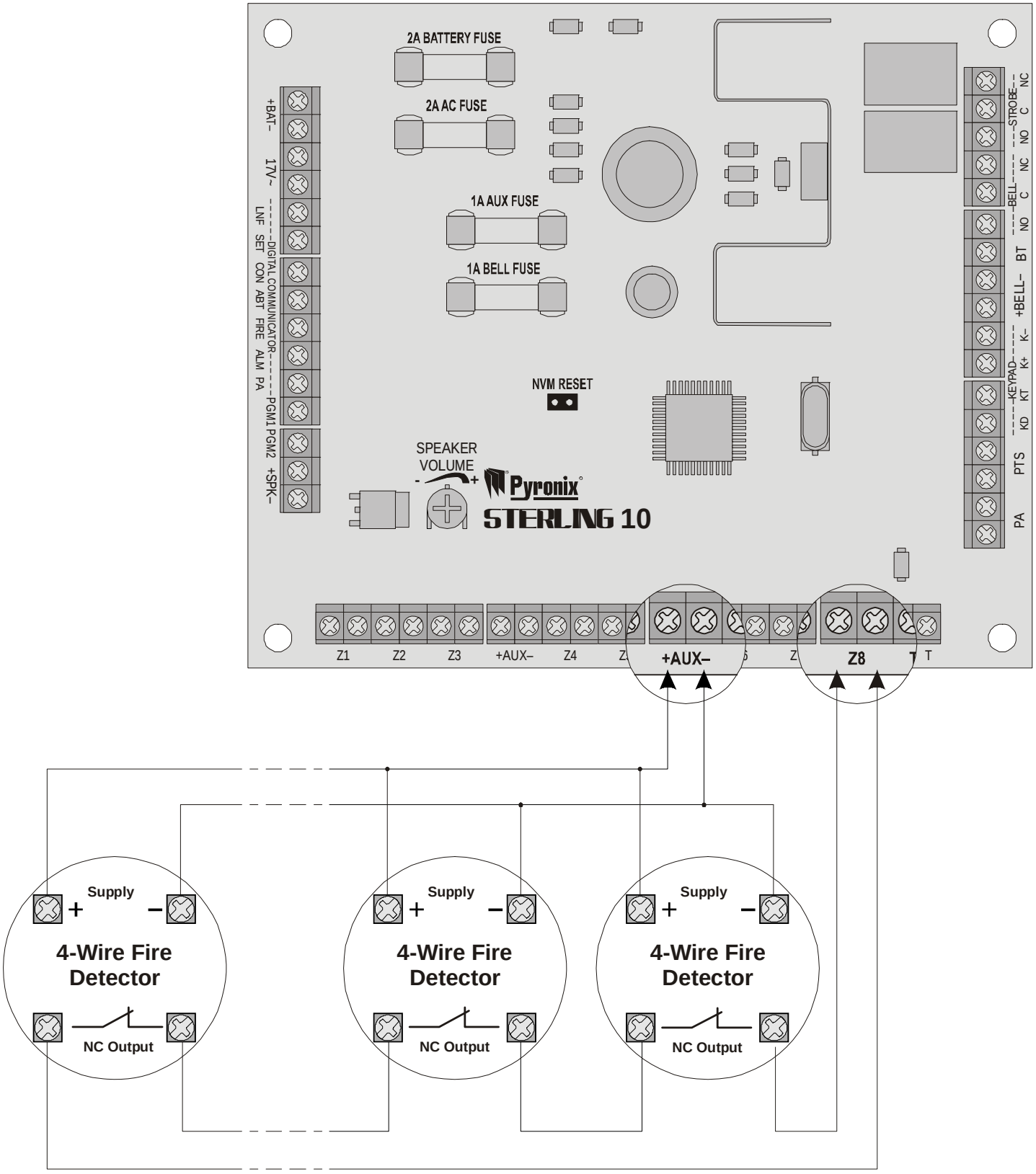


2.9 Siren Connections



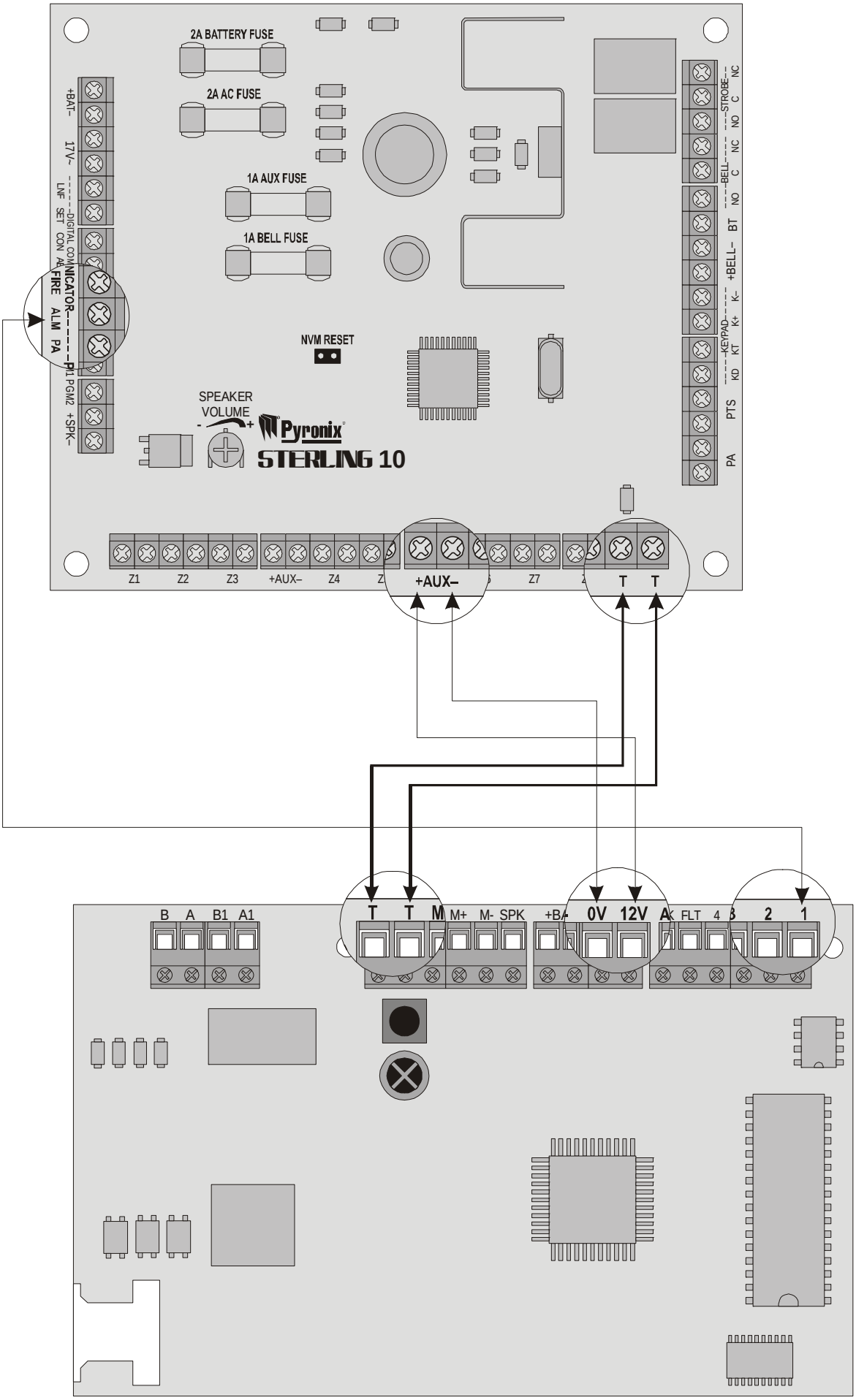
2.10 Smoke Detector Connections

NOTE: The zone the detector is connected to must be programmed as Fire.



NOTE: Smoke detectors must be connected to a zone programmed as FIRE.

2.11 Vocaliser Connections



3. TECHNICAL SPECIFICATIONS

ZONES

*Number of programmable zones – **8***
*Zone loop type – **Normally Closed***
*Zone loop current – **0.76mA to 1.03mA***
*Zone loop timers – **0.35 sec. (0.035 sec.)***
*Zone activation resistance – **not less than 2kOhm***

POWER SUPPLY

*Power input – **17V AC***
*Low voltage output – **13.8V DC regulated***

FUSE CONTROL

*Auxiliary supply output – **1A** (quick blow F1L)*
*Bell supply output – **1A** (quick blow F1L)*
*AC supply input – **2A** (quick blow F2L)*
*Battery input – **2A** (quick blow F2L)*
*Mains input – **250mA***

PGM OUTPUTS

*Number of programmable outputs – **2***
*Output types – **3 for PGM1, 2 for PGM2***
*PGM1 – **Transistor Open Collector, 200mA @12V***
*PGM2 – **Transistor Open Collector, 10mA @12V***

CURRENT CONSUMPTION

*Sterling 10 PCB (alone) – **130mA***
*LCD Remote keypad – **100mA***
*ICON Remote Keypad – **60mA***

BATTERY

*Type – **Lead Acid rechargeable***
*Battery Capacity – **2.8A/h ... 7.2A/h***

ENVIROMENTAL

*Operation temperature: **0 to +40°C (+32 to +104°F)***
*Storage temperature: **-20 to +40°C (-4 to +172°F)***

This product complies with TS50131-3:2003 and is suitable for use in EN50131-6:1998 systems at security grade 1, environmental class 2.
UK = Suitable for use with systems installed to PD6662:2004 (AMD)
EXPORT = Suitable for use with systems installed to EN50131-1

4. SAFETY

SAFETY

5. A technically competent person must carry out the mains installation in accordance with national and local electrical installation regulations.
6. **Protective Earth:** This equipment **must** be earthed / grounded. ⏚
7. **Functional Earth:** Provides additional interference protection of a functional purpose only.
8. Connect the unit to a single pole, un-switched, 3-Amp fused spur, using 0.75mm^2 cable. If the Neutral cannot be positively identified, use a double-pole disconnect version.
9. Always remove/isolate the mains supply before carrying out any servicing of the panel.
10. **Fuses:** For continued protection against the risk of fire, replace only with the same type and rating of fuse.
11. **Ventilation:** To ensure the correct airflow, always mount the unit vertically with the unit having a clear space on all sides. It must not be covered by clothes, furnishings, boxes, etc. It must not be mounted close to, or above, heat radiating sources.
12. On completion of wiring, use tie-wraps to prevent any loose wires causing a safety hazard.
13. The mechanical mounting of the unit must be secure enough to carry the full weight of the unit including all batteries.
14. **Batteries:** Ensure that the battery terminal connections will not create an electrical short-circuit on the case metalwork when the unit is closed. Use insulated battery lead connectors.
15. Dispose of discarded batteries as required by environmental legislation / recommendations.
16. The battery case must have a flame-retardant rating of UL94-V2/V1/V0 – IEC60950:2000.
17. **Water:** The equipment must be kept free from dampness, water and any other liquids. It is only suitable for installation indoors.

5. ICON PROGRAMMING

5.1 Entering/Exiting Engineer Mode

Function	Description
▲ 0 X X X X	Enter Engineer Mode (Default code 9999)
▲ 0 0 X X X X	Exit Engineer Mode

5.2 Zones

5.2.1 Arm Mode A

Function	Zone 1	Save	Zone 2	Save	Zone 3	Save	Zone 4	Save	Zone 5	Save	Zone 6	Save	Zone 7	Save	Zone 8	Save
▲ 1 0	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲

Defaults
Zone 1 = E
Zone 2 = A
Zone 3 = ,
Zone 4 = ,
Zone 5 = ,
Zone 6 = ,
Zone 7 = ,
Zone 8 = ,

Zone Types
E = Entry/Exit
A = Access
, = Immediate
o = Omitted
y = Momentary Keyswitch
d = Latch Keyswitch
t = Tamper
H = 24 Hour
F = Fire

5.2.2 Arm Mode B

Function	Zone 1	Save	Zone 2	Save	Zone 3	Save	Zone 4	Save	Zone 5	Save	Zone 6	Save	Zone 7	Save	Zone 8	Save
▲ 1 1	__	▲	__	▲	__	▲	__	▲	__	▲	__	▲	__	▲	__	▲

Defaults	
Zone 1 =	E
Zone 2 =	E
Zone 3 =	,
Zone 4 =	,
Zone 5 =	,
Zone 6 =	,
Zone 7 =	,
Zone 8 =	o

Zone Types	
E	= Entry/Exit
A	= Access
,	= Immediate
o	= Omitted
y	= Momentary Keyswitch
d	= Latch Keyswitch
t	= Tamper
H	= 24 Hour
F	= Fire

5.2.3 Arm Mode C

Function	Zone 1	Save	Zone 2	Save	Zone 3	Save	Zone 4	Save	Zone 5	Save	Zone 6	Save	Zone 7	Save	Zone 8	Save
▲ 1 2	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲

Defaults
Zone 1 = E
Zone 2 = A
Zone 3 = ,
Zone 4 = ,
Zone 5 = ,
Zone 6 = ,
Zone 7 = ,
Zone 8 = ,

Zone Types
E = Entry/Exit
A = Access
, = Immediate
o = Omitted
y = Momentary Keyswitch
d = Latch Keyswitch
t = Tamper
H = 24 Hour
F = Fire

5.2.4 Arm Mode D

Function	Zone 1	Save	Zone 2	Save	Zone 3	Save	Zone 4	Save	Zone 5	Save	Zone 6	Save	Zone 7	Save	Zone 8	Save
▲ 1 3	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲	|__|	▲

Defaults
Zone 1 = E
Zone 2 = A
Zone 3 = ,
Zone 4 = ,
Zone 5 = ,
Zone 6 = ,
Zone 7 = ,
Zone 8 = ,

Zone Types
E = Entry/Exit
A = Access
, = Immediate
o = Omitted
y = Momentary Keyswitch
d = Latch Keyswitch
t = Tamper
H = 24 Hour
F = Fire

5.3 Timers

Function	Timer	Time	Save	Default
▲ 1 4	Bell Time	|__| |__|	▲	20
▲ 1 5	Entry Time	|__| |__| |__|	▲	30
▲ 1 6	Exit Time	|__| |__| |__|	▲	30
▲ 1 7	Bell Delay	|__| |__|	▲	20
▲ 1 8	Communication Delay	|__| |__| |__|	▲	07

Key
00..20 = Time in Minutes
02..255 = Time in Seconds
02...255 = Time in Seconds
00..20 = Time in Seconds
00..255 = Time in Seconds

5.4 Change Engineer Code

Function	Enter Old Code	Enter New Code	Enter New Code Again	Default
▲ 1 9	X X X X			9999

5.5 PGM Programming

5.5.1 PGM 1

Function	Output Type	Default
▲ 2 0	|__|	0

Key
0 = Off
1 = PIR Remote LED Enable
2 = PIR Latch Memory
3 = Shock Sensor Reset

5.5.2 PGM 2

Function	Output Type	Default
▲ 2 1	|__|	0

Key
0 = Off
1 = PIR Remote LED Enable
2 = PIR Latch Memory

5.6 System Options

5.6.1 System Options 1

Function	Keypress	Icon	Option Off (Icon Off)	Option On (Icon On)	OFF	ON	Save
↑ 2 2	1		Audible P.A.	Silent P.A.			↑
	2		User Log Reset Disabled	User Log Reset Enabled			↑
	3		User System Reset	Engineer Only System Reset			↑
	4		Internal Sounder Only on Tamper Activation	Internal and External Sounders on Tamper Activation			↑
					= Default		

5.6.2 System Options 2

Function	Keypress	Icon	Option Off (Icon Off)	Option On (Icon On)	OFF	ON	Save
↑ 2 3	1		Power Up NVM Reset	Engineer Code NVM Reset			↑
	2		No Siren on Line Fail	Siren Enable on Line Fail			↑
	3		Disallow Arm on AC Fail	Allow Arm on AC Fail			↑
	4		All Reset	Limited Reset			↑
					= Default		

5.6.3 System Options 3

Function	Keypress	Icon	Option Off (Icon Off)	Option On (Icon On)	OFF	ON	Save
↑ 2 4	1		Alarm Digi Active Low	Alarm Digi Active High			↑
	2		P.A. Digi Active Low	P.A. Digi Active High			↑
	3		Fire Digi Active Low	Fire Digi Active High			↑
	4		Confirmed Digi Active Low	Confirmed Digi Active High			↑
					= Default		

5.6.4 System Options 4

Function	Keypress	Icon	Option Off (Icon Off)	Option On (Icon On)	OFF	ON	Save
▲ 2 5	1		Abort Digi Active Low	Abort Digi Active High			▲
	2		Open Digi Active Low	Open Digi Active High			▲
	3		Service Timer Warning on Expire if programmed with Function 27	Service Timer Warning and Lockout System on Expire			▲
	4		Anti-code Reset Disabled	Anti-Code Reset Enabled			▲
					= Default		

5.7 Programmable Rearms

Function	Number of Rearms	Default
▲ 2 6	|__|	0

Key
0 = Continuous Rearms
1...9 = Number of Rearms

5.8 Service Timer

Function	Arm/Disarm Cycles	Default
▲ 2 7	|__|	0

Key			
Arm/Disarm Cycles/Day	Time Between Services		
	30 Days	6 Months	12 Months
1	1	4	7
4	2	5	8
6	3	6	9
	0 = No Service Timer		

5.9 Keyswitch Arm Configuration

Function	Arm Mode	Default
[*] [2] [8]	|__|	0

Key
0 = Arm Mode A
1 = Arm Mode B
2 = Arm Mode C
3 = Arm Mode D

5.10 Engineer Code NVM Reset

Place link across NVM Reset pins on PCB. Enter [*] [2] [9]. Control panel will emit 3 beeps and will be returned to factory defaults.

5.11 Communicator Test

Function	Toggle Outputs
[*] [3] [0]	[1]...[6]

Key
[1] = Alarm
[2] = P.A.
[3] = Fire
[4] = Confirmed Alarm
[5] = Abort
[6] = Open/Close (Set)

5.12 Anti-Code Algorithm

Function	Algorithm	Default
[*] [3] [1]	|__|	0

Key
0...8 = Algorithm

NOTE: The Anti-Code algorithm should be left at default (0).

5.13 Exit Options

5.13.1 Arm Mode A Exit Option

Function	Exit Mode	Default
▲ 3 2	|__|	0

Key
0 = Timed Exit
1 = Push To Set
2 = Final Door

5.13.2 Arm Mode B Exit Option

Function	Exit Mode	Default
▲ 3 3	|__|	0

Key
0 = Timed Exit
1 = Push To Set
2 = Final Door

5.13.3 Arm Mode C Exit Option

Function	Exit Mode	Default
▲ 3 4	|__|	0

Key
0 = Timed Exit
1 = Push To Set
2 = Final Door

5.13.4 Arm Mode D Exit Option

Function	Exit Mode	Default
▲ 3 5	|__|	0

Key
0 = Timed Exit
1 = Push To Set
2 = Final Door

5.13.5 Final Door Arm Delay Time

Function	Time	Default
▲ 3 6	|__| |__|	7

Key
0...99 = Time in Seconds

5.14 System Test

Function	Proceed to Next Test
▲ 0 5	Any key

Tests
Test 1 = All icons on except Fault (⚠)
Test 2 = Strobe switched on
Test 3 = Bell switched on
Test 4 = Internal sounders switched on

6. LCD PROGRAMMING

6.1 Entering/Exiting Engineer Mode

Press [Func] [0] [X] [X] [X] [X] where [X] [X] [X] [X] is the engineer code (default 9999)	Enter Engineer mode	ENGINEER MODE
Press [Func] [0] [0] [X] [X] [X] [X] where [X] [X] [X] [X] is the engineer code (default 9999)	Exit Engineer mode	SYSTEM ARMED

6.2 Zones

6.2.1 Arm Mode A (Function 10)

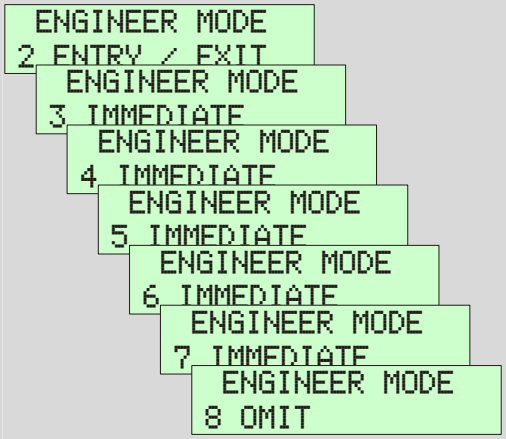
Press [Func] [1] [0]	This starts the function	ENGINEER MODE 1 ENTRY / EXIT
Zone 1 is displayed. Use the [▲] and [▼] keys to scroll through the zone types available. Press the [Func] key to accept. This is repeated for Zones 2 – 8.	*Zone Types:* *Entry / Exit* *Access* *Immediate* *Omit* *Momentary Key* *Latched Key* *Tamper* *24 Hour* *Fire*	ENGINEER MODE 2 ACCESS ENGINEER MODE 3 IMMEDIATE ENGINEER MODE 4 IMMEDIATE ENGINEER MODE 5 IMMEDIATE ENGINEER MODE 6 IMMEDIATE ENGINEER MODE 7 IMMEDIATE ENGINEER MODE 8 IMMEDIATE
The function is ended after saving the zone type for zone 8		

You will be returned to engineer mode.

Defaults

Zone	Type	Zone		Zone	Type	Zone	Type
1	Entry / Exit	3	Immediate	5	Immediate	7	Immediate
2	Access	4	Immediate	6	Immediate	8	Immediate

6.2.2 Arm Mode B (Function 11)

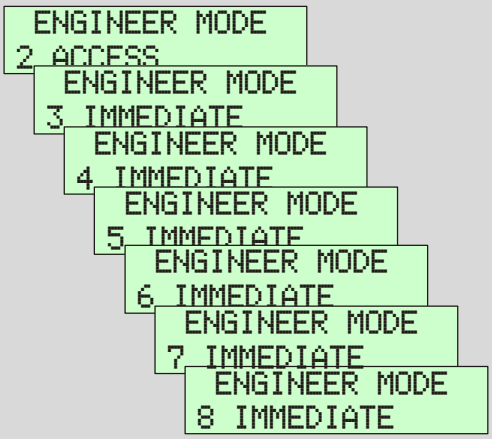
Press Func 1 1	This starts the function	ENGINEER MODE 1 ENTRY / EXIT
Zone 1 is displayed. Use the ▲ and ▼ keys to scroll through the zone types available. Press the Func key to accept. This is repeated for Zones 2 – 8.	*Zone Types:* *Entry / Exit* *Access* *Immediate* *Omit* *Momentary Key* *Latched Key* *Tamper* *24 Hour* *Fire*	
The function is ended after saving the zone type for zone 8		

You will be returned to engineer mode.

Defaults

Zone	Type	Zone		Zone	Type	Zone	Type
1	Entry / Exit	3	Immediate	5	Immediate	7	Immediate
2	Entry / Exit	4	Immediate	6	Immediate	8	Omit

6.2.3 Arm Mode C (Function 12)

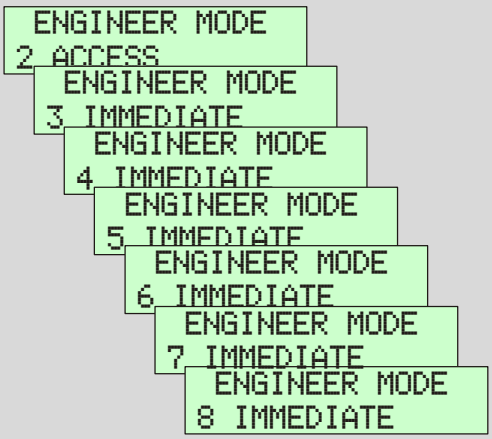
Press Func 1 2	This starts the function	ENGINEER MODE 1 ENTRY / EXIT
Zone 1 is displayed. Use the ▲ and ▼ keys to scroll through the zone types available. Press the Func key to accept. This is repeated for Zones 2 – 8.	*Zone Types:* *Entry / Exit* *Access* *Immediate* *Omit* *Momentary Key* *Latched Key* *Tamper* *24 Hour* *Fire*	
The function is ended after saving the zone type for zone 8		

You will be returned to engineer mode.

Defaults

Zone	Type	Zone		Zone	Type	Zone	Type
1	Entry / Exit	3	Immediate	5	Immediate	7	Immediate
2	Access	4	Immediate	6	Immediate	8	Immediate

6.2.4 Arm Mode D (Function 13)

Press Func 1 3	This starts the function	ENGINEER MODE 1 ENTRY / EXIT
Zone 1 is displayed. Use the ▲ and ▼ keys to scroll through the zone types available. Press the Func key to accept. This is repeated for Zones 2 – 8.	*Zone Types:* *Entry / Exit* *Access* *Immediate* *Omit* *Momentary Key* *Latched Key* *Tamper* *24 Hour* *Fire*	
The function is ended after saving the zone type for zone 8		

You will be returned to engineer mode.

Defaults

Zone	Type	Zone		Zone	Type	Zone	Type
1	Entry / Exit	3	Immediate	5	Immediate	7	Immediate
2	Access	4	Immediate	6	Immediate	8	Immediate

6.3 Timers

6.3.1 Bell Time (Function 14)

Press Func 1 4	This starts the function	ENTER SEQUENCE
Enter 2 to 2 0 minutes. ***NOTE: Default is 20 minutes.***	*Example shows 20 minutes.*	ENTER SEQUENCE 20
Press Func		

You will be returned to engineer mode.

6.3.2 Entry Time (Function 15)

Press Func 1 5	This starts the function	ENTER SEQUENCE
Enter 0 to 2 5 5 seconds. ***NOTE: Default is 30 seconds.***	*Example shows 30 seconds.*	ENTER SEQUENCE 30
Press Func		

You will be returned to engineer mode.

6.3.3 Exit Time (Function 16)

Press Func 1 6	This starts the function	ENTER SEQUENCE
Enter 2 to 9 9 seconds. ***NOTE: Default is 30 seconds.***	*Example shows 30 seconds.*	ENTER SEQUENCE 30
Press Func		

You will be returned to engineer mode.

6.3.4 Bell Delay (Function 17)

Press Func 1 7	This starts the function	ENTER SEQUENCE
Enter 0 to 2 0 minutes. ***NOTE: Default is 0 minutes.***	*Example shows 0 minutes.*	ENTER SEQUENCE 0
Press Func		

You will be returned to engineer mode.

6.3.5 Communication Delay (Function 18)

Press Func 1 8	This starts the function	ENTER SEQUENCE
Enter 0 to 2 5 5 seconds. ***NOTE: Default is 0 seconds.***	*Example shows 30 seconds.*	ENTER SEQUENCE 30
Press Func		

You will be returned to engineer mode.

6.4 Changing Engineer Code (Function 19)

Press Func 1 9	This starts the function	ENTER CODE
Enter the old 4-digit engineer code		ENTER NEW CODE
Enter the new 4-digit engineer code		RE-ENTER CODE
The code is accepted automatically after entering the 4th digit.		

You will be returned to engineer mode.

6.5 PGM Programming

6.5.1 PGM 1 (Function 20)

Press Func 2 0	This starts the function	ENTER SEQUENCE
Enter the PGM type 0 to 3. ***NOTE: Default is 0 (Not Used).***	*0 = Not Used* *1 = PIR Remote LED Enable* *2 = PIR Latch Memory* *3 = Shock Sensor Reset*	ENTER SEQUENCE 0
The new type will save automatically.		

You will be returned to engineer mode.

6.5.2 PGM 2 (Function 21)

Press Func 2 1	This starts the function	ENTER SEQUENCE
Enter the PGM type 0 to 2. ***NOTE: Default is 0 (Not Used).***	*0 = Not Used* *1 = PIR Remote LED Enable* *2 = PIR Latch Memory*	ENTER SEQUENCE 0
The new type will save automatically.		

You will be returned to engineer mode.

6.6 System Options

6.6.1 System Options 1 (Function 22)

Press Func 2 2	This starts the function	ENTER SEQUENCE ✗ ✗ ✗ ✗
Use keys 1 to 4 to toggle the options on or off.	*Example shows option 2 on.*	ENTER SEQUENCE ✗ ✓ ✗ ✗
Press Func		

You will be returned to engineer mode.

Options:

Option	Option On (✓)	Option Off (✗) (Default)
1	Silent P.A.	Audible P.A.
2	User Log Reset Enabled	User Log Reset Disabled
3	Engineer Only System Reset	User System Reset
4	External & Internal Sounders on Tamper Activation	Internal Sounder Only on Tamper Activation

6.6.2 System Options 2 (Function 23)

Press Func 2 3	This starts the function	ENTER SEQUENCE ✕ ✕ ✓ ✕
Use keys 1 to 4 to toggle the options on or off.	*Example shows option 2 on.*	ENTER SEQUENCE ✕ ✓ ✕ ✕
Press Func		

You will be returned to engineer mode.

Options:

Option	Option On (✓)	Option Off (✕) (Default)
1	Engineer Code Lock NVM Reset	Power Up NVM Reset
2	Bell Enable on Line Fail	No Bell on Line Fail
3	Panel Arm on AC Fail	No Panel Arm on AC Fail
4	Limited Reset	All Reset

6.6.3 System Options 3 (Function 24)

Press Func 2 4	This starts the function	ENTER SEQUENCE ✕ ✕ ✕ ✕
Use keys 1 to 4 to toggle the options on or off.	*Example shows option 2 on.*	ENTER SEQUENCE ✕ ✓ ✕ ✕
Press Func		

You will be returned to engineer mode.

Options:

Option	Option On (✓)	Option Off (✕) (Default)
1	Alarm Digi Active High	Alarm Digi Active Low
2	P.A. Digi Active High	P.A. Digi Active Low
3	Fire Digi Active High	Fire Digi Active Low
4	Confirmed Digi Active High	Confirmed Digi Active Low

6.6.4 System Options 4 (Function 25)

Press Func 2 5	This starts the function	ENTER SEQUENCE ✕ ✓ ✕ ✕
Use keys 1 to 4 to toggle the options on or off.	*Example shows option 2 off.*	ENTER SEQUENCE ✕ ✕ ✕ ✕
Press Func		

You will be returned to engineer mode.

Options:

Option	Option On (✓)	Option Off (✕) (Default)
1	Abort Digi Active High	Abort Digi Active Low
2	Open Digi Active High	Open Digi Active Low
3	Service Timer Warning & Lockout System on Expire	Service Timer Warning on Expire if programmed with Function 27
4	Anti-Code Reset Enabled	Anti-Code Reset Disabled

6.7 Programmable Rearms (Function 26)

Press Func 2 6	This starts the function	ENTER SEQUENCE
Enter the number of rearms 0 to 9. ***NOTE: Default is 0 (Continuous).***	*0 = Continuous* *1 - 9= Number of Rearms*	ENTER SEQUENCE 0
The number will save automatically.		

You will be returned to engineer mode.

6.8 Service Timer (Function 27)

Press Func 2 7	This starts the function	ENTER SEQUENCE
Enter the number of arm and disarm cycles between service intervals 0 to 9. ***NOTE: Default is 0 (No timer).***	*Arm/Disarm Cycles Per Day* / *Time Between Services*: *30 Days* / *6 Months* / *12 Months* *1*: 1 / 4 / 7 *4*: 2 / 5 / 8	ENTER SEQUENCE 0
The number will save automatically.		

You will be returned to engineer mode.

6.9 Keyswitch Arm Configuration (Function 28)

Press Func 2 8	This starts the function	ENTER SEQUENCE
Enter the required Arm Mode 0 to 3. ***NOTE: Default is Not Configured.***	*0 = Arm Mode A* *1 = Arm Mode B* *2 = Arm Mode C* *3 = Arm Mode D*	ENTER SEQUENCE 0
The configuration will save automatically.		

You will be returned to engineer mode.

6.10 Engineer Code NVM Reset (Function 29)

Enter Engineer Mode		ENGINEER MODE
Open the panel cover, and short NVM reset pins together using link supplied.		
Press Func 2 9	This starts the function	ENTER SEQUENCE
The panel will emit 3 beeps, and will be returned to factory settings. Remove the link.		

You will be returned to engineer mode.

6.11 Communicator Test (Function 30)

Press Func 3 0	This starts the function	ENGINEER MODE
Toggle the Digital Communicator outputs 1 to 6.	1 = *Alarm* 2 = *P.A.* 3 = *Fire* 4 = *Confirmed Alarm* 5 = *Abort* 6 = *Open / Close (set)*	
To finish, press Func		

You will be returned to engineer mode.

6.12 Anti-Code Algorithm (Function 31)

Press Func 3 1	This starts the function	ENTER SEQUENCE
Enter the required Anti-Code Algorithm 0 to 8. ***NOTE: This should be left at 0 (Default).***		ENTER SEQUENCE 0
The configuration will save automatically.		

You will be returned to engineer mode.

6.13 Exit Options

6.13.1 Arm Mode A Exit Options (Function 32)

Press Func 3 2	This starts the function	ENTER SEQUENCE
Enter the required Exit Option 0 to 2. ***NOTE: Default is 0 (Timed Exit).***	*0 = Timed Exit* *1 = Push To Arm* *2 = Final Door*	ENTER SEQUENCE 0
The configuration will save automatically.		

You will be returned to engineer mode.

6.13.2 Arm Mode B Exit Options (Function 33)

Press Func 3 3	This starts the function	ENTER SEQUENCE
Enter the required Exit Option 0 to 2. ***NOTE: Default is 0 (Timed Exit).***	*0 = Timed Exit* *1 = Push To Arm* *2 = Final Door*	ENTER SEQUENCE 0
The configuration will save automatically.		

You will be returned to engineer mode.

6.13.3 Arm Mode C Exit Options (Function 34)

Press Func 3 4	This starts the function	ENTER SEQUENCE
Enter the required Exit Option 0 to 2. ***NOTE: Default is 0 (Timed Exit).***	*0 = Timed Exit* *1 = Push To Arm* *2 = Final Door*	ENTER SEQUENCE 0
The configuration will save automatically.		

You will be returned to engineer mode.

6.13.4 Arm Mode D Exit Options (Function 35)

Press Func 3 5	This starts the function	ENTER SEQUENCE
Enter the required Exit Option 0 to 2. ***NOTE: Default is 0 (Timed Exit).***	*0 = Timed Exit* *1 = Push To Arm* *2 = Final Door*	ENTER SEQUENCE 0
The configuration will save automatically.		

You will be returned to engineer mode.

6.14 Final Door Arm Delay (Function 36)

Press Func 3 6	This starts the function	ENTER SEQUENCE
Enter the time in seconds 0 to 9 9. ***NOTE: Default is 7 seconds.***		ENTER SEQUENCE 0
Press Func		

You will be returned to engineer mode.

6.15 Send Names

Press Func and use the ▼ key to scroll to FUNCTIONS. Press Func.		VERSION NO.
Use the ▼ key to scroll to SEND NAMES.		SEND NAMES
Press Func to send the data in that keypad to other keypads.		SEND NAMES ■■■■

You will be returned to engineer mode.

6.16 System Test

Press Func and use the ▼ key to scroll to SYSTEM TEST. Press Func. The display test starts.		SYSTEM TEST DISPLAY TEST
To proceed to the strobe test, press any key. The strobe will flash.		SYSTEM TEST STROBE TEST
To proceed to the bell test, press any key. The bell will sound.		SYSTEM TEST BELL TEST
To proceed to the sounders test, press any key. The internal sounders will sound.		SYSTEM TEST SOUNDERS TEST
To end the tests press any key.		

You will be returned to engineer mode.

6.17 Self Test

Press Func and use the ▼ key to scroll to FUNCTIONS. Press Func.		VERSION NO.
Use the ▼ key to scroll to SELF TEST.		SELF TEST
Press Func to start the self test.		PLEASE WAIT ■■■■
The display will start scrolling. Press Func. When the display reads PRESS ALL KEYS, press each key in turn.		PRESS ALL KEYS
The Fire tones will start. Press any key to stop the tones and exit the test. If any of the keys are not working, press and hold a working key to exit the test.		

You will be returned to engineer mode.

6.18 Change Text

Press Func and use the ▼ key to scroll to CHANGE TEXT. Press Func.		CHANGE TEXT
Use the ▼ key to scroll to the user, zone or label you wish to edit. Use the ◄ and ► keys to move the flashing cursor over the character to be changed. Use the numeric keys (0-9) to change the character displayed at the cursor position. *Repeat for all characters as required.*	*Example shows text label for User 1.*	CHANGE TEXT USER 1 CHANGE TEXT JOHN SMITH
Press Func to save the edited text.		CHANGE TEXT JOHN SMITH
Repeat for all the text labels you wish to edit. To exit the function, use the ▼ key to scroll to EXIT. Press Func.		

You will be returned to engineer mode.

The default text strings are as follows:

Situation	Label
System Disarmed	SYSTEM DISARMED
System Armed	SYSTEM ARMED
First To Alarm Mode (After alarm, when code entered)	SYSTEM ARMED ALARM LOUNGE
System Faults	!SYSTEM DISARMED

Zone	Label
1	F DOOR
2	HALL
3	LOUNGE
4	DINING
5	KITCHEN
6	B DOOR
7	CONSERV
8	LANDING

User	Label
1 (Master User)	USER 1
2 (Limited User)	USER 2
3 (Limited User)	USER 3
4 (Limited User)	USER 4
5 (Limited User)	USER 5
6 (Limited User)	USER 6
7 (Limited User)	USER 7
8 (Limited User)	USER 8

6.19 Adjust Brightness

Press [Func] and use the [▼] key to scroll to SET BACKLIGHT. Press [Func].		
Use the [▼] and [▲] keys to adjust the brightness of the LCD screen.		
Press [Func] to save the brightness level.		

You will be returned to engineer mode.

7. SYSTEM FAULTS

There are 4 fault conditions automatically detected by the Sterling 10.

7.1 LCD Keypad

The user is informed of a fault via a flashing '!' and an error beep. Press [Func] to stop the error beep. The '!' will remain on until the fault has been corrected.

To determine the fault go into the log by entering [Func] [0] [2]. The fault will be displayed:

Bell Fuse Failure
Auxiliary Fuse Failure
Telephone Line Failure
Mains (AC) Failure

Press [Func] to exit the log.

To clear the log enter [Func] [0] [3], an acceptance tone will be played.

7.2 ICON Keypad

The user is informed of a fault via a flashing '⚠' and an error beep. Press [▲] to stop the error beep. The '⚠' will remain on until the fault has been corrected.

To determine the fault go into the log by entering [▲] [0] [2].

A 0 symbol will be displayed, press the [▲] key to display the fault:

1 = Bell Fuse Failure
2 = Auxiliary Fuse Failure
3 = Telephone Line Failure
4 = Mains (AC) Failure

Press [▲] to exit the log.

To clear the log enter [▲] [0] [3], an acceptance tone will be played.

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Warranty

This product is sold subject to our standard warranty conditions and is warranted against defects in workmanship for a period of two years.

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