

# Universal Touch Screen

Touch screen console



## Installer manual

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HW version	0
Tecnoalarm SW version	4.4.5 - - - ➔
Update	07/2014
Language	English



## CONFORMITY

Hereby, Tecnoalarm srl declares that the present equipment is in compliance with the essential requirements and other relevant provisions of the LVD 2006/95/EC and EMC 2004/108/EC directives.

The equipment is also in compliance with the standard EN 50131-1.

The declaration of conformity is available on the website: [www.tecnoalarm.com](http://www.tecnoalarm.com).

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## Console Universal Touch Screen

### Description

The Universal Touch Screen is a control and programming console. The elegant design with the ultra-slim casing permits a perfect integration in every environment.

The touch screen is the interface which allows the user a simple and quick management of the system with the help of the integrated speaker. The console permits the management of all the programs of the compatible Tecnoalarm systems. The compatibility and the maximum number of connectable consoles depend on the system used. The console is connected to the system via the RS485 serial bus, using in addition the S wire for the voice channel.

### Functions of the console

The Universal Touch Screen console allows to:

- Program the functions of the system
- View the status of the zones, programs and remote controls
- Arm/disarm the programs
- Activate/deactivate the by-pass of the programs
- Exclude the zones
- Activate/deactivate the remote controls
- Activate the RDV function
- View the active events
- View the stored events
- Select 2 languages among those available
- View the balloons which provide additional information about the status icons or list the available operations in a specific environment
- View the floor plans (optional function)

### Access to the console

In stand-by the screen of the console (no-activity) is normally off except if differently programmed.

Touch the screen to switch it on and to access the functions of the console.

### Floor plan management

In addition to the standard functioning mode, software module for floor plan management is available. This option must be ordered separately.

### Standard mode

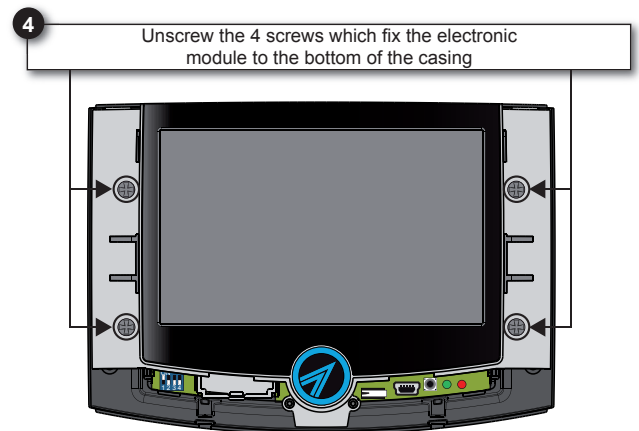
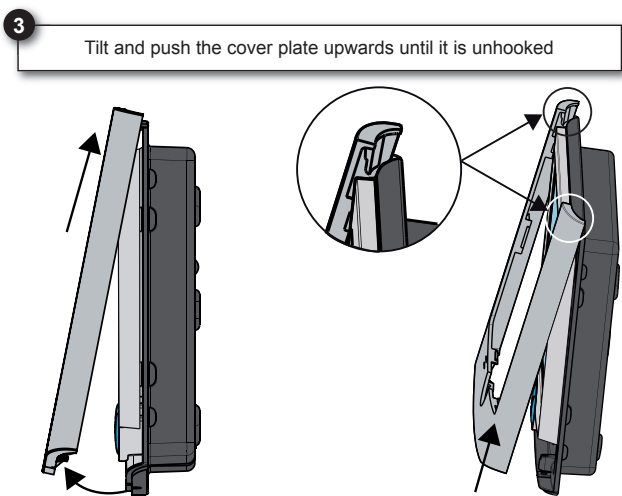
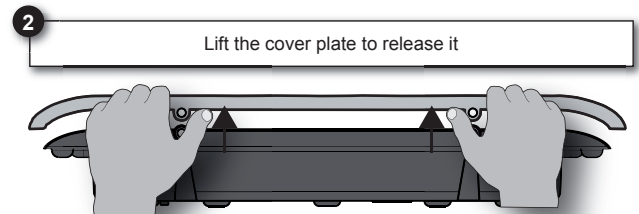
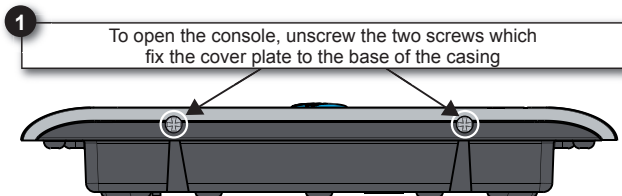
In stand-by and in the standard mode, the central part of the screen shows the clock. In the lower right-hand part of the screen, there are two icon bars: the function icons are displayed on the right and the status icons at the bottom.



## Opening and mounting

### Opening of the casing

The console is composed of a cover plate, an electronic module and the bottom of the casing. See the below figures for opening and closing of the casing.

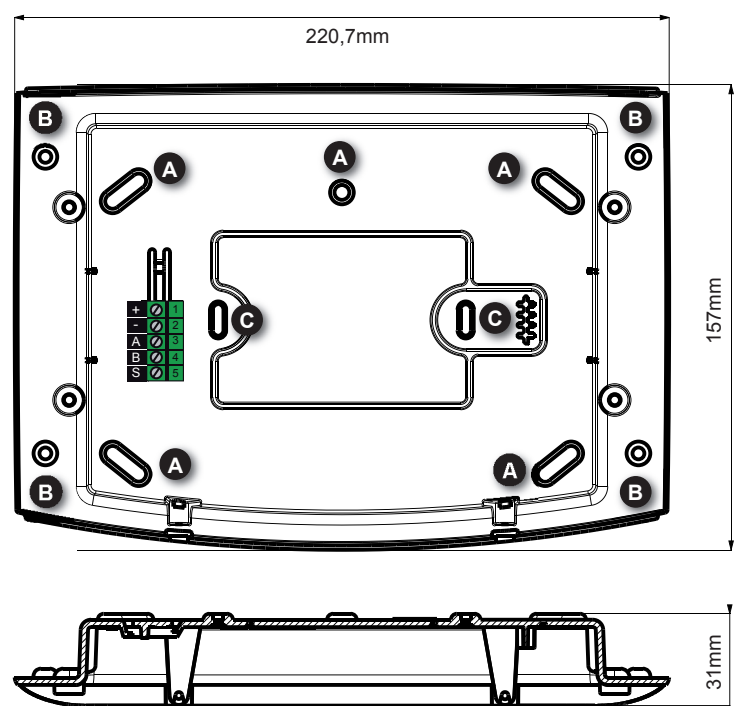


### Mounting

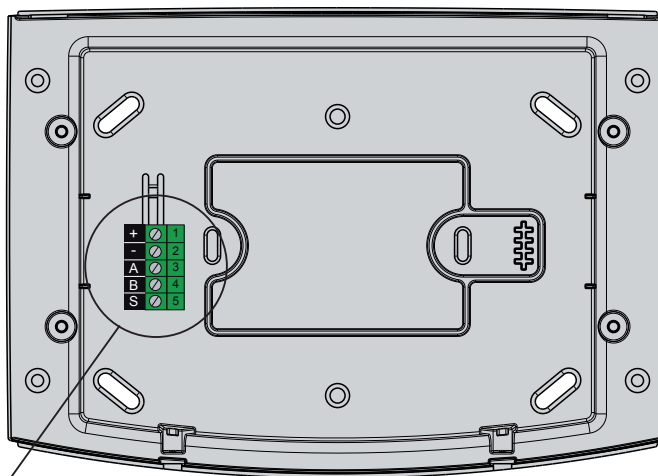
The bottom of the casing can be fixed on the wall, flush-mounted or installed in a 503 flush-mounting box

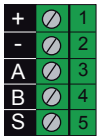
The terminals are removable for easy wiring but, if the cover plate and the electronic module are removed, it remains attached to the base

- A** Holes for wall fixing
- B** Fixing points for flush-mounting
- C** Fixing holes for flush-mounting box




## Terminals and programming dip-switch



Description of the terminals				Signal
	1	+13,8V DC	Positive power supply voltage for serial bus	+13,8V DC
	2	—	Negative power supply voltage for serial bus	—
	3	A	Channel A serial bus	Serial data
	4	B	Channel B serial bus	Serial data
	5	S	Voice channel	Vocal



SW1				Segnale	
	1	ON	End of RS485 serial bus	OFF	RS485 serial bus continues
	2	ON	Reserved	OFF	
	3	ON	Reserved programming	OFF	
	4	ON	Tamper protection excluded	OFF	Active tamper protection

### Programming of the address

Programming of the address of the Universal Touch Screen console on the serial bus is made through the menu Settings > Console address.

**Warning:** The address can be only programmed by the installer.

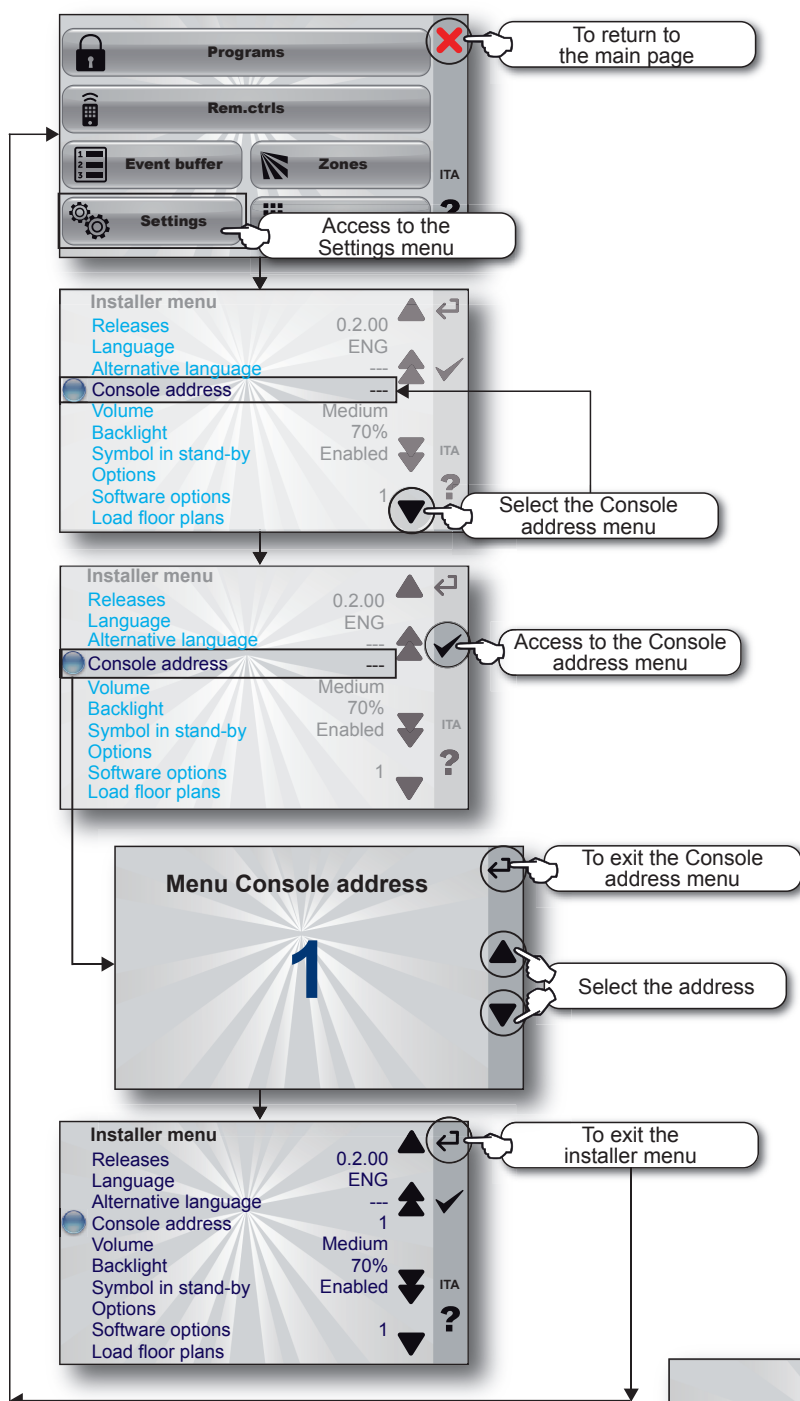
## Startup

### Procedure

To recognize the Universal Touch Screen console and make it work with the connected system, follow the below steps.

Before beginning, keep in mind that:

- 1 - The serial address of the console is programmed by the menu of the console Settings > Console address.
- 2 - The connected Universal Touch Screen consoles must be programmed as graphic consoles.



### Programming of the serial address

Follow the below steps

Press the soft key of the Settings menu

Use the arrow icon to scroll down to the menu "Console address"

Enter the Console address menu

Select the number (address) by pressing the selection icon repeatedly until the number requested is displayed. Touch the indicated icon to exit

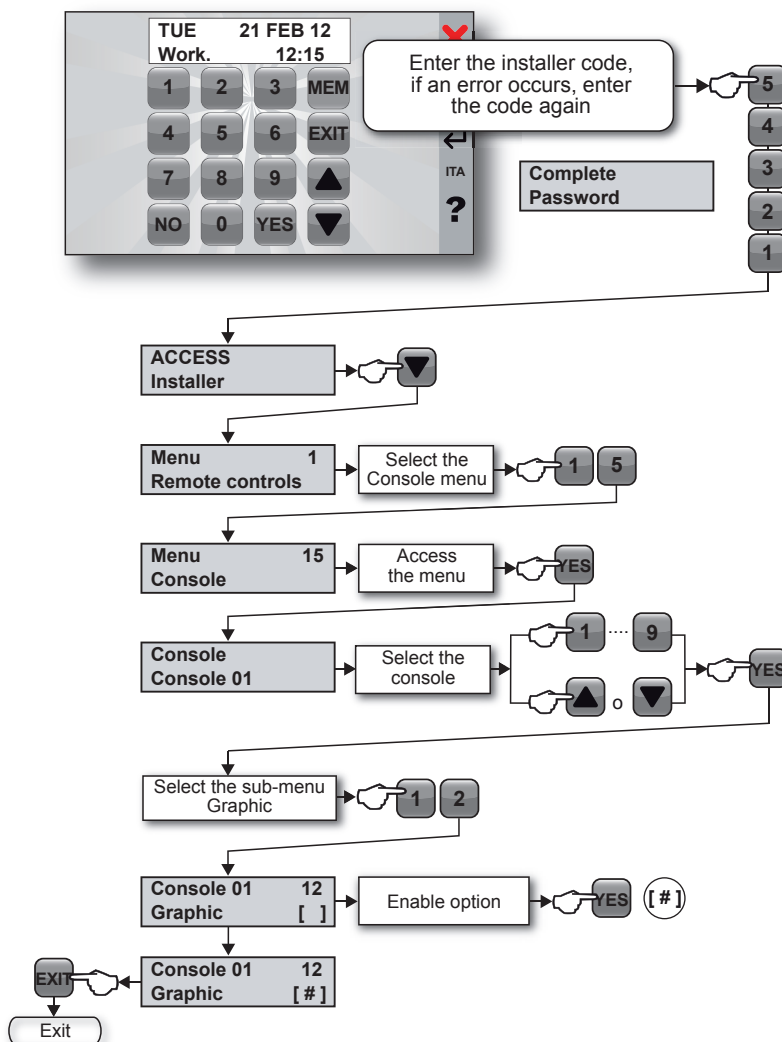
Exit programming of the console  
Repeat the procedure for all the other Universal Touch Screen consoles connected to the system



### Warning:

If you make a mistake during programming of the address console, upon exit, on the screen is viewed "Warning Inconsistency".





## Programming of the graphic console

Programming can be made through Console menu or the Tecnoalarm software.

## Programming through the Console menu

Select the Console menu. This menu views the keypad of a standard (LCD300/S type) console.

Enter the installer code

Then, follow the indicated procedure (for simplicity, the procedure directly starts with the "Graphic" setting).

Select the menu 15 "Console"

Access the menu

Select the number (address) of the console

Select the sub-menu 12 "Graphic"

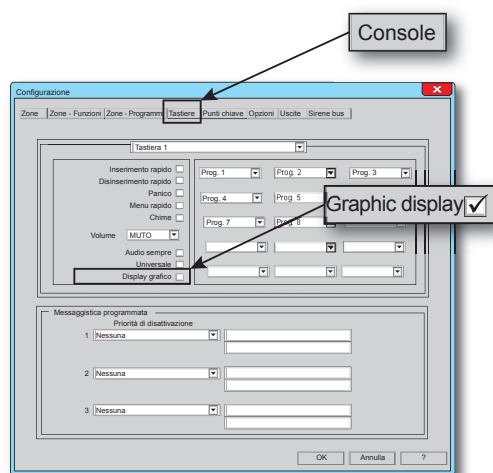
Press YES to confirm

Repeat the procedure for all the other Universal Touch Screen consoles connected to the system, then exit programming.

## Programming through Tecnoalarm software

Select the menu Configuration > Console. Select the console. Check the item "Graphic display" to enable the function.

Repeat the procedure for all the other Universal Touch Screen consoles connected to the system, then exit programming.



## Warning:

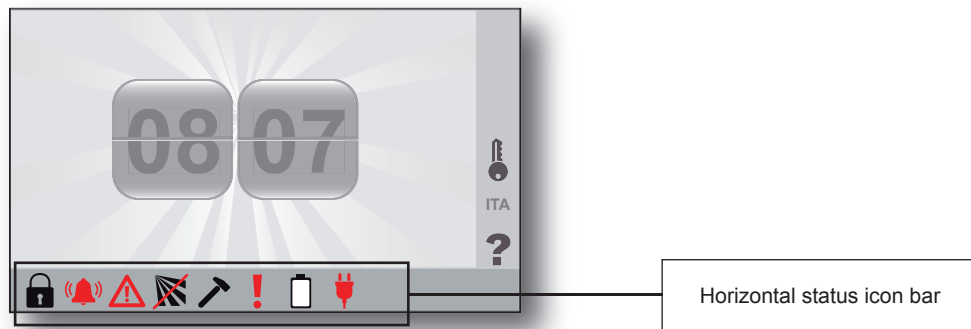
If the "Graphic display" item is not enabled, the console displays the message "Warning Inconsistency" on exit.

## Status icons

### Status icons

The Universal Touch Screen console signals the system status by means of specific icons which are viewed in the lower part of the screen.

These icons are displayed only if the system detects a change of the operating status. The icons dynamically indicate the system status.



#### Armed program

This icon indicates that at least one of the programs associated to the console is armed. It automatically switched off when all the programs are disarmed.



#### Armed programs

Black icon

#### Active alarm/prealarm

This icon indicates an alarm and/or a prealarm condition. In this case, it blinks alternately red and black. At the end of the alarm, only the red icon is displayed indicating that the alarm has been stored. The alarm memory is signaled until its deletion through the appropriate procedure.



#### Active alarm/prealarm

The icon blinks alternately red and black



#### Stored alarm/prealarm

Red icon

#### Active technical alarm

This icon indicates a technical alarm. In this case, it blinks alternately red and black. At the end of the alarm, only the red icon is displayed indicating that the alarm has been stored. The alarm memory is signaled until its deletion through the appropriate procedure.



#### Active technical alarm

The icon blinks alternately red and black



#### Stored technical alarm

Red icon

#### Isolated zone

This icon indicates that at least one of the zones associated to the console is isolated. It is automatically switched as soon as all of the zones have been integrated again (no more isolated zones).

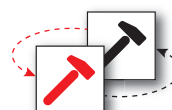


#### Isolated zones

Black icon with a red stripe

#### Tamper alarm

This icon indicates a tamper alarm. In this case, it blinks alternately red and black. At the end of the alarm, only the red icon is displayed indicating that the alarm has been stored. The alarm memory is signaled until its deletion through the appropriate procedure.



#### Active tamper alarm

The icon blinks alternately red and black



#### Stored tamper alarm

Red icon

### Trouble

This icon indicates a trouble of the system. In this case, it blinks alternately red and black. At the end of the alarm, only the red icon is displayed indicating that the alarm has been stored. The alarm memory is signaled until its deletion through the appropriate procedure.



### Active trouble

The icon blinks alternately red and black

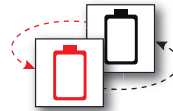


### Stored trouble

Red icon

### Battery

This icon indicates a trouble of the system's battery. In this case, it blinks alternately red and black. At the end of the alarm, only the red icon is displayed indicating that the alarm has been stored. The alarm memory is signaled until its deletion through the appropriate procedure.



### Active battery trouble

The icon blinks alternately red and black



### Stored battery trouble

Red icon

### Power failure

This icon indicates a power failure. In this case, it blinks alternately red and black. At the end of the alarm, only the red icon is displayed indicating that the alarm has been stored. The alarm memory is signaled until its deletion through the appropriate procedure.



### Active power failure

The icon blinks alternately red and black



### Stored power failure

Red icon

### Active telephone communication

This icon indicates that at least one of the telephone channels is active (active communication). The black icon is visible until the end of the communication.

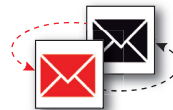


### Active telephone communication

Black icon

### Memo

This icon indicates the presence of an unread memo. In this case, it blinks alternately red and black. The icon is switched off when you touch it to read the message.



### Memo

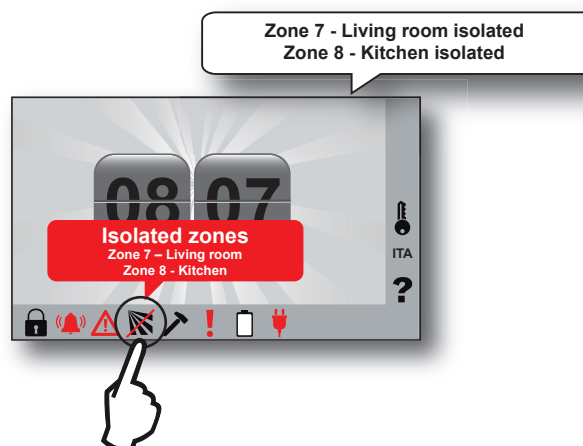
The icon blinks alternately red and black

**Warning:** The icon is viewed only if the floor plan management is enabled

### Additional information

By touching a status icon, the console views a balloon containing specific information concerning the icon.

These information are also announced by the speaker if the voice synthesis function is enabled.



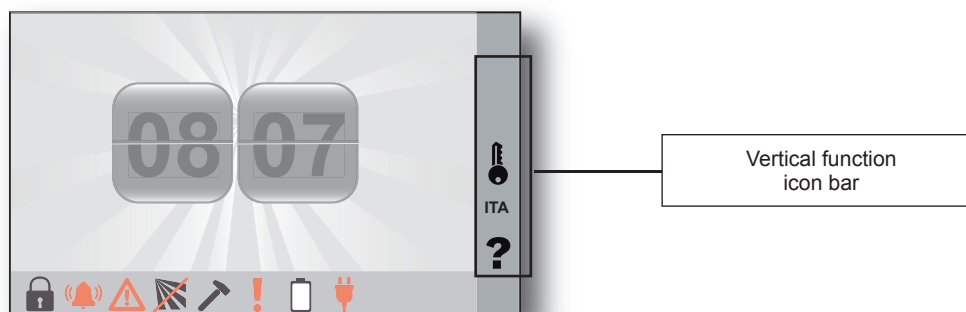
## Function icons

### Function icons

The user can interact with the Universal Touch Screen console thanks to the icons displayed on the right hand side of the console. The icons represent the instruments with which the user can manage its

security system.

The icons are displayed dynamically according to the menu, therefore, each screen displays only the icons relevant to the selected function.



#### Key (access by code)

Touch the icon to display the keypad which permits entering of the access code.



#### Confirmation or selection icon

Touch the confirmation or selection icon to access to the selected option or menu.



#### Direct access to the remote controls

The icon is only visible if the console has been programmed for access by the quick menu. Touch the icon to cut short access to the remote controls.



#### Exit icon

This icon is visible on all the screens (except the main menu). By touching it, the console returns to the main screen.



#### Quick arming/disarming

The icon permits the direct access to the program menu without entering any access code.



#### Return to the previous level or menu

The icon allows to return to the previous level menu.



#### Change language

The icon permits the selection of the second language of the console. The selection affects both written and spoken language.



#### Scrolling list of the previous or next line

The arrow up and down icons permit scrolling of the list moving the cursor on the previous or next line.



#### Mute on (deactivate speaker)

The icon is only visible during an alarm or a voice signaling. Touch the icon to deactivate the speaker momentarily.



#### Scrolling list of the of the previous or next page

The double arrow up and down icons permit scrolling of the list moving the cursor on the previous or next line page.



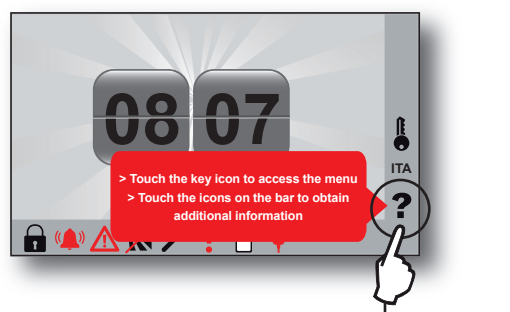
#### Mute off (activate speaker)

The icon is only visible after the deactivation of the speaker and for the time the speaker is off. Touch the icon to reactivate the speaker.



#### Question mark

The icon permits viewing of the balloons listing the operations which can be performed in that specific environment.



### Managed languages

The console manages 2 languages which can be select among eight possible choices: ITA (Italian), FRA (French), ENG (English), ESP (Spanish), DEU (German), CEK (Czech), POL (Polish) and ELL (Greek).

## Notifications

### Notifications

The console views the notifications of the alarm or arming events when they occur:

- Alarm (priority 1)
- Technical alarm (priority 2)
- Prealarm – Entry time (priority 3)
- Exit time (priority 4)
- End of by-pass warning (priority 5)
- Automatic arming warning (priority 6)

Viewing of the notifications depends on programming of the console. Each notification can be enabled individually.

The notification is visible as long as the event which generated it persists. The assignment of priorities solves the cases where several events occur simultaneously, i.e. the event with the higher priority is viewed.

### Alarm notifications

The table shows the steps necessary to program the alarm notifications and the display mode of the console.

Alarm notifications					
Notification type	Programming				Viewing
Alarm	Alarm	<input checked="" type="checkbox"/>	Sound effects	<input checked="" type="checkbox"/>	The console notifies the alarm with indication of date and time. The notification remains visible during the duration of the alarm.
Technical alarm	Alarm	<input checked="" type="checkbox"/>	Sound effects	<input checked="" type="checkbox"/>	
Prealarm	Entry time (prealarm)	<input checked="" type="checkbox"/>	Sound effects	<input checked="" type="checkbox"/>	



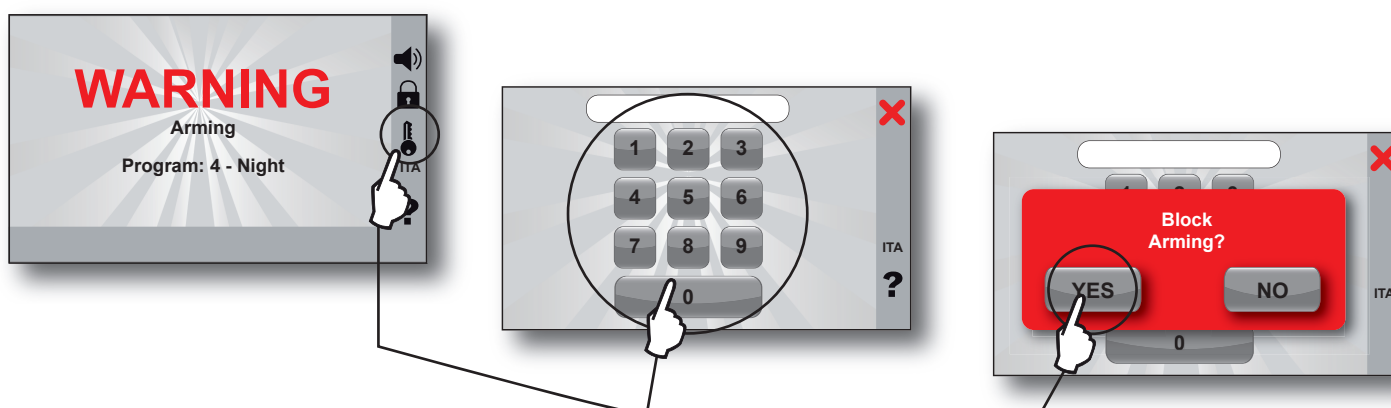
### Arming notifications

The table shows the steps necessary to program the arming notifications and the display mode of the console.

Arming notifications					
Notification type	Programming				Viewing
Exit time	Exit time	<input checked="" type="checkbox"/>	Sound effects	<input checked="" type="checkbox"/>	The console notifies automatic arming of the programs, in sequence, one at a time. The notification time depends on programming.
End of by-pass	End of by-pass warning	<input checked="" type="checkbox"/>	Sound effects	<input checked="" type="checkbox"/>	
Automatic arming	Automatic arming warning	<input checked="" type="checkbox"/>	Sound effects	<input checked="" type="checkbox"/>	

### Automatic arming

During the automatic arming warning, the authorized users can block automatic arming by entering the code.



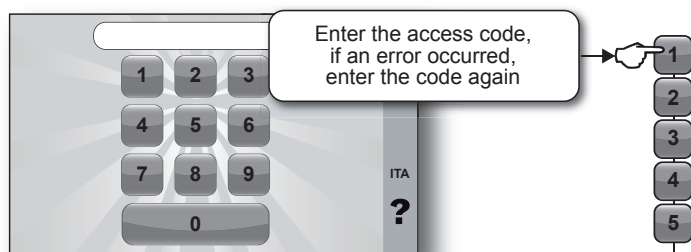
## Access to the menus

### Code categories

The Tecnoalarm burglar alarm systems distinguish three categories of codes: master or privileged user, standard user and installer. Each category of code corresponds to a specific level of access to the system's functions,

therefore, the console views the menus according to the code type. Access to the menus is given by any control console. In stand-by, a real-time clock is viewed.

**Warning:** If you enter 32 digits without composing a valid code, a false code signal will be released.



### Access to the menus

Follow the operation sequence indicated by the beside image. The figure shows the sequence of icons to touch and what is viewed on the screens.

Touch the key icon to display the keypad.

In the example, the code is 12345 (default master code). The code length may be 4, 5 or 6-digits. The code length depends on programming by the installer.

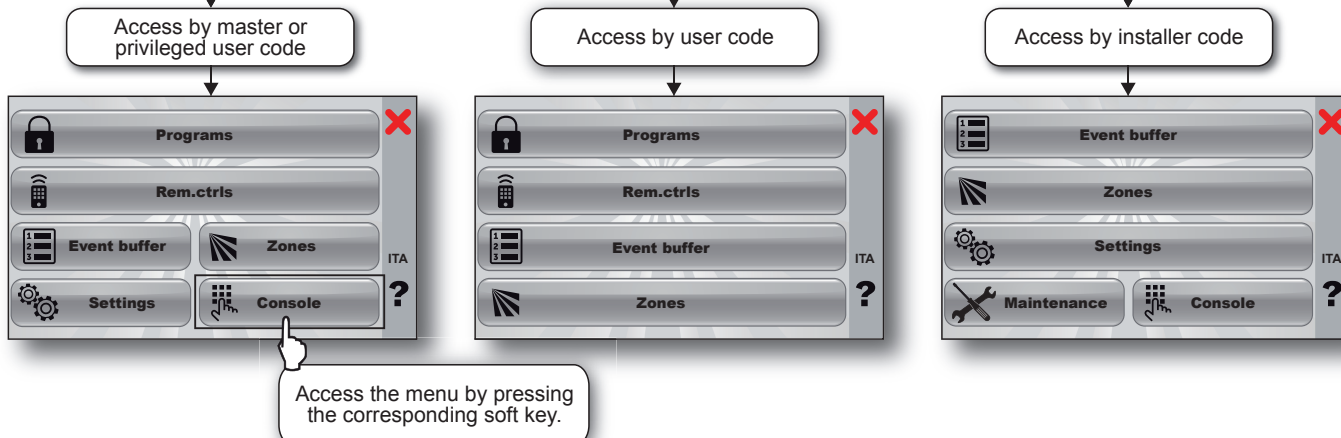
The user can modify its code but not the length.

Enter the code on the virtual keypad.

On the screen appears the main menu according to the entered code. The figure shows the three main menus corresponding to the three levels of access.

The menus are identified by soft keys which show the icon and the name of the menu.

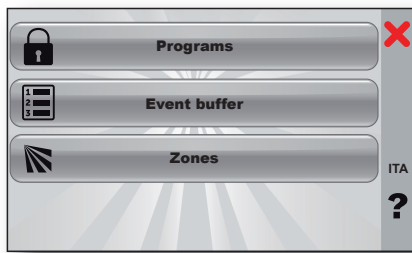
Touch the corresponding soft keys to access the requested menu.



Access level/Functions

Menu	Access code			Functions
	Master	Utente	Installer	
Programs	✓	✓	□	Management of the programs - Arming/disarming and by-pass
Remote controls	✓	*✓	□	Management of the remote controls - Activation/deactivation
Event buffer	✓	✓	✓	Consultation of the event buffer
Zones	✓	✓	✓	Management of the zones - Isolation/reintegration of the zones
Settings	✓	□	✓	Programming of functioning settings of the console
Console	✓	□	✓	Viewing of the numerical keypad to enter the access codes
Maintenance	□	□	✓	Puts the system into the maintenance mode

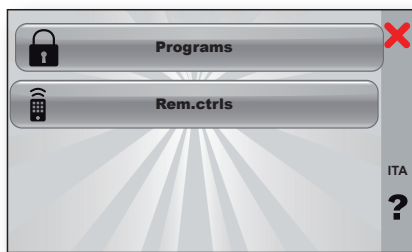
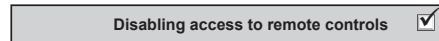
\* Menu visible only to the enabled users (codes)



### User code not enabled for access to the remote controls

The user codes for which access to the remote controls has been disabled, cannot view the Remote controls menu.

Programming of this attribute can be made through the Tecnoalarm software:  
Access configuration > Codes > Attributes



### By-pass code

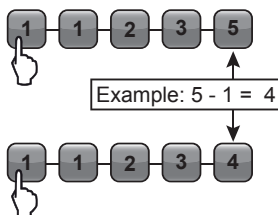
The by-pass codes can only view the Programs and Remote controls menus.

Programming the by-pass code can be made through the Tecnoalarm software:  
Access configuration > Codes > Function



## Activation of a hold-up alarm

Only the codes enabled to the hold-up function can activate a hold-up alarm.



Under duress, it is possible to disarm the system apparently and activate the programmed hold-up signaling by reducing by one unit the last digit of the access code.

For example, if the access code is 12345, to release the hold-up alarm, enter 12344.

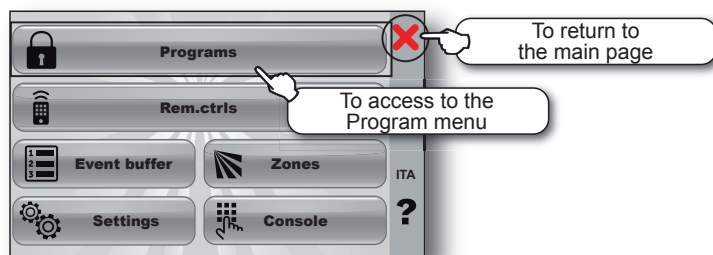
## Program menu

### Program menu

The Program menu permits the management of the programs of the burglar alarm system.

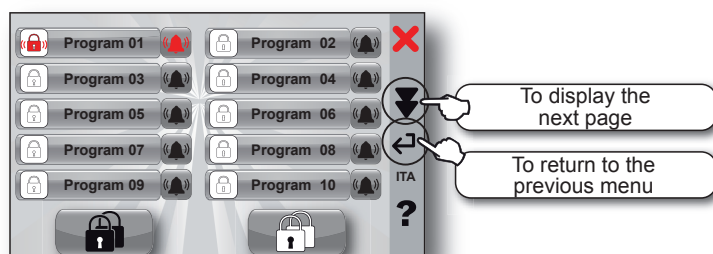
The Universal Touch Screen console permits the management of the programs provided by the Tecnoalarm burglar alarm system.

However, the console can only manage the programs associated during programming and among these only the programs associated to the access code used. Each page can view maximum 10 programs.



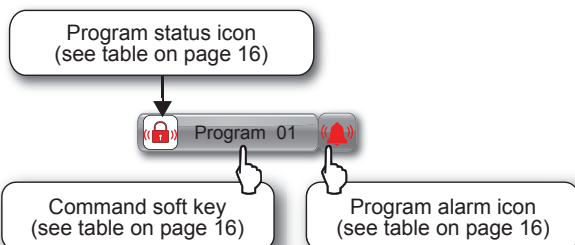
### Access to the Program menu

Follow the operation sequence indicated by the beside image. Select the "Programs" menu.



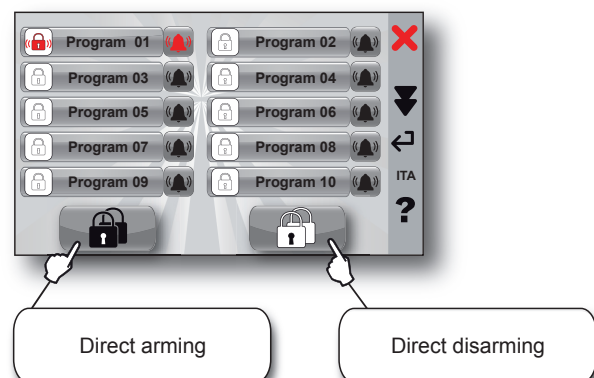
On the screen the programs associated to the used access code are listed. In the example, 10 programs are managed. A maximum of 10 programs can be viewed on each screen.

If more than 10 programs are associated to the code, the screen views the double arrow icon which allows to select the previous or the next page.



Each program is identified by two icons, which signal the program status, and a command soft key with the name or the number of the program.

The tables on page 16 describe the functions of the command soft keys and signaling of the icons.



### Direct arming/disarming

The soft keys with a two padlock symbol permit simultaneous arming/disarming of all the programs associated to the access code.

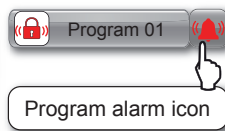
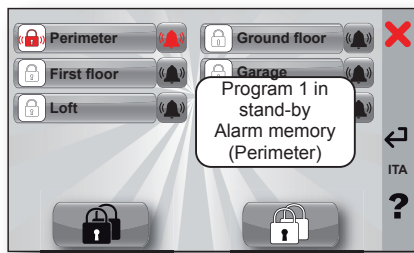
The soft keys are only viewed if the code attribute Disabling direct arming/disarming is not enabled (refer to the control panel manual).

Direct arming/disarming, as the word implies, does not require any confirmation. Since the arming phase is completely skipped, it is not possible to exclude zones.

The soft keys are only viewed if the code attribute Disabling direct arming/disarming is not enabled.







### Interrogate the program

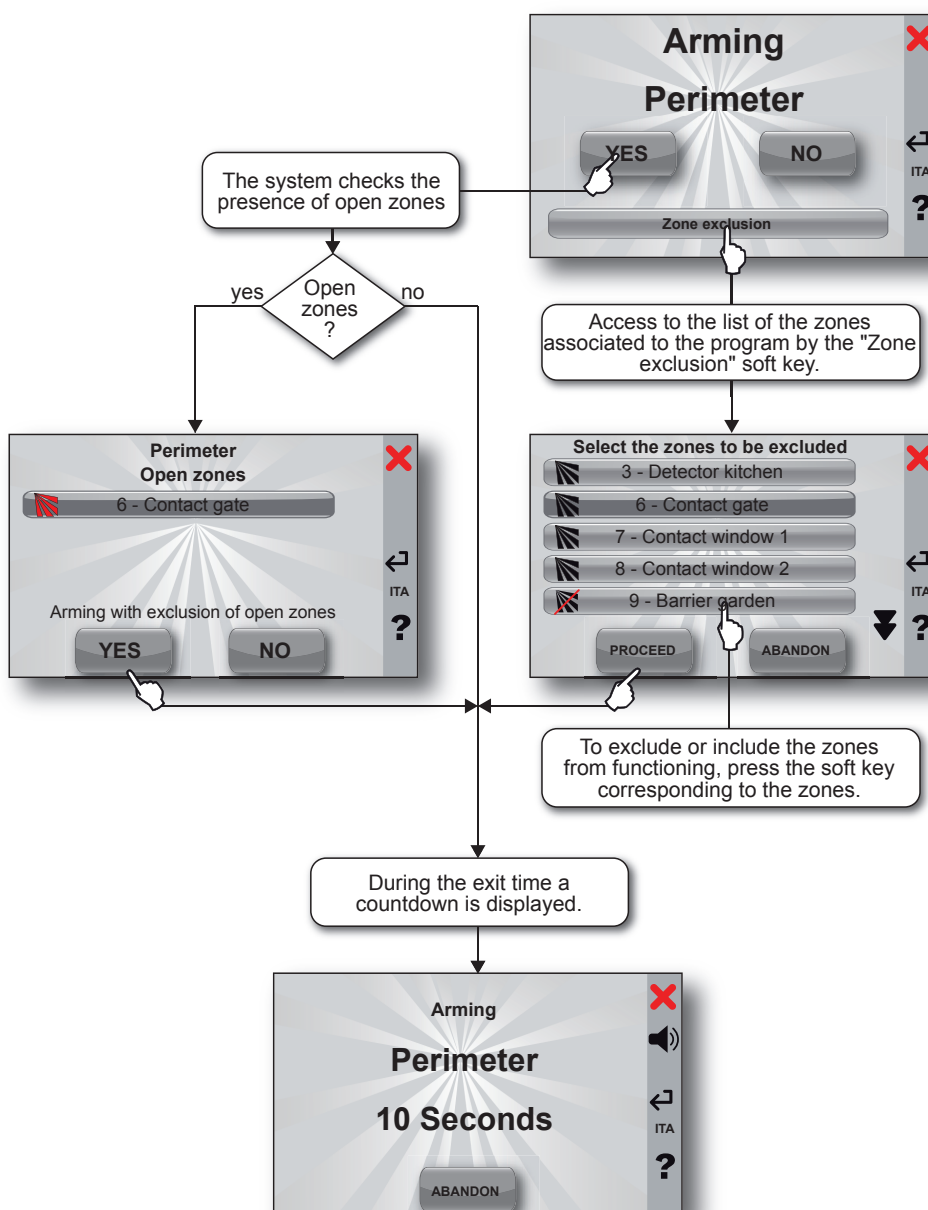
To interrogate the program touch the status icon with the bell symbol. A pop-up appears indicating the complete name and the status of the program.

The text of the pop-up is simultaneously announced by the speaker (if the function is enabled).



### Arming of the program

Press the command soft key to arm the program. If the program is disarmed, the system checks the presence of open direct or delayed zones and proposes arming.



By pressing "NO", the process is interrupted and the previous page is displayed.

By pressing "YES", arming process is started.

The scheme shows all the steps of arming, including the zone exclusion. The latter is only possible if the code attribute "Zone exclusion disabled" is not enabled.

### Exclusion of the zones

The "Zone exclusion" soft key gives the access to the function.

The function permits the exclusion of open zones or the voluntary exclusion of zones.

The screen only views the first four zones of the program.

Only the codes enabled for this function permit the exclusion of the zones.

The zone exclusion is not permanent but is only referred to the active functioning session of the program.

The isolation of the zones is activate through the "Zones" menu.

### Exit time

During the exit time, a countdown is displayed (missing time to arming).

During this time, it is possible to cancel arming by pressing the Abandon soft key.

### Program command soft key



**Program 01**

Soft key for arming of one program



Soft key for direct arming of programs



Soft key for direct disarming of programs

### Program alarm icons



Program ok (no alarm).  
Black bell



Program alarm active.  
The bell blinks alternately  
red and black



Program alarm stored.  
Red bell

### Program status icons

#### Disarmed program



Disarmed  
White



Disarmed  
with alarm  
memory

#### Armed program



Armed  
Yellow



Armed  
with alarm  
memory

#### Partset program



Partset  
White/yellow



Partset  
with alarm  
memory

#### Program in arming phase



Alternately  
white and yellow

#### Armed program in alarm



Alternately  
red and yellow

#### Partset program in alarm



Alternately  
red and white/yellow

### Zone icons



Open zone  
Red icon



Closed zone  
Black icon



Isolated zone  
Black icon  
with a red stripe



Tampered zone  
Yellow icon

**Warning:** The tampered zone (yellow icon) is not available if the console is used with the TP16-256 and TP16-512 control panels.

### Type of code

The type of code determines the functions which the code can perform on the system programs.

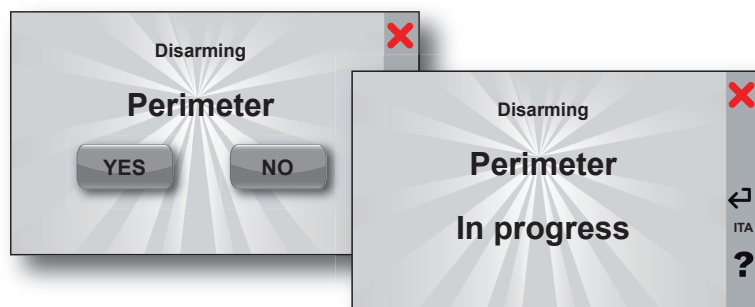
There are six types. The table shows which operations can be performed by the different codes.

Type of code	Operations
Arming/Disarming	Disarms the armed or partset programs, arms the disarmed or partset programs
Arming	Arms the disarmed or partset programs - In all the other cases "Access denied" is signaled
Disarming	Disarms the armed or partset programs - In all the other cases "Access denied" is signaled
By-pass/End of by-pass	Activates or deactivates the by-pass of the armed programs - In all the other cases signaling of "Denied access"
By-pass	Partsets the armed programs - In all the other cases "Access denied" is signaled
End of by-pass	Deactivates the by-pass and arms the partset programs completely - In all the other cases "Access denied" is signaled

### Disarming - Activation of by-pass Deactivation of by-pass

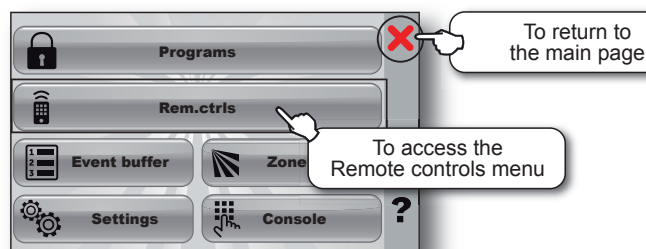
Regarding disarming, activation and deactivation of by-pass, the system requests to confirm the command.

The user can confirm the execution by pressing YES or cancel it by pressing NO.



Pressing YES, on the screen the execution of the required operation is confirmed for a couple of seconds.

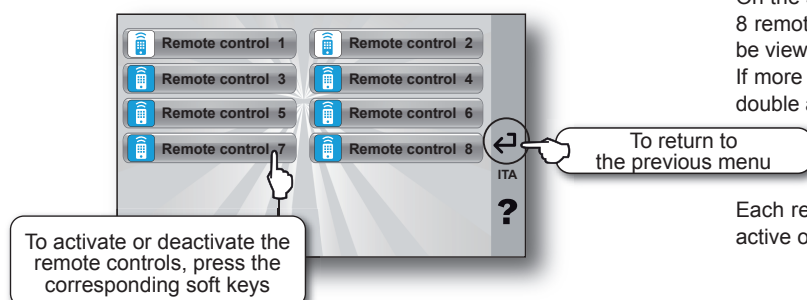
## Remote controls menu



### Access to the Remote controls menu

Follow the steps indicated by the beside image. Then, select the "Remote controls" menu.

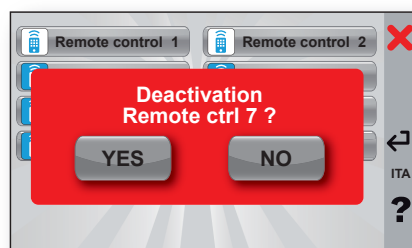
Only the access codes with the attribute Disabling access to remote controls not checked can access to the Remote controls menu.



On the screen the available remote controls are listed. In the example, 8 remote controls are managed. A maximum of 8 remote controls can be viewed on each screen.

If more than 8 remote controls are programmed, the display views the double arrow icons to select the next or the previous page.

Each remote control is identified by an icon which indicates its status: active or not active



To activate or deactivate a remote control, press the corresponding icon, then confirm by pressing YES.

The below table indicates the signaling of the remote control icons.

### Remote control icons



Deactivated remote control  
Blue icon with a white background



Activated remote control  
White icon with a blue background

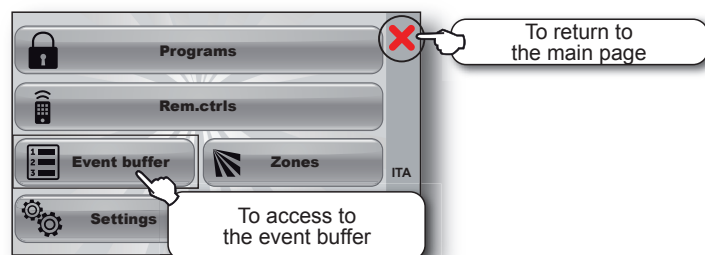
## Event buffer menu

### Event buffer

The burglar alarm system memorizes all the events regarding functioning, management and the alarms. The storage capacity of the event log depends on the control panel used (see table "Systems - Event buffer capacity").

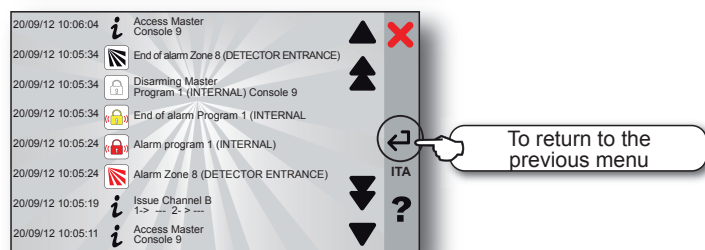
The events remain stored until the storage space is used up. Recording of a new event automatically causes deletion of the oldest event.

EVENT BUFFER CAPACITY	Systems - Event buffer capacity				
	TP8-28 / TP8-28 GSM 1,500 events	TP8-88 7,600 events	TP8-96 VIDEO 2,000 events	TP16-256 3,000 events	TP16-512 6,000 events



### Access to the Event buffer menu

Follow the steps indicated by the beside image. Then, select the "Event buffer" menu.



### Event consultation

The console views the list of the stored events starting from the last one. Each screen shows maximum eight events.

On the right, the display shows the arrow icons which allow to scroll the events or move to the previous or the next page.



Move the cursor



Change page

Event viewing		
Date and time of the event	Icon for event type	Event description
20/09/12 10:05:11		Master access Console 9

### Viewing of the event log

Each line shows one event.  
Each line is divided into 3 segments:  
Date and time of recording  
Icon identifying the type of event  
Description of the event

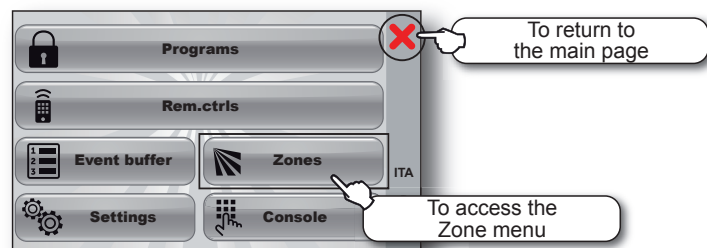
## Zone menu

### Zone menu

The Zone menu views the list of the zones. Each zone is identified by an icon which indicates its status and a command soft key, which shows its name or number.

The Zone menu permits the isolation/integration of the system's zones. The isolation is permanent, i.e. the zone is disabled until the reintegration. The Zone menu only lists the zones included in the programs which are

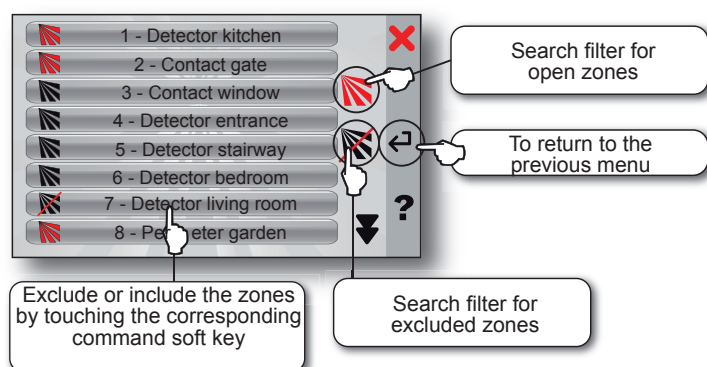
associated both to the access code and the console from which the access is made. Since the installer code has no access to the program menu, it is not subject to any restriction concerning the relation between the zones and the programs. In case of access with this code, the list may therefore include zones which are programmed but not assigned to the programs.



### Access to the Zone menu

Follow the steps indicated by the beside image. Then, select the "Zones" menu.

**Warning:** The menu considers as isolated only the zones excluded in the Zone menu. The zones excluded during the arming phase are excluded only during the active functioning session of the program (temporary exclusion, not permanent).



### Consultation mode

The console displays the list of the zones in progressive order (eight zones for each screen).

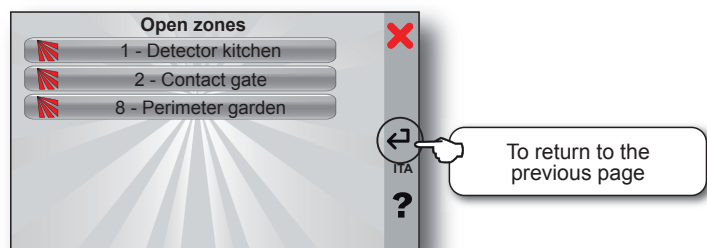
On the right, the display shows the arrow icons which allow to scroll the zones or move to the previous or the next page.



Move the cursor

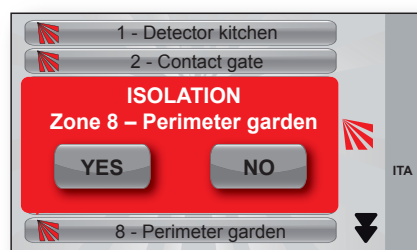


Change page



### Search filter

The console views two search filter icons, one for the open zones and the other for the excluded zones. By touching on Search filter icon, the console filters the zones and views only those corresponding to the icon.



### Isolation/reintegration

To isolate a zone or revoke the isolation, touch the corresponding zone soft key. A pop-up appears on the screen which requires the confirmation of the execution of the operation.

The user can confirm the operation by pressing YES or cancel it by pressing NO.

The zones which have been excluded during the arming phase, are displayed as closed, because their exclusion is temporary. Their exclusion is automatically revoked as soon as the program to which they are associated is disarmed.

### Zone icons

	Open zone Red icon		Closed zone Black icon		Isolated zone Black icon with a red stripe		Tampered zone Yellow icon
--	-----------------------	--	---------------------------	--	---	--	------------------------------

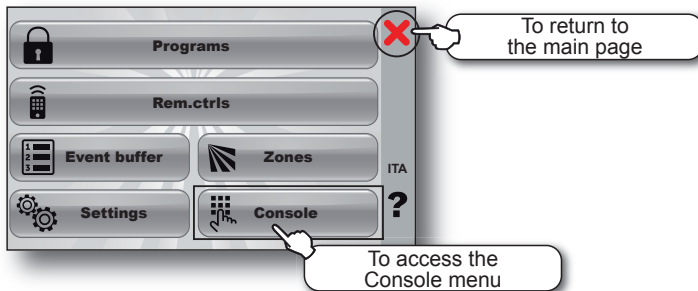
**Warning:** The tampered zone (yellow icon) is not available if the console is used with the TP16-256 and TP16-512 control panels.

## Console menu

### Console menu

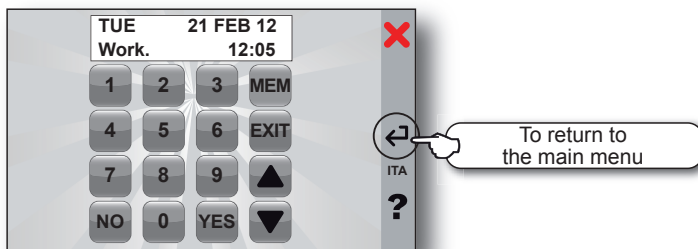
The Console menu displays the standard (LCD300/S type) keypad which gives access to the programming menu of the system.

The Console menu is only accessible by the master, privileged user and installer codes.



### Access to the Console menu

Follow the steps indicated by the beside image. Then, select the "Console" menu.



### Programming menu of the system

How far the user can access the programming menu depends on the access code used.

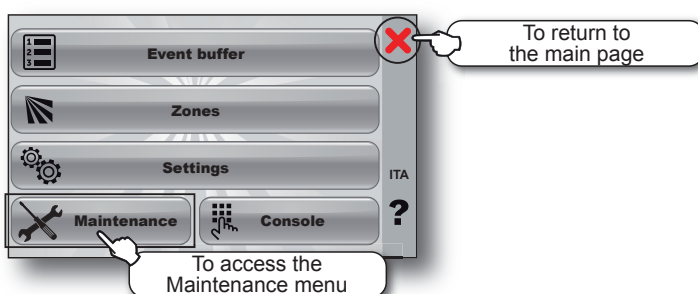
At the end of the consultation and/or programming operations, touch the Return icon to return to the previous menu.

## Maintenance menu

### Maintenance menu

Only the installer, with its code, can access this menu which permits to put the system into the maintenance mode. The maintenance mode blocks functioning of the other consoles of the system which will display "STAND-BY".

The installer can do the maintenance of the system without causing any signaling of tamper or lost devices.



### Access to the Maintenance menu

Follow the steps indicated by the beside image. Then, select the "Maintenance" menu.



### Maintenance mode

The maintenance mode is active, until the "EXIT" soft key is touched.

**Warning:** If the console is disconnected during maintenance, the system automatically quits the maintenance mode.

## Settings menu

### Settings menu

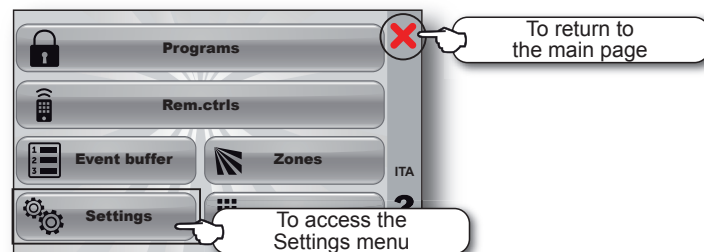
The Universal Touch Screen console has a private settings menu to customize its functioning.

The menu also provides information about the firmware and the software options installed and allows to execute the functioning tests and to calibrate the sensitivity of the touch screen.

The items of the Settings menu depend on which access code was used. The below table shows the available attributes for each category of codes: master, privileged user and installer (the standard user codes do not permit access to this menu).

Access level/Functions				
Menu	Access code			Function
	Master	Privileged	Installer	
Releases	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Viewing of the firmware details of the console
Language	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Selection of the main language for the menus
Alternative language	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Selection of the alternative language for the menus
Console address	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Programming of the serial address of the console
Volume	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Volume setting of the integrated speaker
Backlight	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Setting of the backlight
Stand-by symbol	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Illumination of the Tecnoalarm symbol in stand-by (on/off)
Options	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Programming of the specific functioning options of the console
Software options	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	List of loaded software options and insertion of enabling codes
Load floor plans	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Uploading of the files and contents of the floor plans
Screen test	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Test of the illumination of the display and the Tecnoalarm symbol
Sound test	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Test of the integrated speaker in the siren mode
Word test	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Test of the integrated speaker using the voice synthesis function
String test	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Test of the vocabulary (reading and listening to the words)
Touch screen calibration	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Permits to calibrate the sensitivity of the touch screen

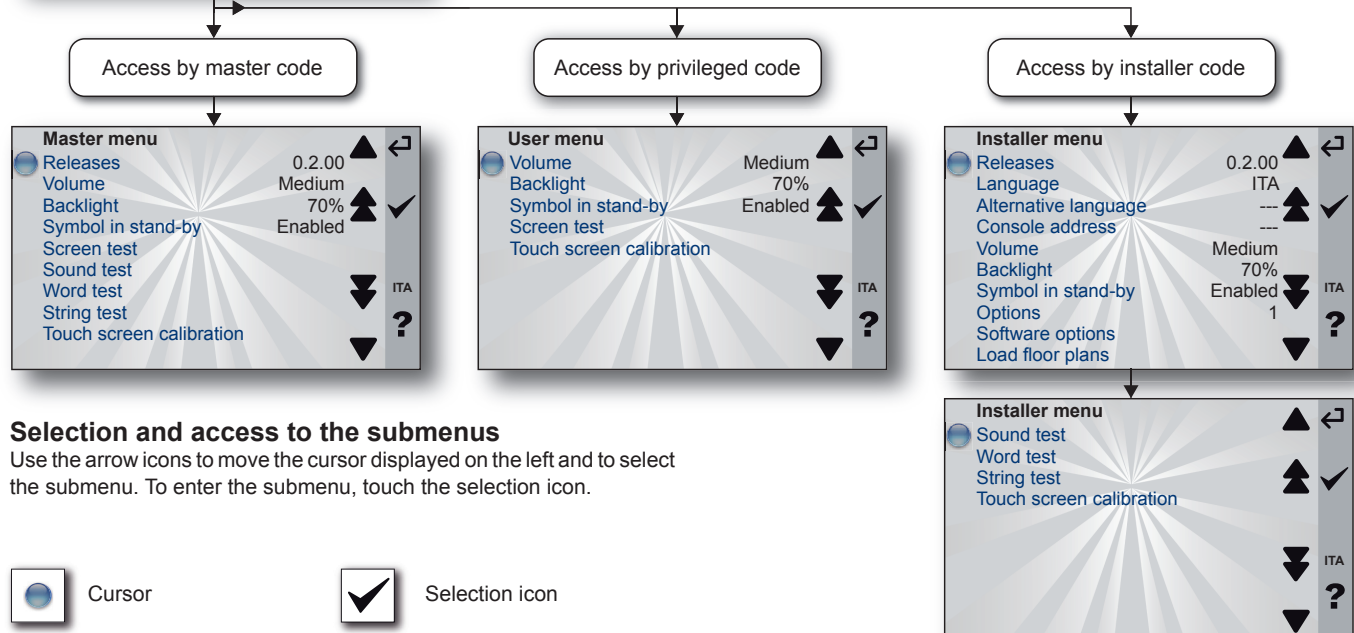
\* Menu only managed if the floor plan management is enabled



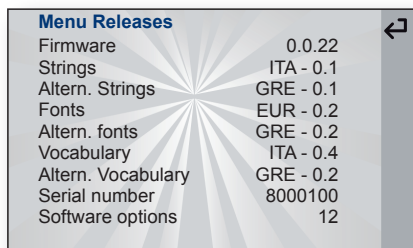
### Access to the Settings menu

Follow the steps indicated by the beside image. Then, select the "Settings" menu.

The attributes of the Settings menu depend on the access code used.



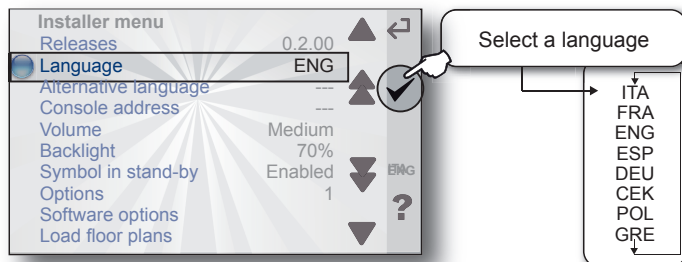




### Releases menu

It is an information menu which displays all the firmware details of the console:

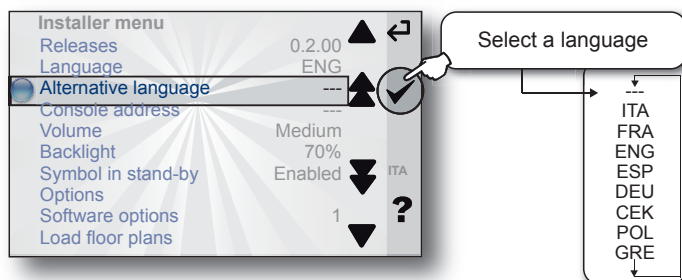
- Firmware (indicates the installed firmware version)
- Strings (messages in the main language)
- Alternative strings (messages in the alternative language)
- Fonts (characters used for the messages in the main language)
- Alternative fonts (characters used for the messages in the alternative language)
- Alternative vocabulary (vocabulary in the alternative language)
- Serial number (default)
- Software options (indicates the number of the installed options).



### Language menu

This menu permits the selection of the first language for the voice messages and the menu descriptions.

N.B. The selected language will automatically be loaded when you exit the menu.

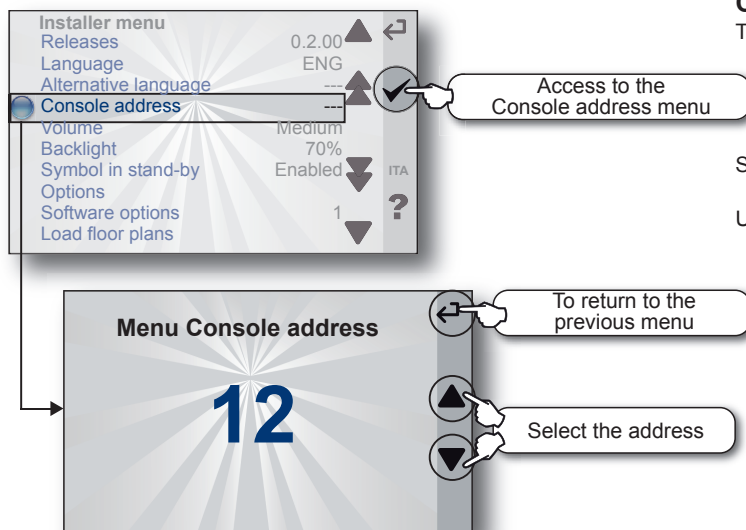


### Alternative language menu

This menu permits the selection of the second language for the voice messages and the menu descriptions.

If no alternative language is selected, or if the same as the principal language is selected, the change language icon will be not displayed.

N.B. The selected language will automatically be loaded when you exit the menu.

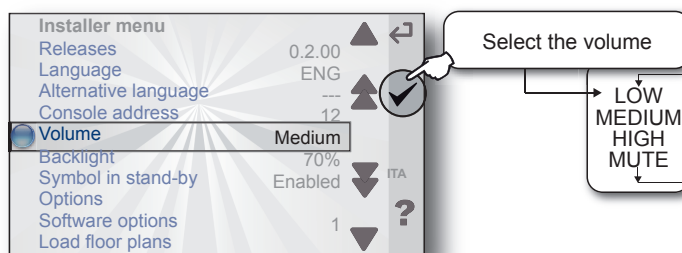


### Console address menu

This menu permits the selection of the address of the console.

Select the Console address menu.

Use the arrow icons to select the address, then exit the menu.



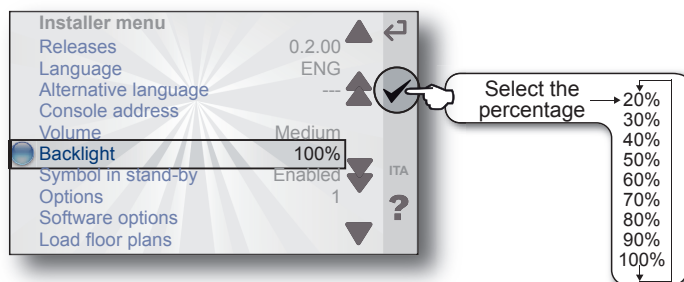
### Volume menu

This menu permits setting of the volume of the console.

To set the volume, touch the confirmation icon and select one of the available options (mute, low, medium, high).

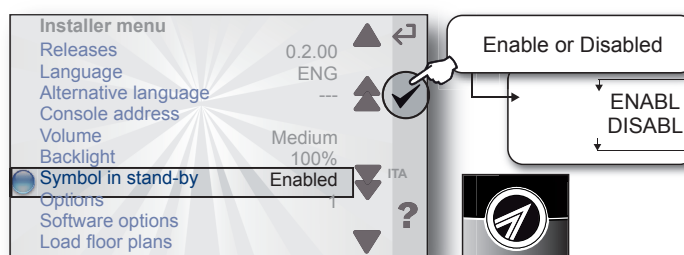
N.B. If the volume is mute, there will be no beep when you press the soft keys.





### Backlight menu

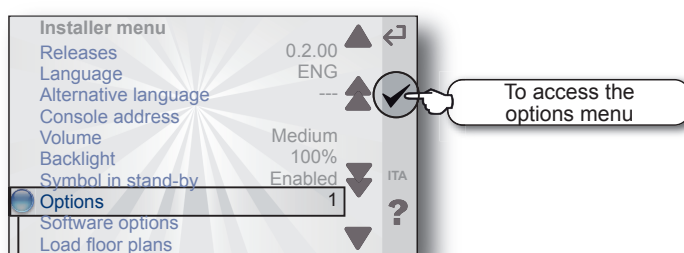
This menu permits setting of the percentage of the display backlight. To change the percentage, touch the confirmation icon and select one of the available values (from 20% to 100%).



### Stand-by symbol menu

If you disable the function, the Tecnoalarm symbol is switched off as soon as the console returns to stand-by.

If you enable the function, the Tecnoalarm symbol is always on. Touch the confirmation icon to enable/disable the function.



### Options menu

This menu permits programming of the following options:

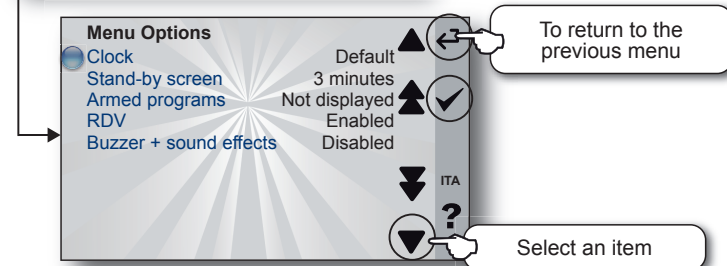
**Clock** - Viewing of the real-time clock

**Stand-by screen** - Switching off the screen after an inactivity period

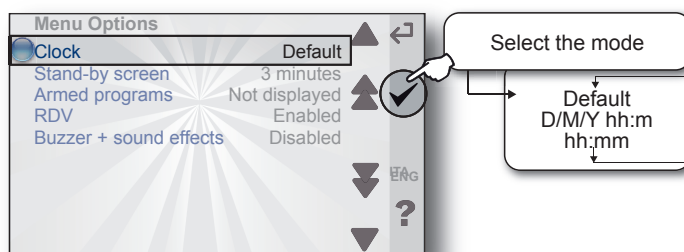
**Armed programs** - Viewing or not of the armed programs

**RDV** - Enabling/disabling of the RDV function

**Buzzer + sound effects** - Enabling/disabling of the buzzer and the sound effects



Use the arrow icons to select the menu option.



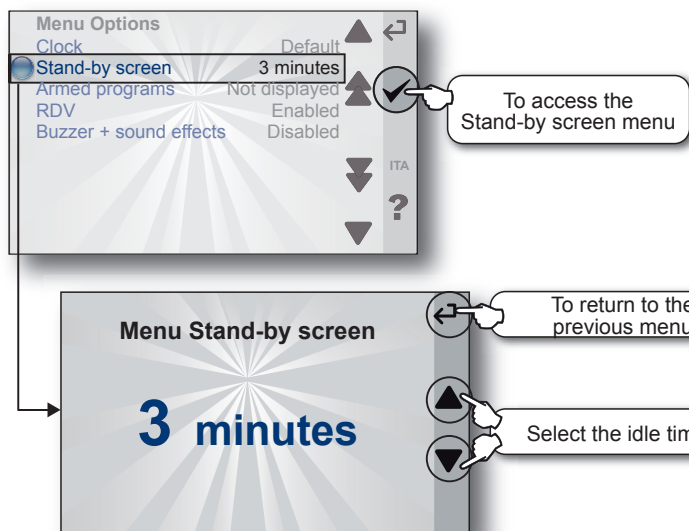
### Clock

The option permits the selection of the real-time clock viewed in stand-by:

**Default** - Calendar clock viewing date and time

**D/M/Y hh:mm** - Digital clock viewing date and time

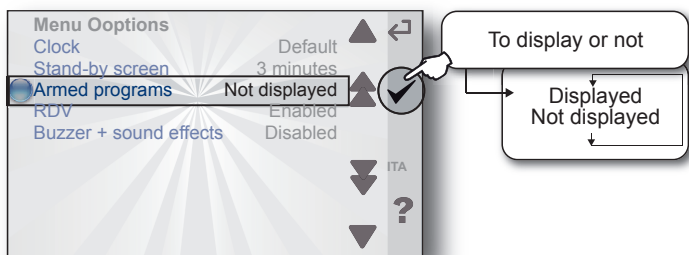
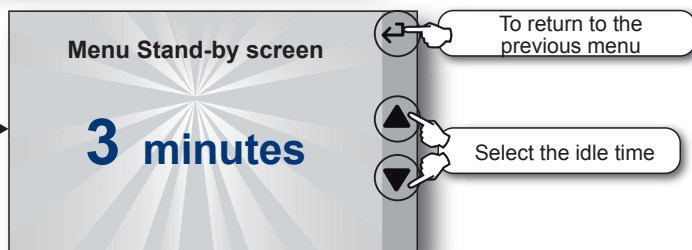
**hh:mm** - Digital clock viewing time only



### Stand-by screen

The option permits programming of the idle time of the console after which the screen is switched off.

Use the arrow icons to select the wished time (1 to 255 minutes), then exit the menu



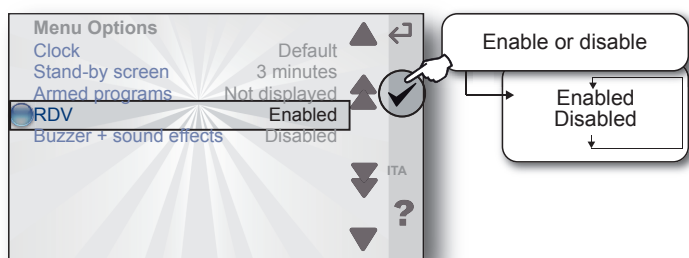
### Armed programs

This option sets whether to display or not the icon which signals that at least one program is armed.

**Warning:** Viewing of the armed program icon voids the compliance with the standards EN50131-1 and EN50131-3.



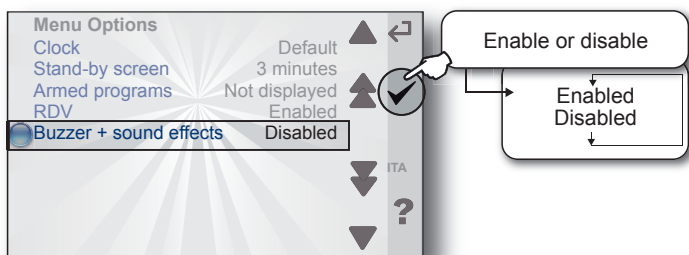
Armed programs icon



### RDV

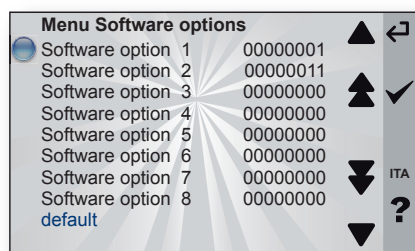
Enabling/disabling of the RDV function. In case of alarm of a program which contains RDV detectors, by touching the alarm icon, the console announces first the alarm programs then it activates the RDV sound signaling caused by detector.

**Warning:** To be able to use the RDV function, connect the S wire (voice channel).



### Buzzer + sound effects

Enabling/disabling of the buzzer and the sound effects. When the function is enabled, the console, in addition to the buzzer, also activates the sound effects.



### Software options menu

The menu shows the loaded software options and permits loading of further options. A total of 8 software options can be loaded.

The list shows an 8-digits numerical code for each of them. If the listed code contains only 0, the software option is disabled, if, however, it contains at least one 1, the option is enabled.

To load or reload a software option, move the cursor on the left-hand-side of the screen, with the help of the arrow icons, and select the software option to be programmed with the confirmation icon.

**Warning:** To load a new option, select a line with a void code (only 0).



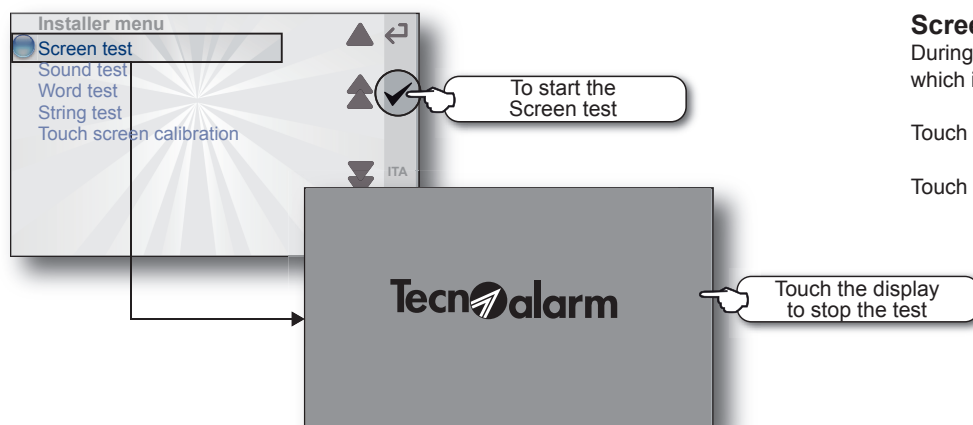
The display shows an hexadecimal keypad. Enter the code and confirm with OK. The software option is loaded and the list on the screen is updated.

If the entered code is incorrect, the software option is not loaded and the corresponding code remains at zero. The first software option represents the voice synthesis and is programmed by default. The second software option corresponds to the floor plan management.

If by error an existing code is deleted, it is possible to recover it by selecting "Default" and touching the confirmation icon.

### Load floor plans menu

If the floor plan management is enabled, this options permits loading of the floor plan configuration and of the images associated. This is useful when these files have been modified, as it permits to apply the changes without the need to restart the console.

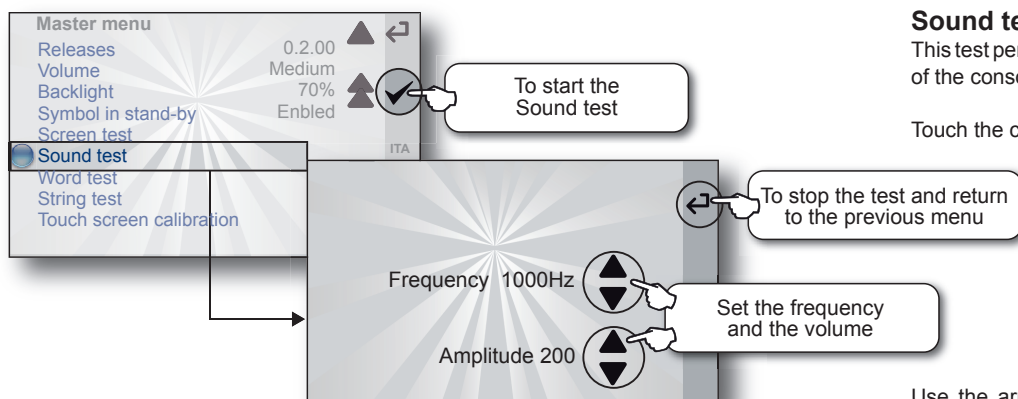


### Screen test menu

During the test several screens are displayed with which it is possible to test functioning of the display.

Touch the confirmation icon to start the test.

Touch the screen to complete the test and exit.



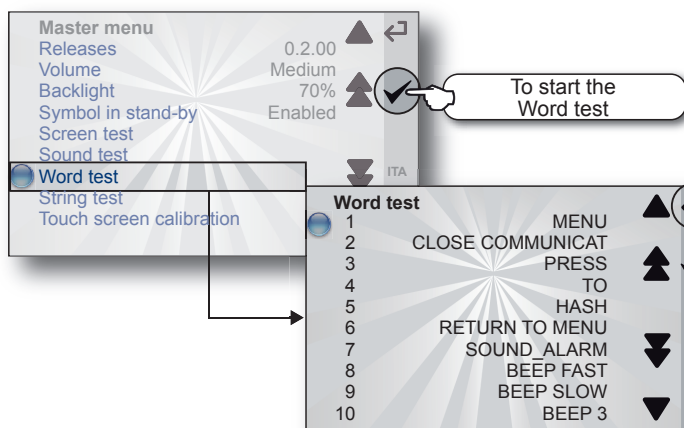
### Sound test menu

This test permits the verification of smooth functioning of the console's speaker.

Touch the confirmation icon to start the test.

Use the arrow icons to set the frequency and the volume.

Press the Return icon to stop the test.



### Word test menu

This test permits viewing and listening to the words of the vocabulary.

This is an useful menu to check the vocabulary after updating.

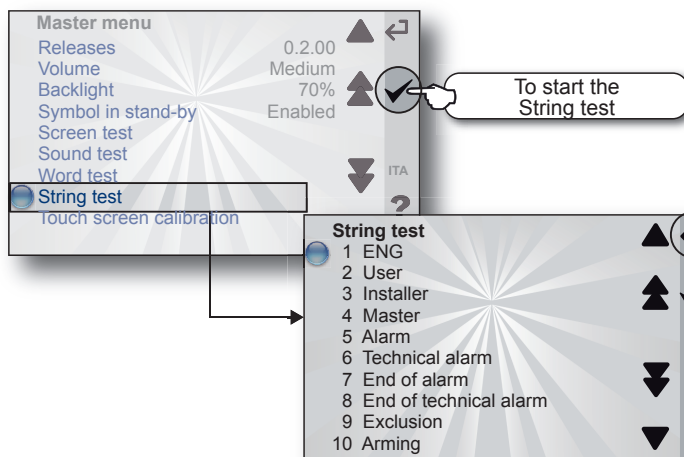
Touch the confirmation icon to start the test.

To stop the test and return to the previous menu

Select the words

Use the arrow icons to select the words.

Press the Return icon to stop the test.



### String test menu

This test permits reading of the list of all the strings (word chains) managed by the console.

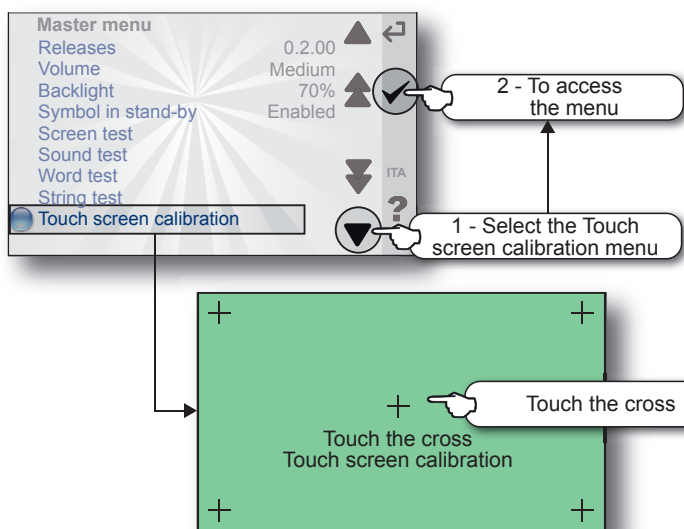
Touch the confirmation icon to start the test.

To stop the test and return to the previous menu

Select the strings

Use the arrow icons to select the strings.

Press the Return icon to stop the test.



### Touch screen calibration

If the touch screen is imprecise during selection, it is possible to recalibrate it with the calibration menu.

On startup (first installation) the console automatically requires the calibration.

The instructions are viewed on the screen. Touch the cross which is viewed progressively in the four corners of the screen. At the end, you are invited to touch the center of the screen to complete the test.

For a more accurate calibration, it is recommended to touch the indicated items with a touch pen instead of the fingers.

The calibration values are saved in a file (Cal.prg) in the flash memory.

## Technical specifications

Compatible systems		
System	Firmware	Managed consoles
TP8-28 / TP8-28 GSM	Release 4.04 or superior	8
TP8-88	-	15
TP8-96 VIDEO	Release 1.2.05 or superior	15
TP16-256	Release 6.2 or superior	32
TP16-512	Release 1.2.05 or superior	32
<b>Warning:</b> Considering the consumption of the console, it is important to dimension the system's power supply accordingly.		

Technical specifications and functions	
<b>FUNCTIONS</b>	
Control and programming	
All managed programs	
<b>GRAPHIC INTERFACE</b>	
7" TFT touch screen 800 x 480	
<b>VOICE INTERFACE</b>	
Voice synthesis	
8-languages integrated vocabulary	
<b>ANTI-TAMPER PROTECTION</b>	
Anti-opening micro-switch	
Antidetachment micro-switch	
<b>PORTS</b>	
Type B USB port	
<b>CONNECTION</b>	
RS485 serial bus + S wire	
<b>POWER SUPPLY</b>	
Rated voltage	12V DC
Power supply voltage	10V DC ÷ 15V DC
<b>CONSUMPTION</b>	
Consumption in stand-by	90mA @ 12V DC
Maximum consumption	240mA @ 12V DC
<b>PHYSICAL SPECIFICATIONS</b>	
Operating temperature	5°C ÷ 40°C
Environmental class	I
Casing	Antistatic ABS
Dimensions (L x H x D)	220.7x157x31
Weight	350g
<b>CONFORMITY</b>	
Norms	EN 50131-1 - EN 50131-3
<b>INTERNAL STORAGE DEVICES</b>	
Flash memory	1GBit
RAM	32MBit

[illegible]





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