

D9000,G & GV2 Series



Security Systems

EN

Owner's Manual Supplement
D9000, G & GV2
Series

BOSCH

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1.0 Introduction

This document supplements the *Security System Owner's Manual* (P/N: 71-06633-000) with the Function List features for the D9000 Series. The instructions for the commands listed in this document replace those commands in the *Security System Owner's Manual*. Refer to the *Owner's Manual* for the operation of your new security system and its other basic Function List features.



Place this supplement inside the Security System Owner's Manual.

2.0 Two-Man Rule

2.1 Description

The Two-Man Rule adds an extra step to the disarm process by requiring two unique pass codes to disarm an area from the same keypad. Configure this feature according to the guidelines specified in the *D9412GV2/D7412GV2 Program Entry Guide* (P/N: F01U003636).

- I have this feature.
- I do not have this feature.

2.2 Using the Two-Man Rule

1. Ensure the keypad shows idle armed text.
2. Enter a valid pass code with the authority to Passcode Disarm by pressing the [passcode digits] followed by the [ENTER] key.
3. The keypad shows a request for the SECOND CODE :
4. Enter a second valid pass code with the authority to Passcode Disarm by pressing the [passcode digits] followed by the

[ENTER] key. The second pass code must be different from the first pass code.

The area is disarmed and ready for entry.

3.0 Early Ambush

3.1 Description

Early Ambush adds an extra step to the disarm process by requiring an additional pass code to be entered to confirm the area is secure. The second pass code can be same as the first or a different one, depending on the configuration. The first entry disarms the area and the second entry stops an automatic timer from sending a duress event. Configured this feature according to the guidelines specified in the *D9412GV2/D7412GV2 Program Entry Guide* (P/N: F01U003636).

I have this feature.

I do not have this feature.

3.2 Using Early Ambush

1. Ensure the keypad shows idle armed text.
2. Enter a valid pass code with the authority to Passcode Disarm by pressing the [passcode digits] followed by the [ENTER] key.
3. Ensure the keypad shows idle disarmed text.
4. The user can now search the area; however, the user must return before the preset Early Ambush Time expires.
5. Enter a second valid pass code with the authority to Passcode Disarm by pressing the [passcode digits] followed by the [ENTER] key.
6. The keypad shows confirmation that the second passcode was accepted and that the Early Ambush Window was canceled by showing CODE 2 VALIDATED.

The area is disarmed and ready for entry.

4.0 Easy Exit Control

4.1 Description

The D9412GV2 / D7412GV2 Control Panels change from one armed state to another armed state without disarming. The Easy Exit Control feature reduces the number of keystrokes and simplifies system operation. This feature is available by default and is always on.

4.2 Using Easy Exit Control

Switching armed states from Master to Perimeter:

1. Ensure the keypad shows idle master armed text.
2. Press the [COMMAND] key. The keypad shows SYSTEM COMMAND.
3. Press [3] to Perimeter Arm.
4. The keypad display shows the Exit Delay count down.
5. Enter or exit the premises.

Switching armed states from Perimeter to Master:

1. Ensure the keypad shows idle perimeter armed text.
2. Press the [COMMAND] key. The keypad shows SYSTEM COMMAND.
3. Press [1] to Master Arm.
4. The keypad shows the Exit Delay count down.
5. Enter or exit the premises.

5.0 Passcode Follows Scope

5.1 Description

The Passcode Follows Scope feature is an optional arming and disarming restriction that can be enabled on keypads with access to multiple areas. When this feature is set to No, the keypad restricts Passcode Arming and Passcode Disarming to the home area of the keypad. When set to Yes, this feature allows users to arm or disarm all the areas that they and the keypad have access to. This feature causes no restrictions to the keypad scope as it pertains to any other command or arming method other than Passcode Arming or Passcode Disarming.

I have this feature.

I do not have this feature.

5.2 Using Passcode Follows Scope

Arming from a keypad with Panel Wide scope and Passcode Follows Scope enabled:

1. Ensure the keypad shows idle disarmed text.
2. Ensure you have a valid pass code with the authority to Passcode Arm in all areas.
3. Enter your code by pressing the [passcode digits] followed by the [ENTER] key.
4. The keypad shows ARMING: 12345678, to indicate which areas are about to enter exit delay and arm.
5. The keypad shows the exit delay count down.
6. Exit the premises.

Arming from a keypad with Panel Wide scope and Passcode Follows Scope disabled (default):

1. Ensure the keypad shows idle disarmed text.
2. Ensure you have a valid pass code with the authority to Passcode Arm in all areas.
3. Enter your code by pressing the [passcode digits] followed by the [ENTER] key.
4. The keypad shows the exit delay count down.
5. Exit the premises.

6.0 Passcode-Controlled Menu

6.1 Description

When enabled, the system prompts users to enter a passcode before viewing the keypad function list menu. The system shows the user the menu options allowed according to their authority level; thereby, providing users only the commands and functions pertinent to them. Configure this feature according to the guidelines specified in the *D9412GV2/D7412GV2 Program Entry Guide* (P/N: F01U003636).

I have this feature.

I do not have this feature.

6.2 Using Passcode Controlled Menus

On a D1255 keypad with the Passcode Controlled Menu enabled:

1. Press the [ESC] key. The keypad responds with the ENTER PASSCODE display.
2. Enter your code by pressing the [passcode digits] followed by the [ENT] key. The first menu item that you have authority to use appears.

On a D1260 keypad with the Passcode Controlled Menu enabled:

1. Press the [Menu>] soft key in the lower right corner. The keypad responds with the Enter passcode: then press [ENTER] display.
2. Enter your code by pressing the [passcode digits] followed by the [ENTER] key.

The first and second menu items that you have authority to use appear.

7.0 Invisible Walk Test

7.1 Description

The D9412GV2 / D7412GV2 has a function list menu item that allows the user to test invisible interior or perimeter controlled points that are within the scope of the keypad without sending a report to the central station. This is identical to the Service Walk Test except that it is restricted to invisible points.

I have this feature.

I do not have this feature.

7.2 Using Invisible Walk Test:

On a D1255 keypad with the Passcode Controlled Menu enabled:

1. Press the [ESC] key.
2. Press the [NEXT] key until INVISIBLE TEST? appears.
3. Press the [ENT] key to activate the Invisible Walk Test function. The keypad shows the number of invisible points within the scope of the keypad: ### PTS TO TEST
4. Press the [NEXT] key to see VIEW UNTESTED? .
5. Press the [ENT] key to view the untested points. The keypad shows the total number of untested invisible points within the keypad scope: ### PTS UNTESTED.
6. Press the [NEXT] key to view the first point's name.

7. Press the [ENT] key to view the point's hardware state:

1PT### NORMAL HW if it is normal	1PT### OPEN HW if it is opened
1PT### SHORT HW if it is shorted	1PT### MISSNG HW if it is missing

8. Activate the point's sensor and observe the appropriate state change.
9. Press the [NEXT] key to advance to the next invisible point within the scope of the keypad.
10. Repeat steps 7 through 9 until all points are tested.

On a D1260 keypad with the Passcode Controlled Menu enabled:

1. Press the [Menu>] soft key in the lower right corner.
2. Press the [Next>] soft key until the Invisible Walk Test? appears.
3. Press the corresponding soft key to activate the Invisible Walk Test function. The keypad shows the number of invisible points within the scope of the keypad: ### points remain to be tested.
5. Press the [View untested pts>] soft key to see 6 pts untested.
6. Press the [Next Pt>] soft key to view the first or next untested point:

	[Point Text]	
Area #, Pt #		
[Point State] HW		Next PT>
<Exit		Prev PT>

7. Where [Point State] can be NORMAL, OPEN, SHORT, or MISSNG.
8. Activate the point's sensor and observe the appropriate state change.
9. Repeat Steps 5 through 8 until all points are tested.

8.0 Door Activated Custom Function

8.1 Description

The D9412GV2 / D7412GV2 allow a custom function to be activated when user credentials are presented to a D9210B Door Controller Reader. The custom function executes as if the user performed a function at the keypad that is associated with the door controller.

I have this feature.

I do not have this feature.

8.2 Using Door Activated Custom Functions:

Executing the door's custom function by a user that has authority to do so when disarming the area:

1. Ensure the area you are about to enter is armed.
2. Present your user credentials to the D9210B Door Controller Reader. The area disarms and the custom function executes.

The area is now safe to enter.

9.0 Access Level Control

9.1 Description

Use this function to manually enable or disable access authority levels assigned to users. This function can be used to temporarily disable a user's access level instead of deleting and adding the user.

I have this feature.

I do not have this feature.

9.2 Using *ACCESS LEVEL CTL?*

1. Ensure the display shows idle disarmed text.
2. Press the [MENU] key to enter the Function List, then press [NEXT] repeatedly until you reach the CHANGE LEVEL CTL? prompt. Press [ENT].
3. ACCESS LEVEL CTL appears indicating that you are affecting the authority levels of cards or tokens and not passcodes. Press [ENT].
4. ENTER LEVEL : appears. Enter the access authority level number and press [ENT].
5. If the access level is currently disabled, LEVEL # ENABLE? appears. If the access level is currently enabled, LEVEL # DISABLE? appears. Press [ENT] to accept the choice. ENTER LEVEL : appears again. Press [ESC].

10.0 Door Control

10.1 Description

There are three sub-functions within the door control function. They are CYCLE DOOR?, UNLOCK DOOR? and SECURE DOOR?.

CYCLE DOOR? momentarily unlocks a door to allow a person into an area. UNLOCK DOOR? unlocks a door to allow free access. SECURE DOOR? unlocks a door and prohibits access regardless of a user's authority level.

I have this feature.

I do not have this feature.

10.2 Using Door Control?

1. Ensure the display shows idle disarmed text.
2. Press the [COMMAND] key. The display shows SYSTEM COMMAND.
3. Press [4] and [6].



You can use the Function List in place of steps 2 and 3 to start this function.

1. Press the [MENU] key to enter the Function List.
2. Press [NEXT] repeatedly until you reach the DOOR CTRL? prompt.
3. Press [ENT].

4. The first sub-function that appears is CYCLE DOOR? You can cycle through the three sub-functions by pressing [PREV] and [NEXT].

10.3 Cycle Door?

1. To momentarily unlock an access door and allow a person into an area, press [ENT] at the Cycle Door? prompt.

The display shows CYCLE 1 2 3 4 5 6 7 8 if all doors are in a normal state and available. If a door is not in a normal state, the number of the door is replaced with one of the symbols indicated in Table 1.

Symbol	Description
---	Door is not active, not in scope, or user does not have access level authority
C	Door is timed door sequence
U	Strike and shunt are latched active (held open)
X	Strike and shunt are deactivated (secured)
P	There is a problem with the door; call your security company

2. Enter the number of the door to cycle then press [ENT]. This door cycles and the display changes to reflect the new status of the doors. For example, to cycle Door 3, at the following prompt:

CYCLE DOOR 1 2 3 4 5 6 7 8

press [3], then [ENT]. The display shows:

CYCLE DOOR 1 2 C 4 5 6 7 8

This indicates that all doors are in a normal state, except for Door 3, which is cycled.

3. Press [ESC] to leave this subfunction, or enter another door number to cycle.

10.4 Unlock Door?

1. To unlock a door to allow free access, at the CYCLE DOOR? prompt, press [NEXT] to enter the UNLOCK DOOR? subfunction.

The display shows UNLOCK 1 2 3 4 5 6 7 8 if all doors are in a normal state and available. If a door is not in a normal state, the number of the door is replaced with a symbol indicated in Table 1.

2. Enter the number of the door to unlock then press [ENT]. This door unlocks and the display changes to reflect the new status of the doors.

For example, if you wanted to unlock Door 4, at the following prompt:

```
UNLOCK DOOR 1 2 3 4 5 6 7 8
```

press [4] then [ENT]. The display shows:

```
UNLOCK DOOR 1 2 3 U 5 6 7 8
```

This indicates that all doors are in a normal state, except for Door 4, which is unlocked.

4. Press [ESC] to leave this subfunction, or enter another door number to unlock.

10.5 Secure Door?

1. To secure a door to prohibit access to users regardless of their access authority level, at the CYCLE DOOR? prompt, press [PREV] to enter the SECURE DOOR? subfunction.

The display shows SECURE 1 2 3 4 5 6 7 8 if all doors are in a normal state and available. If a door is not in a normal state, the number of the door is replaced with a symbol indicated in Table 1 on page 12.

2. Enter the number of the door to secure then press [ENT]. This door secures, and the display changes to reflect the new status of the doors.

For example, to secure Door 5, at the following prompt:

```
SECURE DOOR 1 2 3 4 5 6 7 8
```

Press [5] then [ENT]. The display shows:

```
SECURE DOOR 1 2 3 4 X 6 7 8
```

This indicates that all doors are in a normal state, except for Door 5, which is secured.

Press [ESC] to leave this subfunction, or enter another door number to unlock.



Each of these subfunctions acts as a toggle switch. To return a door to its normal state, follow the same procedure used to change its state. For example, if Door 3 is secured, to return it to its normal state, at the **SECURE DOOR?** prompt, enter [3] and press [ENT]. The door is no longer secured and the X is replaced with the number 3.

11.0 Delete User [COMMAND 53]

11.1 Description

Use this function to delete a personal passcode from your system without assistance from your security company. You must know the user number for the passcode you want to delete.

I have this feature.

I do not have this feature.

11.2 Using DEL USER ?

1. Ensure the display shows idle disarmed text.
2. Press the [COMMAND] bar. The display shows **SYSTEM COMMAND**.
3. Press [5] and [3].



You can use the Function List in place of steps 2 and 3 to start this function.

1. Press the [MENU] key to enter the Function List.
2. Press [NEXT] repeatedly until you reach the DEL USER? prompt.
3. Press [ENT].

4. The display shows DEL USER #. Enter the user number and press [ENT].
5. USER ## (or user text, such as the name of the user, if this feature was programmed into your system by your security company) appears allowing for confirmation. Press [ENT]. If this is not the user you wish to delete, press the [NEXT] or [PREV] key until the correct user name appears, then press [ENT].
6. The display shows DELETE USER ##?. Press [ENT] to delete user, and USER DELETED appears. If the user number is not in the system, NOT IN USE appears. If you made an error and do not wish to delete this user, press [ESC].

12.0 Add/Change User - [COMMAND 56]

12.1 Description

Use this function to add or change a passcode or card without assistance from your security company. Before adding or changing a passcode or card, you must know which user numbers are available, the authority level you want to assign to the new user, and the areas in which the passcode or card are valid.

I have this feature.

I do not have this feature.

12.2 Using Add User ?

1. Ensure the display shows idle disarmed text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND .
3. Press [5] and [6].



You can also use the Function List in place of steps 2 and 3 to start this function.

1. Press the [MENU] key to enter the Function List.
2. Press [NEXT] until you reach the ADD/CHNG USER? prompt.
3. Press [ENT].

4. The display shows ENTER USER #. Enter the user number and press [ENT].
5. The display shows USER # (or user text, such as the name of the user, if this feature was programmed into your system by your security company) to allow for confirmation. Press [ENT] if the correct user number (or user name) appears. Press [ESC] if not.
6. ADD PASSCODE? appears (If the user number already exists, CHANGE PASSCODE? appears). Press [ENT]. ENTER NEW CODE

appears. Enter the new passcode followed by [ENT]. ENTER AGAIN appears. Enter the new passcode a second time for confirmation. Press [ENT]. The display shows PASSCODE ADDED (or PASSCODE CHANGED if the user number was already in the system).



The system does not accept a passcode that is within two digits of an existing passcode. This is to avoid conflicts with duress passcodes. For example, if passcode 123 is already programmed in the system, the system does not accept 121, 122, 124, or 125 as passcodes.

Systems With Access Control...



- If your system includes access control features, such as card readers at doors, the following prompt appears: ADD CARD? (CHANGE CARD? appears for users who already have cards.)
- If the user has card or token access to the building or area, press [ENT]. PRESENT CARD appears. Present the card at the card reader and wait for the tone. If the card or token is read correctly, a tone sounds and the command center keypad shows CARD ADDED (or CARD CHANGED if the user already has a card or token). Press [ENT].

7. ADD LEVEL? (CHANGE LEVEL? If the user number already exists) appears. Press [ENT].
8. VALID AREA 1? appears. If you wish this user number to be valid in Area 1, press [ENT]. If not, press [NEXT].
9. AUTH LEVEL appears. Assign the authority level you wish the user number to have for this area and press [ENT]. Record this information.
10. VALID AREA 2? appears. Enter the information necessary for the areas in the scope of the keypad by following steps 8 and 9 for each area (up to 8 areas). LEVEL ADDED (or LEVEL CHANGED) appears when all area assignments are made. Press [ENT].

Systems With Access Control...



SUB USER ID? appears. Press [ENT]. SUB USER #? appears. Enter 1, 2, or 3 for the desired Sub-User and press [ENT].

PRESENT CARD appears. Present the card or token at the reader and wait for the tone. After the tone sounds the display shows CARD ADDED (or CARD CHANGED if the Sub User number already existed).



At the end of each function, press [ESC] to return to the ENTER USER # prompt. Press [ESC] again to return to idle text.

Bosch Security Systems
130 Perinton Parkway
Fairport, NY 14450-9199
Customer Service: (800) 289-0096
Technical Support: (888) 886-6189

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