

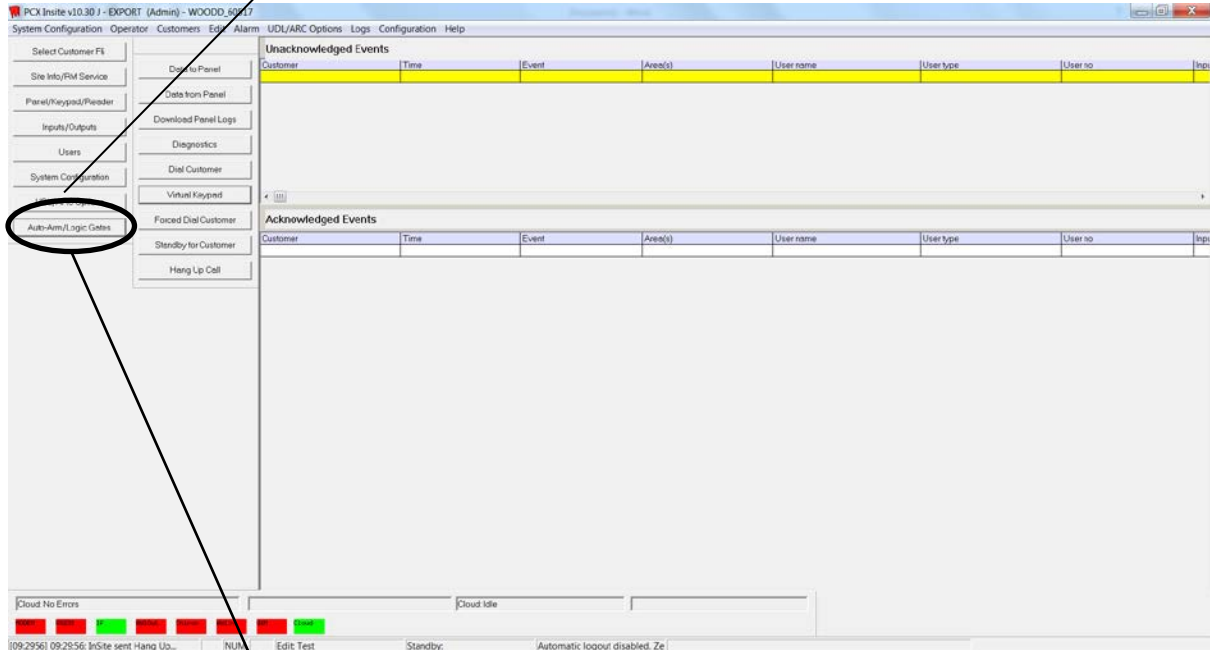


Auto ARM –

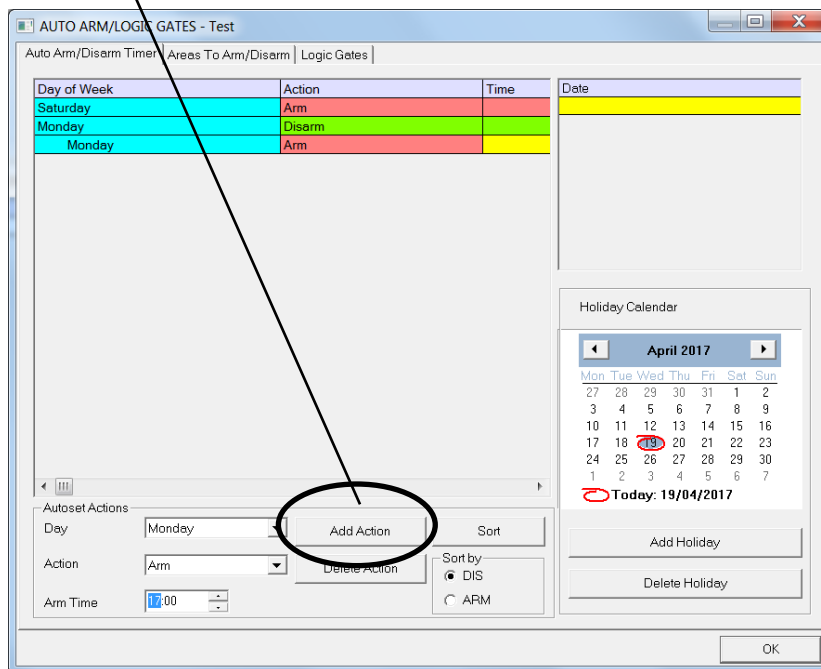
The Auto-Arm / Disarm feature can only be set up within the Insite software.

Provision is made to have Arm / Disarm periods for each day or for set Holidays so that a building can be automatically secured. To enable the Auto-Arm, select the “Add Action” tab and select the day(s). To each day adjust the ‘Arm’ and ‘Disarm’ times as required.

Auto-Arm / Logic Gates



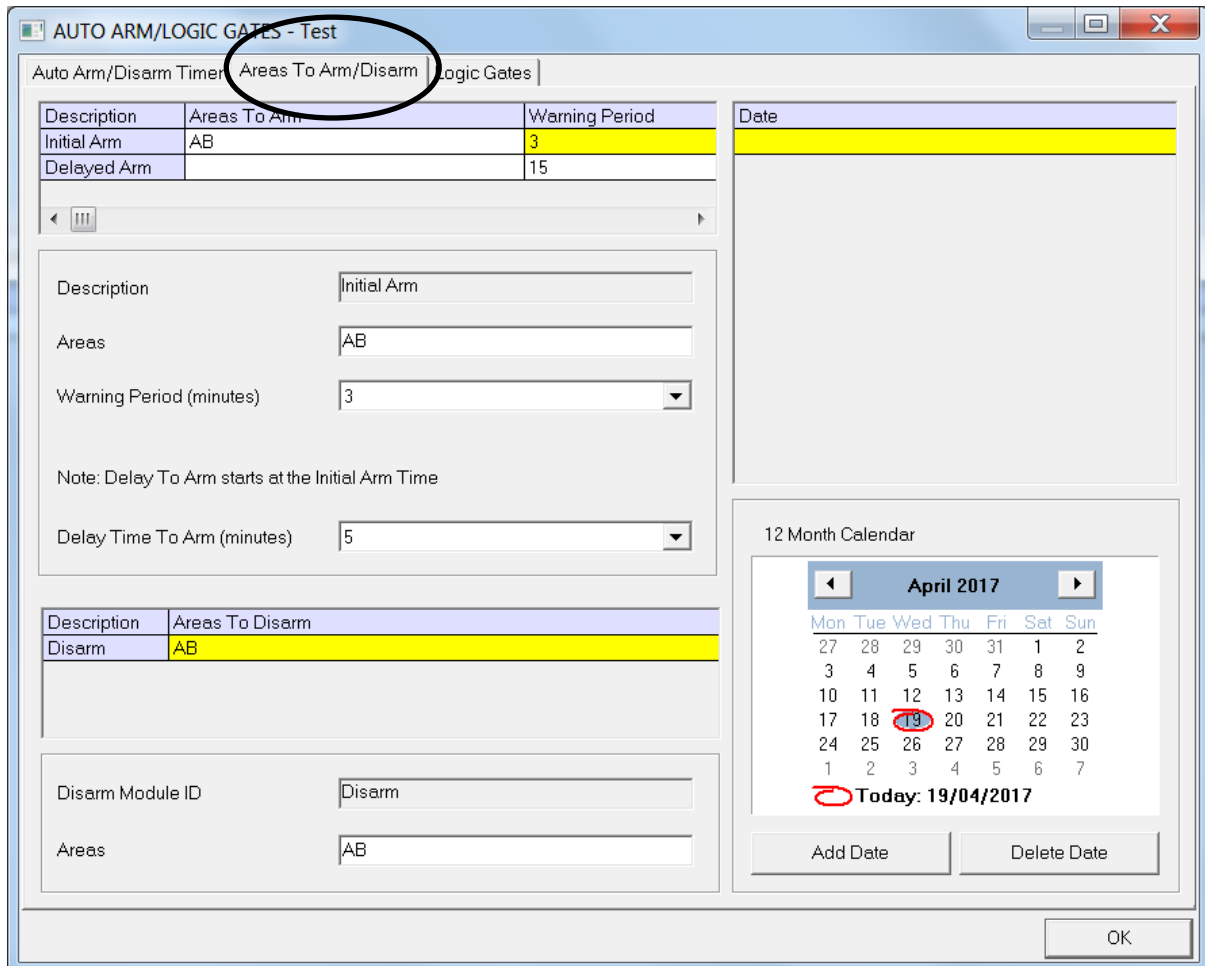
Select “Add Action” tab to add each day / Action = Arm Disarm / Time





Along with the regular Arm / Disarm periods during the week, holiday settings can also be configured (such as a National holiday). To add dates which are to follow your 'holiday' rule, use the pop-up calendar, highlight the required date and press 'Add Holiday'. The date will then appear in the list above.

The areas that you wish to control with the auto-arm feature are configured by clicking on the "Areas to Arm/Disarm" tab, which brings up the following screen:



Warning Periods and Delay to Set Timers

When the panel is due to auto-arm, it will sound a warning at the keypads alerting anybody inside the premises to the fact that the panel is about to set. This warning will sound for as long as the 'Warning Period' programmed above in the 'Initial Arm' section. If there is no user intervention then the panel will arm at the end of the warning period.

If however somebody enters their code at the keypad, the panel will post-pone the auto-arm. The length of time for this delay is programmed in the 'Delay Time to Set'. This time represents the number of minutes **after the panel first sounded the warning period**. In the example above, there is a warning time of 3 minutes and a delay to arm time of 5 minutes. If a user postponed arming of the panel 1 minute into the warning period, the panel will next try arming in a further 4 minutes (5 minutes from the time the panel first started sounding the warning time). The panel will again sound a warning tone before it finally arms. Auto-arm can only be deferred once.