



Pyronix Limited  
Pyronix House  
Braithwell Way  
Hellaby, Rotherham  
S66 8QY, ENGLAND

Technical help line (UK only): 0900 8037 800

This is a premium rate line where calls are charged at 50p per minute  
(Prices correct at time of publication (11/11/2003))

Hours of business: 8:30 AM – 5:00 PM, Monday to Friday

Email: [technical.support@pyronix.com](mailto:technical.support@pyronix.com)

Website: [www.pyronix.com](http://www.pyronix.com)

# STERLING 10

## Control Panel with Remote Keypads USER'S MANUAL



RINS415-3



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**ZONE PROGRAMMING TABLE**

**STATUS KEY:**  
**E** = ENTRY / EXIT  
**A** = ACCESS  
**t** = TAMPER  
**I** = IMMEDIATE  
**o** = OMITTED  
**H** = 24HOUR  
**F** = FIRE  
**P** = PERSONAL  
**ATTACK**  
**y** = MOMENTARY  
**KEYSWITCH**  
**d** = LATCH  
**KEYSWITCH**

<b>8 ZONE PROGRAMMING STATUS LABEL</b>	ZONE 1	ZONE 2	ZONE 3	ZONE 4	ZONE 5	ZONE 6	ZONE 7	ZONE 8
	ROOM							
	ARM MODE A							
	ARM MODE B							
	ARM MODE C							
	ARM MODE D							

ENTRY / EXIT TIME  SECS

BELL OUPUT SAB  SCB

BELL TIME  MINS

PIR LEDs  ENABLED  DISABLED

ENGINEER  
 INSTALLATION CO.

**WELCOME**

Thank you for buying the Sterling 10. The Sterling panel uses the latest technology in design and manufacture.

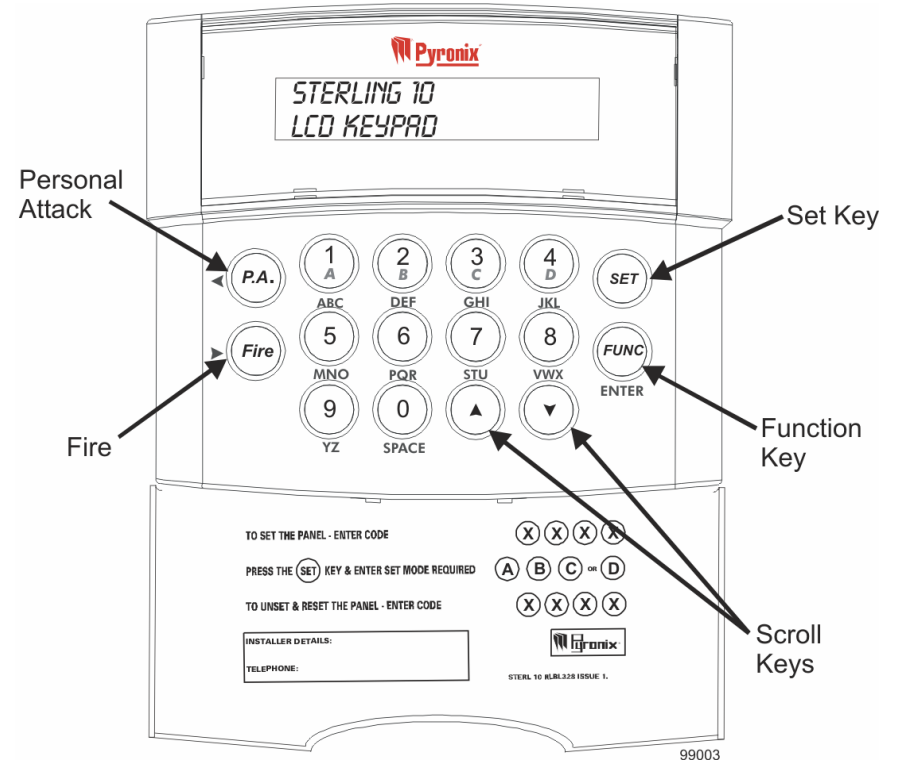
As the end user of the Sterling you will have been provided with either an LCD or Icon keypad. This manual is written to help you use the functions of your alarm system, enabling you to get the best out of your system. Once you are familiar with the panel and its functions, it is advisable to change the factory set 'Master' and 'User' codes.

There are two levels of user access to the system:

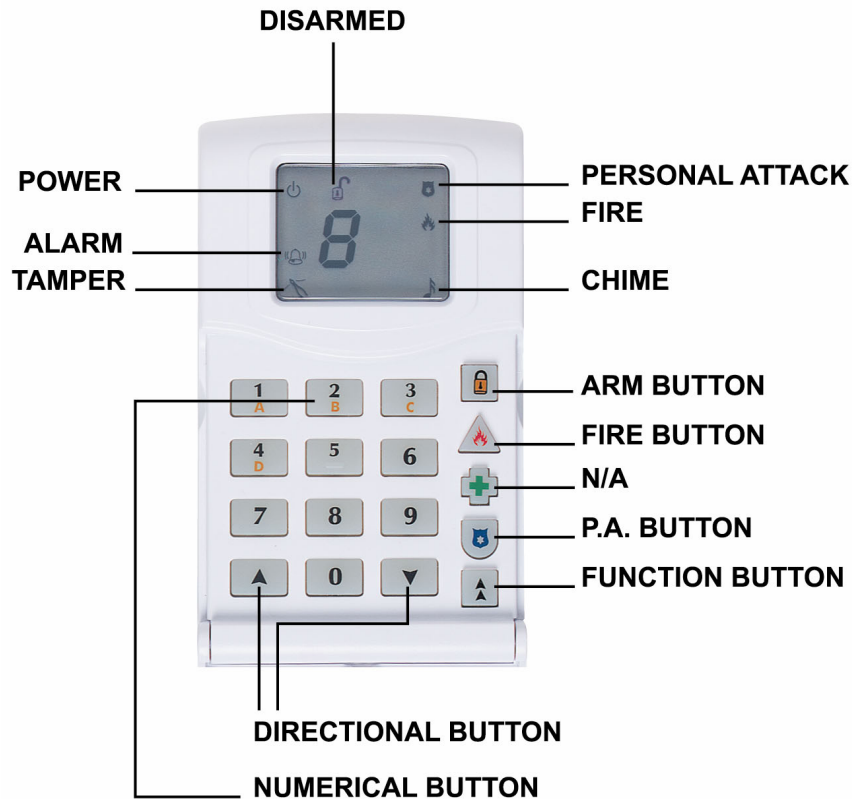
The **Master Code (Code 1)** allows access to all user functions and programming features.

The **User Codes (Codes 2 to 6)** allow arming/disarming of the panel, enabling and disabling of the door chime and viewing of the event log only.

**Sterling 10 LCD Keypad**



## Sterling 10 Icon Keypad



Whilst the keys and displays for both keypads differ, their functionality is very similar. Where functionality differs, methods for both keypads will be described. Where functionality for both keypads is the same, only one set of instructions for both are described.

## Change Text (LCD Only)

To change the display text, press the **FUNC** key. Use the **↓** key to scroll until the display shows 'CHANGE TEXT' and press the **FUNC** key to accept. User 1 will now be displayed. Use the scroll keys to display the change text options. When the required user is displayed the text can be changed by using the number keys 1 to 9. Each key has been assigned three letters of the alphabet, and by pressing the key several times you can scroll through the number and letter sequence.

To insert spaces between characters press the **0** key twice. When the desired letter or number is displayed use the **← (P.A.)** and **→ (FIRE)** scroll keys to move between segments on the display and when the text is complete press the **FUNC** key to accept, the dual tone will be heard on acceptance. The **FUNC** key must be pressed or the text changes will not be accepted. Use the **↓** key to scroll to EXIT and press **FUNC** to accept.

## Setting Brightness (LCD Only)

Press the **FUNC** key and use the **↓** key to scroll until the display shows 'SET BACKLIGHT' and press the **FUNC** key to accept. Press the **▲** key to increase the brightness, and the **▼** key to decrease the brightness. When the brightness is at the required level, press **FUNC** to accept.

## System Faults



There are 4 fault conditions automatically detected by the Sterling 10. The user is informed of a fault via a flashing '!' (LCD keypad) or '▲' (Icon keypad) and an error tone will be emitted every 5 seconds when the panel is in disarmed mode. Press the function key to stop the error tone. The '!' or '▲' will remain on until the fault has been corrected.

### LCD Keypad


To determine the fault go into the log by pressing the Function key followed by the 2 key. The fault will be displayed:

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

### Icon Keypad







A  symbol will be displayed. Press the  key to see the fault as described below:

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

Press  to exit the log.

## MASTER AND LIMITED USER FUNCTIONS







### Arming the Panel

Enter your 4-digit code and press the Set  (LCD) or Arm  (Icon) button, followed by    or  to select the arm mode.

### Arming the Panel when the Mains Fails

Under normal operation the panel will indicate a fault condition if the AC supply is disconnected. It will still be possible to arm and disarm the panel during a mains fail only if allowed by the engineer, and no further action is required. Full functionality of the panel is available during a mains failure.

### Silent Arming of the Panel

Press the Set  (LCD) or Arm  (Icon) button, followed by    or  for arm mode required.

A dual tone will be heard on acceptance of the command, and another dual tone will be heard when the panel is armed.



### Push to Set

Arm the panel using any of the above methods. The panel will count down, but will not arm until the PTS button is pressed.

### Arm with Omits

It is possible to arm the panel with one or more zones omitted (that is, not activated). The sensors for these zones will not activate the alarm system under any circumstances.

Enter your 4-digit code. Press the  (LCD) or  (Icon) key followed by the  key, then the numbers of the zone to be omitted, 1 to 8

Then press the  (LCD) or  (Icon) key. The Entry/Exit timer will start countdown.

### Disarming the Panel

The panel may be disarmed by entering the building via the Entry/Exit route and entering either the Master Code or any of the User Codes.

### Reset After Alarm Condition





After an alarm condition, the User Code should be entered twice to reset the system.

If the panel will not reset, then your engineer has enabled engineer or Anti-code reset. Please contact your installation company.





## Duress Arm/Disarm

Enter your User Code, with the last 2 digits transposed. For example, if your code is 1 2 3 4, enter 1 2 4 3. The panel will appear normal, but a silent PA (Personal Attack) alarm will be sent to the Alarm Receiving Centre (if connected).

## Personal Attack Alarm (PA)

To activate the personal attack alarm, press   (LCD) or   (Icon). To cancel, enter a user code.








## Fire Alarm

To activate the Fire Alarm press   (LCD) or   (Icon). To cancel, enter a user code.




## Turning Chime On and Off

*Note: The panel must be in 'Disarmed' Mode.*



### LCD Keypad

1. Press the  key, and use the key  to scroll down until 'SELECT CHIME' is displayed. Press the  key.
2. 'CHIME ON  OFF  key to turn the chime on, and the  key to turn the chime off. A  symbol will be displayed in the top left hand corner of the display to indicate the chime is turned on.

### Icon Keypad

Press  . The status of the chime facility is indicated by the chime icon  on the display. When the chime mode is selected a two tone chime will be produced by the internal sounder and any extension speakers when an Entry/Exit zone is activated. The same key sequence may be used to turn the chime facility off.

## Icon Keypad

Press the  key followed by the  key. Enter the 4-digit Master Code.




Press the  key.


Enter the new code twice, three tones will be heard on acceptance of each command, a single low tone indicates programming not accepted.

*The Master code cannot be deleted.*

## Limited User Code

### LCD Keypad



Press the  key and use the  key to scroll to 'CHANGE CODES'. Press the  key to accept.



Enter the 4-digit Master User Code. Enter any number from 2 to 7 to select the User Code you wish to change. For example, to change code number 7, press the  key.

Enter the new code twice as per the display prompts. Three tones will be heard on acceptance of each command, a single low tone indicates programming not accepted.

To delete a user code, press the  key after selecting the User Code.

### Icon Keypad

Press the  key followed by the  key. Enter your 4-digit Master Code.

Enter any number from  to  to change the required user code.

Enter the new code twice, three tones will be heard on acceptance of each command, a single low tone indicates programming not accepted.

To delete a user code press the  key after selecting the User Code.

## AC Mains Loss






If the AC mains fails, Power Fail will be shown on the display, along with a fault tone every 5 seconds.

The panel will automatically run off backup battery when there is a mains fail.

To clear the fault tone, press the function key.

## Walk Test Mode

### LCD Keypad








Press the  key and use the  key to scroll to 'WALK TEST'. Press the  key to accept. Use the  key to select the arm mode required whilst in walk test, and press the  key to accept.

Enter the 4-digit Master Code. After the countdown timer has stopped, the system is armed and ready to be tested.

When the walk test mode is enabled the keypad will display any activated zones. This enables all the zone configurations to be walk tested individually. The walk test mode is cleared when the panel is unset.

Any activated zones will be entered into the event log. Keyswitch Zones activated during the walk test will not be entered in the event log.

### Icon Keypad




Press the  key followed by the  key. Enter your 4-digit Master Code, and press the  key. Select the required arm mode, either    or .

When the walk test mode is enabled the Chime LED will flash. If the panel is then armed each active zone will cause a chime when triggered. This enables all the zone configurations to be walk tested individually. The walk test mode is cleared when the panel is disarmed. The numbers of any zones activated during the walk test will be entered in the event log.

## Changing Master and Limited User Codes

### Master Code

#### LCD Keypad


Press the  key and use the  key to scroll to 'CHANGE CODES'. Press the  key to accept.

Enter the 4-digit Master User Code. Press the  key.

Enter the new code twice as per the display prompts. Three tones will be heard on acceptance of each command, a single low tone indicates programming not accepted.

## Reading the Event Log



### LCD Keypad

Press the  key followed by the 2 key. The most recent event stored in the log will be displayed.



If the up arrow key is pressed, the previous log entry will be displayed. Similarly, if the down arrow key is pressed, the next most recent entry will be displayed. The up and down arrow keys may be used to scroll through the last 100 events in the event log. An error tone will be produced if an attempt is made to scroll outside either end of the event log.

To leave this function, press the function key.

### Icon Keypad









Enter  2. The disarmed symbol will flash () and the most recent event stored in the log will be displayed.

The up and down arrow keys may be used to scroll through the last 100 events in the event log. An error tone will be produced if an attempt is made to scroll outside either end of the event log.

Log entries are displayed as icons, with the zone or user number displayed after if appropriate. Zone and user numbers are displayed **AFTER** the log entry if you are scrolling from last to first log entry (using the  key), and **BEFORE** if scrolling from first to last ( key).

The only exception to this is alarm activations. The zone number only will be displayed.




## Log Display Icons

Icon	Meaning
	A fault has occurred. The number following this icon identifies one of the following faults: <i>1</i> = Bell Fuse Failure <i>2</i> = Auxiliary Fuse Failure <i>3</i> = Telephone Line Failure <i>4</i> = Mains (AC) Failure
	Engineer mode entered.
	Panel was disarmed – followed by the user number.
	Personal Attack (button or zone) activated.
	Fire zone activated.
	Panel was armed – followed by user number.
	A zone was omitted – followed by the zone number.
	A tamper fault has occurred.
<i>1 to 9</i>	Show which zone or user the log entry refers to. <i>Note: User 9 is a keyswitch zone (if programmed), not a normal user. There is no zone 9.</i>

## MASTER USER ONLY FUNCTIONS

### Event Log Reset

#### LCD Keypad

Press the  key and use the  key to scroll to 'CLEAR LOG'. Press the  key to accept and clear the event log. A two-tone sound will be heard on acceptance.




#### Icon Keypad


Press the  key followed by the  key.

This feature will only operate if, whilst programming, the engineer selected the feature allowing the Master User to clear the event log.

### System Test

#### LCD Keypad

Press the  key and use the  key to scroll to 'SYSTEM TEST'. Press the  key to accept.


To leave the system test press the  key.

#### Icon Keypad

Press the  key followed by the  key.

Press any of the following keys to perform the various tests:

- 1 Display Test (For the Icon keypad, all the LEDs are switched on except for the Fault LED).
- 2 Strobe Test
- 3 Bell Test
- 4 Internal Sounder Test

To leave the system test press the  key.