

# OPERATING INSTRUCTIONS

**BZ 500 LSN / BE 500**



4.998.098.934 (A1.en)

# OPERATING INSTRUCTIONS    BZ 500 LSN / BE 500

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## Introduction and safety notes

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### What information do these operating instructions provide?

These instructions contain all of the information required to operate the unit.

**The unit must only be operated by trained personnel!**  
**Due to reasons of safety, and in order to avoid operator errors, only these persons should be informed of any authorisation code which may possibly be required for operation.**

### What information do these operating instructions not provide?

The operating instructions do not provide any information regarding general or special safety-technical knowledge.

For this reason: Please ensure that you are familiar with all safety-technical procedures and regulations in your zone (e.g. including behaviour in the event of an alarm, application plans, configuration plans, alarm organisation, etc.).

When cleaning the surface, especially in the case of the control and display unit, it must be ensured that no corrosive or abrasive cleaning agents are used and that no liquid penetrates the interior of the unit.

The destruction of a display as a result of external influence does not lead to any direct risk (such as, e.g. explosion, implosion, harmful gases, etc.) for the operator.

If the unit is damaged, inform the maintenance service.

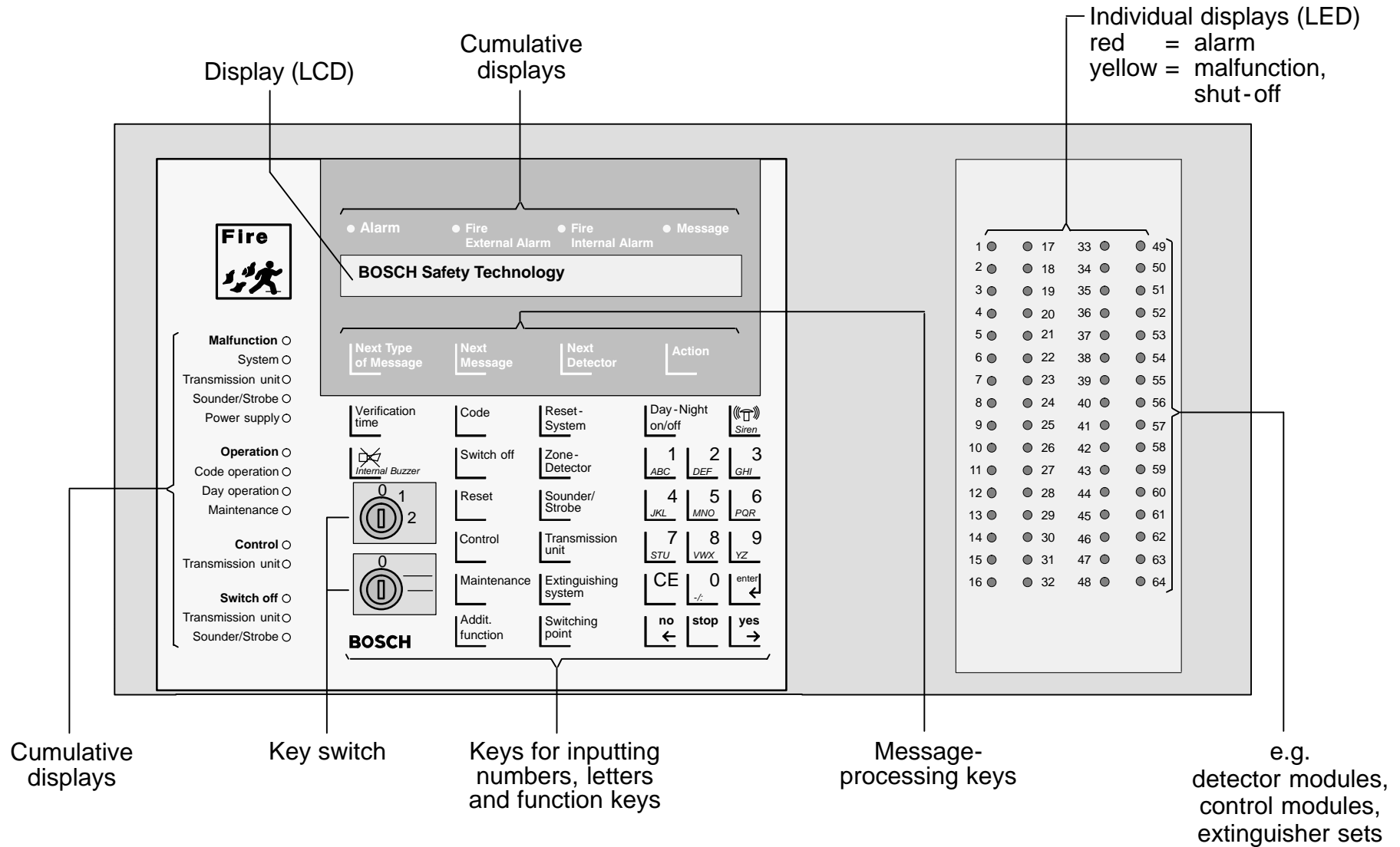
Central service office \_\_\_\_\_

\_\_\_\_\_

Telephone: \_\_\_\_\_

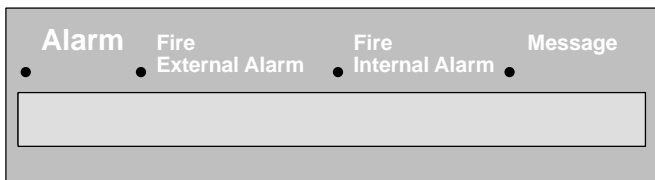
# Explanation of the display/control elements

## Display/control panel



# Explanation of the display/control elements

## Cumulative displays



**Alarm** (red) illuminates on the occurrence of a fire alarm, preliminary alarm and in the event of alarm verification. The corresponding alarm is stored and signalled by the buzzer.

**Fire External Alarm** (red) illuminates when a fire alarm is reported to alarm an external auxiliary body (fire brigade) or an external sounder/strobe has been actuated.

**Fire Internal Alarm** (red) illuminates on the occurrence of an alarm without transmission to an external auxiliary body.

**Message** (red) illuminates on the occurrence of a message (e.g. house alarm). The message is stored and the buzzer is activated.

**Malfunction** (yellow) illuminates in the event of all types of malfunction. The corresponding malfunction message is generally stored (not e.g. mains power malfunction) and the buzzer is activated. If the malfunction type cannot be reset by the authorised operator, the maintenance service must be informed.

- System
- Transmission unit
- Sounder/Strobe
- Power supply

**System** (yellow) illuminates in the event of a system malfunction (logic malfunction).

**Transmission unit** (yellow) illuminates in the event of a transmission malfunction. The transmission device cannot then be actuated, i.e. the auxiliary body is not automatically alerted in the event of an alarm.

**Sounder/Strobe** (yellow) illuminates in the event of an external sounders/strobes malfunction.

**Power supply** (yellow) illuminates in the event of a mains power malfunction or battery malfunction.

**Operation** (green) illuminates when the central unit is operable.

- Code operation
- Day operation
- Maintenance

**Code operation** (yellow) illuminates after the correct operator code has been input.

**Day operation** (yellow) illuminates when the central unit has been switched from night to day operation.

**Maintenance** (yellow) illuminates during system maintenance.

**Control** (red) illuminates on actuation of the transmission unit or control module.

- Transmission unit

**Transmission unit** (red) illuminates when the transmission device has been actuated. An external auxiliary body (e.g. fire brigade, security service) has been alerted.

**Switch off** (yellow) illuminates if detectors, detector modules, control modules or switching points have been switched off. The display extinguishes after all switch offs have been reset.

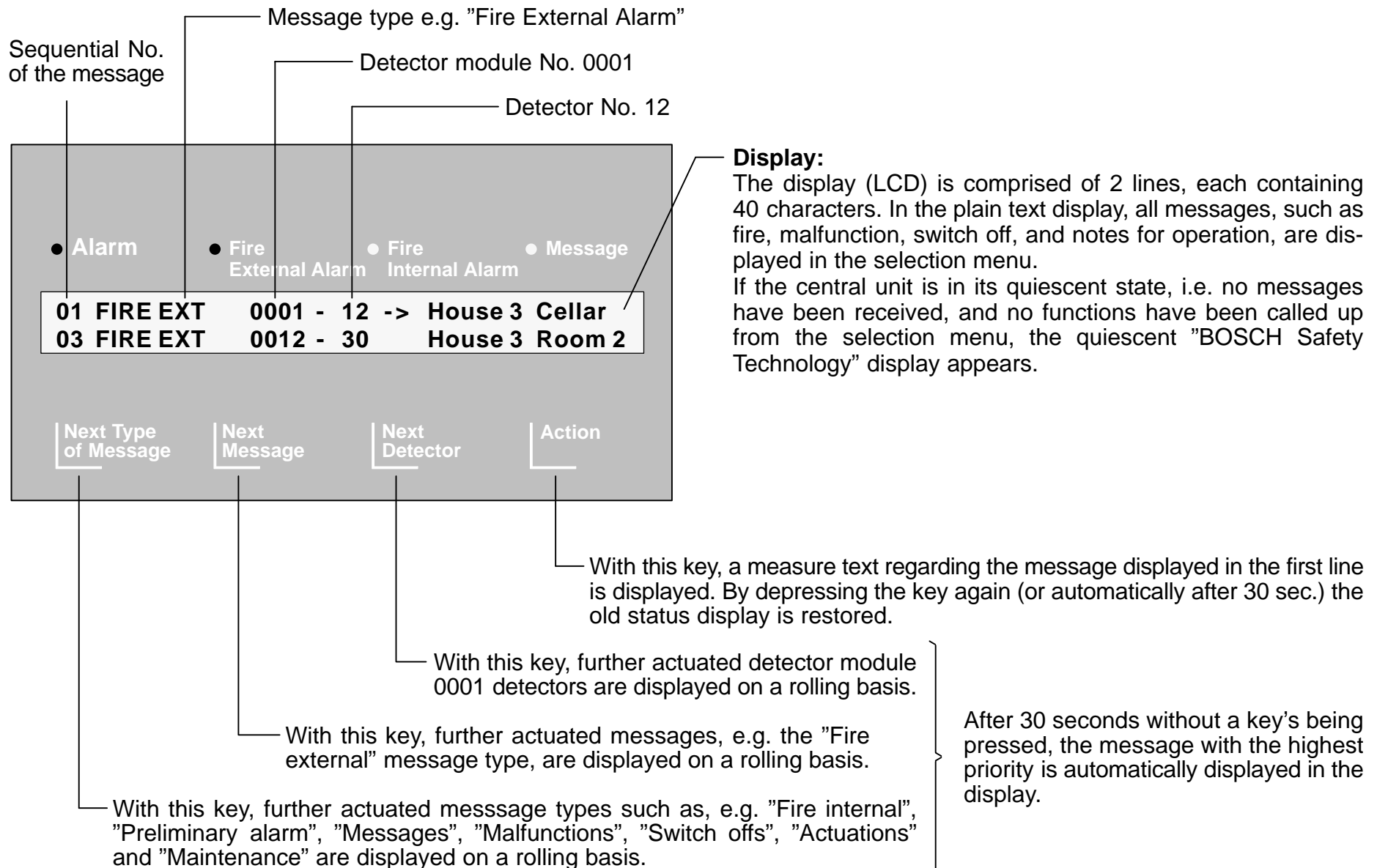
- Transmission unit
- Sounder/Strobe

**Transmission unit** (yellow) illuminates if the transmission device has been switched off. An external auxiliary body (e.g. fire brigade) cannot then be alerted.

**Sounder/Strobe** (yellow) illuminates if a connected sounder/strobe has been switched off. In this case, the sounder/strobe does not report an alarm. The display extinguishes after the switch off has been reset.

# Explanation of the display/control elements

## Message processing keys with display



# Explanation of the display/control elements

## Function keys

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**Start / stop verification time**



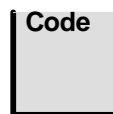
In the event of a fire alarm, this key is used, within a request period, to start the verification period.  
For a comprehensive explanation, see **Chap. Alarm verification, Page 13.**

**Switch buzzer off**



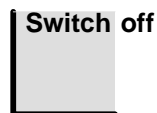
The buzzer is sounded on the occurrence of alarms, messages, malfunctions and maintenance alarms. After pressing this key, the buzzer is switched off.

**Start / end operating authority**



This key is used to start code input or to end code operation.  
For a comprehensive explanation, see **Chap. Operator code, Page 10.**

**Switch functions off / on**



With this key, the switching off of detectors, detector modules, control modules, the Transmission Unit, switching points, sounders/strobes and extinguishing system is initiated.  
For a comprehensive explanation, see **Chap. Switching off/on, Page 15.**

**Resetting individual deployments**



This key is used to initiate the resetting of detector modules, control modules, the Transmission Unit and malfunction detector modules.  
For a comprehensive explanation, see **Chap. Individual resetting, Page 14.**

**Control functions**



This key is used to initiate the control of sounders/strobes, control modules and switching points.  
For a comprehensive explanation, see **Chap. Control, Page 16.**

# Explanation of the display/control elements

## Function keys

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**Start maintenance**



This key is used to initiate the maintenance of detectors and detector modules. For a comprehensive explanation, see **Chap. Maintenance, Page 17**.

**Call up selection menu**



This key is used to call up the selection menu and the functions contained therein. For a comprehensive explanation, see **Chap. Operation in the selection menu, Page 18**.

**Reset central unit**



By pressing the "Reset system" key, all central unit deployments and malfunctions are reset. The quiescent image appears in the display as soon as the central unit is in its quiescent status. If certain deployments cannot be reset by the authorised operator, the **maintenance service** must be informed.

**Process detector modules and detectors**



The input for detector modules is max. 4-digits long, the input for the detectors max. 2-digits long. The detector modules and detectors can be blocked, switched off/on, actuated (control modules), reset and switched to maintenance.

**Process sounder/strobe**



The sounders/strobes can be switched off/on, actuated and reset.

**Process Transmission unit**



The Transmission Unit can be switched off/on, actuated and reset.

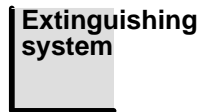


# Explanation of the display/control elements

## Function keys

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**Process extinguishing system**



The extinguishing system can be switched off/on and reset.

**Process switching points**



The input for the switching points is max. 4-digits long.  
The switching points can be actuated, reset and switched off/on together.

**Switch between day/night operation**



This key is used to switch from day operation to night operation or from night operation to day operation.

**Switch sounder/strobe off/on**



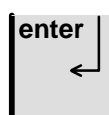
On actuation of this key, the optical/acoustic sounders/strobes are switched off and shut off in the event of an alarm.  
On further actuation of this key, the sounders/strobes can be reactivated.

**Correct inputs**



With this key, incorrect inputs, e.g. numbers, can be deleted.

**Confirm inputs**



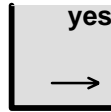
This key is pressed after

- Inputting a code
- Changing a code
- Inputting a time

# Explanation of the display/control elements

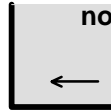
## Function keys/key-operated switch

Execute functions/  
jump in the  
background memory



This key is used to confirm "resets", "switch offs", "controls" and "maintenance".  
In the "background memory" and in the case of "input date/time" this key is used to jump to the right.

Undo functions/  
jump in the  
background memory



This key is used to undo "switch offs", "controls" and "maintenance".  
In the "background memory" and in the case of "input date/time" this key is used to jump to the left.


Switch back to  
the operator level





This key is used to switch back one level or to abort an input.

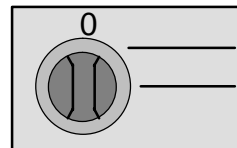
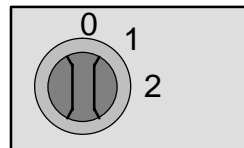
Input numbers



Insofar as number inputs are necessary (e.g. detector module number input), these can be input in the position in which the cursor  is flashing.  
e.g. a "12" is input as follows:

- first input the number "1": 000-
  - then input the number "2": 001-
- the number "1" then automatically jumps to the correct position "0012".

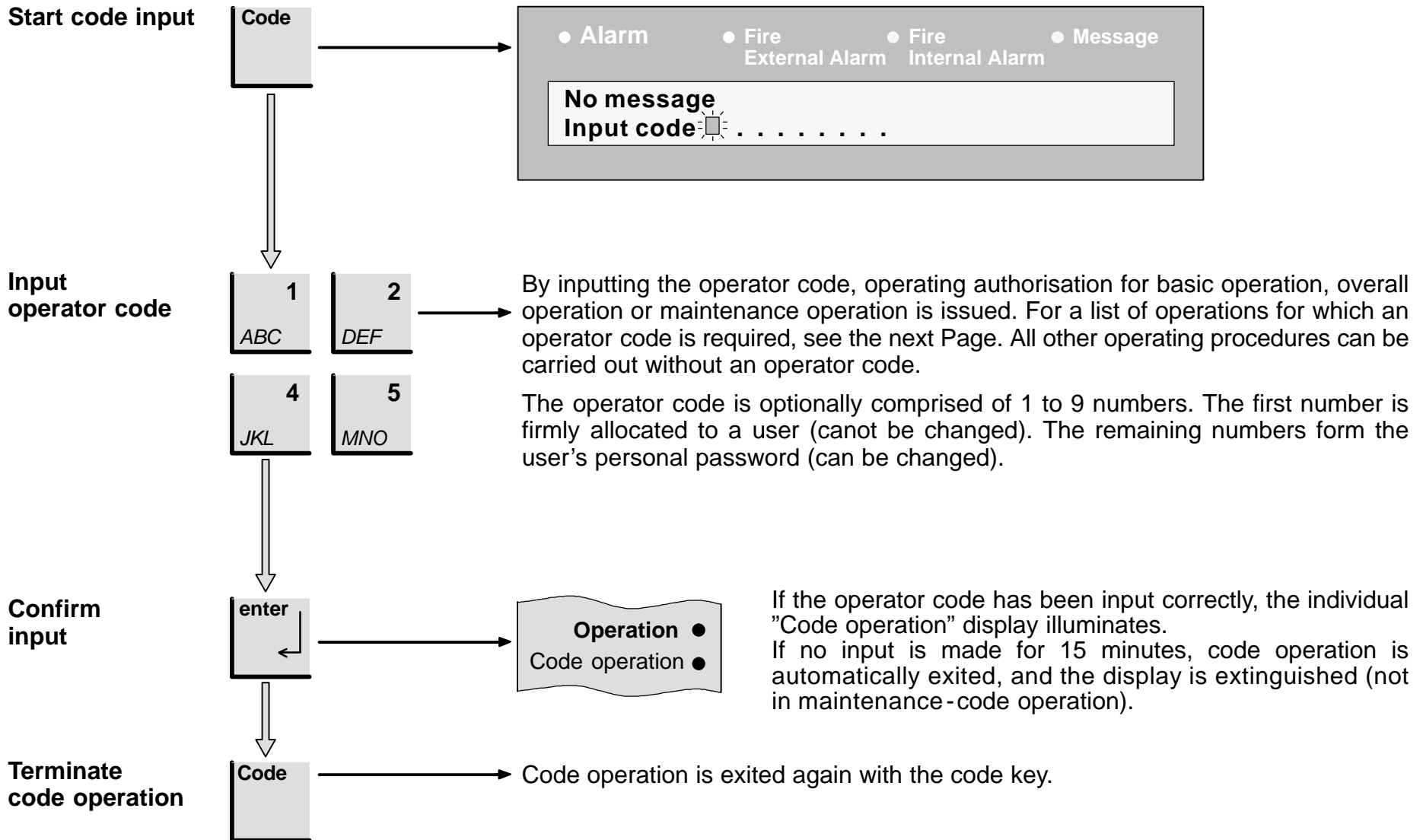
Key switch



The allocation of control functions to the position of the key-operated switch can be parameterised.  
e.g. - Switch between day/night operation  
- Code operation on/off

# Operation authorisation

## Operator code



# Operation authorisation

## Basic/overall/maintenance operation

Maintenance operation: Code for operator authorisation 3

Overall operation: Code for operator authorisation 2

Basic operation: Code for operator authorisation 1



Operable functions	1	2	3
<b>Switching off/on</b> (see P. 15)			
- Detector modules/detectors	(x)	(x)	x
- Control modules	(x)	x	x
- Transmission unit (transmission device)	-	x	x
- Switching points	(x)	x	x
- Sounders/strobes	(x)	x	x
- Extinguishing system	-	(x)	x
<b>Individual resetting</b> (see P. 14)			
- External alarms	-	x	x
- Internal alarms	(x)	x	x
- Messages	(x)	x	x
- Control modules/switching points	-	x	x
- Extinguishing system/sounders/strobes	-	x	x
- Transmission unit (transmission device)	-	x	x
- Malfunction detector modules	-	x	x
- Malfunction central unit functions	-	x	x
<b>Overall resetting</b> (see P. 7)	-	x	x

Maintenance operation: Code for operator authorisation 3

Overall operation: Code for operator authorisation 2

Basic operation: Code for operator authorisation 1

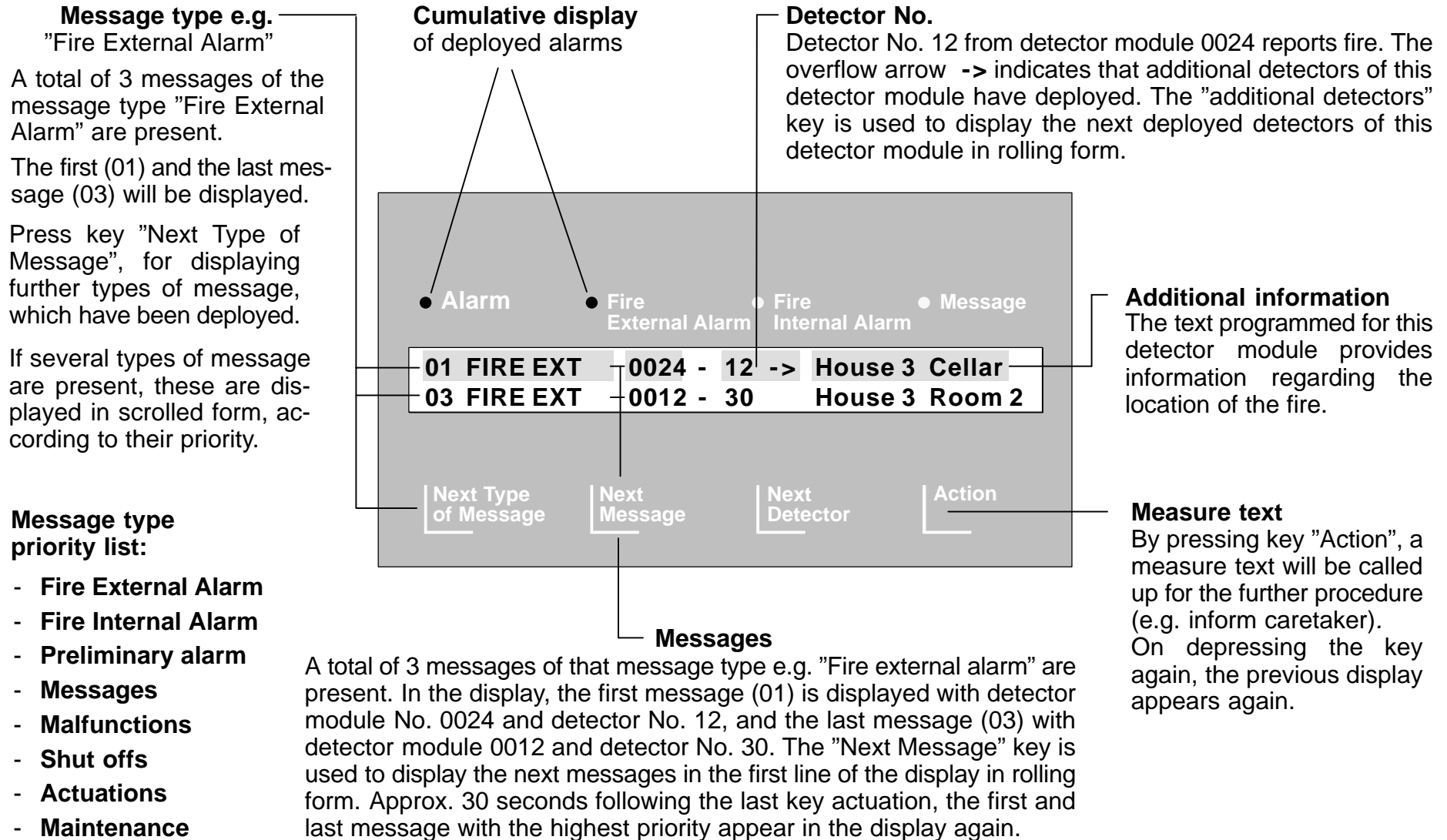
Operable functions	1	2	3
<b>Change code</b> (see P. 18)	(x)	(x)	x
<b>Switch between day/night operation</b> (see P. 8)	x	x	x
<b>Block detector modules/detectors</b> (see P. 18)	-	(x)	x
<b>Display alarm counter status</b> (see P. 18)	x	x	x
<b>Input date / time</b> (see P. 18)	-	-	x
<b>Background memory</b> (see P. 18)			
- Jump to an event, .... a date	x	x	x
- Select, search for, events	x	x	x
- Print events out	-	(x)	x
<b>Switch detector modules/detectors to maintenance</b> (see P. 17)	-	(x)	x
<b>Control</b> (see P. 16)			
- Control modules	(x)	(x)	x
- Sounders/strobes	(x)	(x)	x
<b>Siren key</b>	x	x	x

 x = Operation can be carried out with corresponding code.  
 (x) = Operation can only be carried out with corresponding code if parameterised.

# Message display/processing

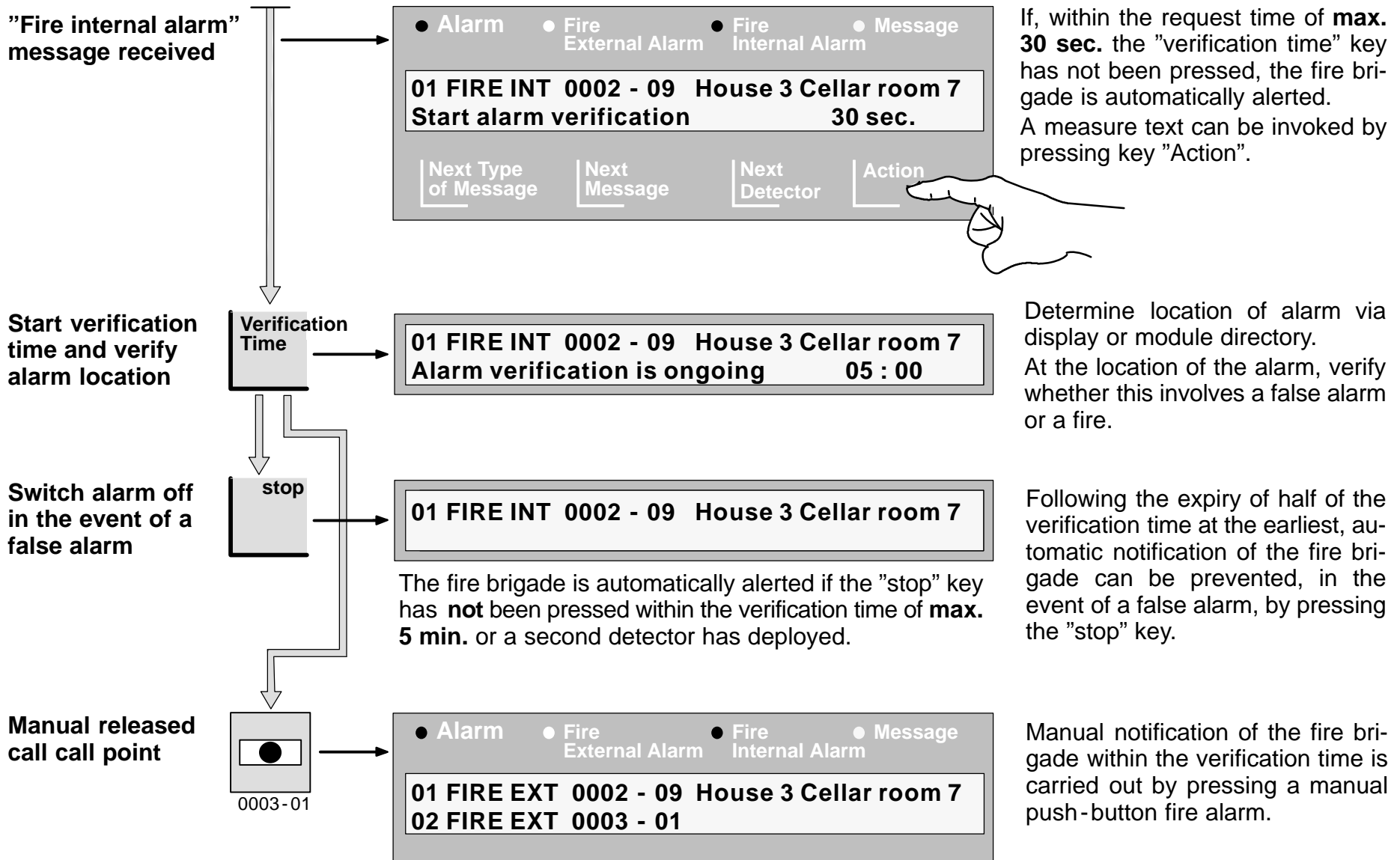
Display of message types, detector modules, detectors

**Message event:** Following the occurrence of messages, the **alarm organisation** must be noted at all costs.



# Message display/processing

## Alarm verification

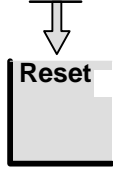


# Message display/processing

Individual resetting (using detector module 0002 as an example)

Input operator code

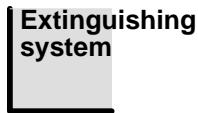
Initiate resetting of individual deployments



01 FIRE INT 0002 - 12 House 3 Cellar room 7  
Reset target ?

This key is used to initiate the resetting of detector modules, control modules, extinguishing system, switching points, sounders/ strobes and the transmission unit.

Select target



One of the targets can be selected (e.g. "Zone-Detector" for detector modules). If "Transmission unit" is selected, resetting is carried out by subsequently depressing the "yes" key.

Input No. of the target

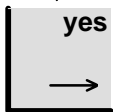


01 FIRE INT 0002 - 09 House 3 Cellar room 7  
Reset 0002

Input detector module No.

After inputting the No. of the target for "detector modules", "extinguishing system", "switching points" and "sounders/strobes", resetting is carried out by subsequently depressing the "yes" key.

Execute reset



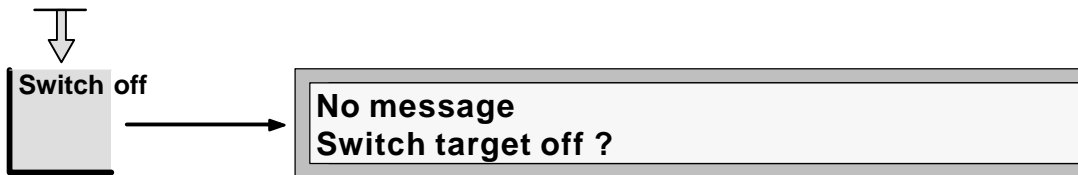
By actuating the "yes" key, the selected target is reset (in this example, detector module 0002). The message is cleared in the display as soon as the reset target is in its quiescent state. If certain deployments cannot be reset by the authorised operator, the **maintenance service** must be informed.

# Operation of the functions

Switch off/on (using detector 15 of detector module 0002 as an example)

Input operator code

Initiate switching off



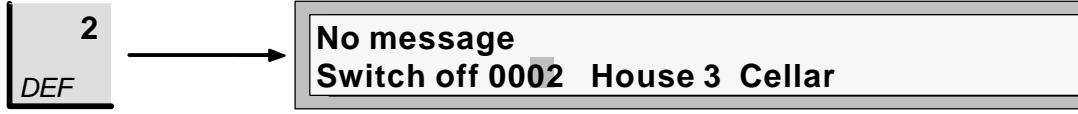
This key is used to initiate the switching off/on of detectors, detector modules, control modules, extinguishing system, switching points, sounders/strobes and the transmission unit.

Select target



One of the targets can be selected (e.g. zone detector). If "Transmission Unit" or "Switching Point" is selected, switching off is carried out by subsequently pressing the "yes" key.

Input No. of the target



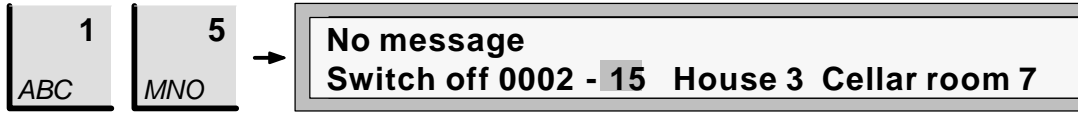
Set detector module No.

In the case of the "Zone-Detector" targets for detector modules, "Extinguishing System" and "Sounder/Strobe", press the "yes" key immediately after setting the No. in order to switch off.

Select detector address

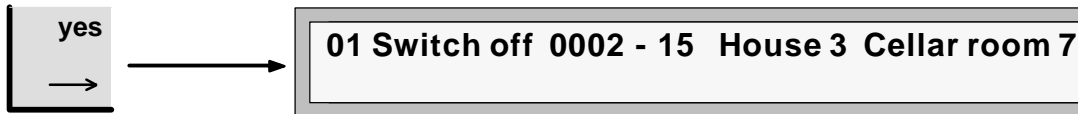


Input No. of the detector address



Set detector No.

Execute switch off



In order to **switch the targets on** press the "no" key instead of the "yes" key.

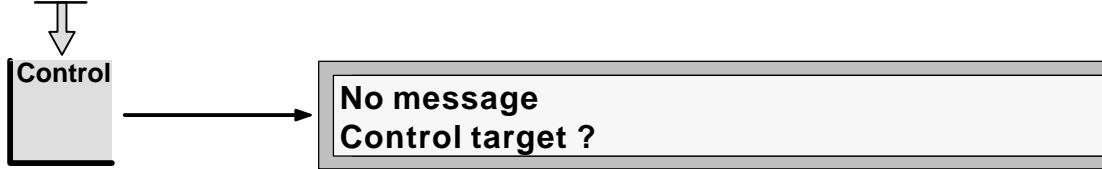


# Operation of the functions

Control (using control module 0012-14 as an example)

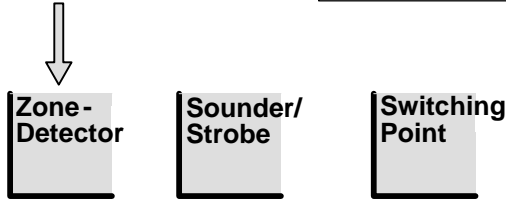
Input operator code

Initiate control



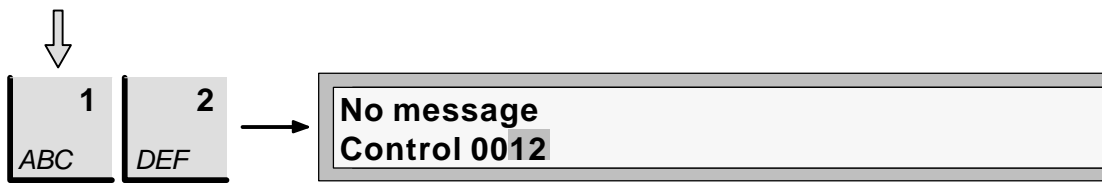
This key is used to initiate the actuation of control modules, sounders/strobes or switching points.

Select target



Only one of the targets can be selected (e.g. "zone detector" key for control modules).

Input No. of the target



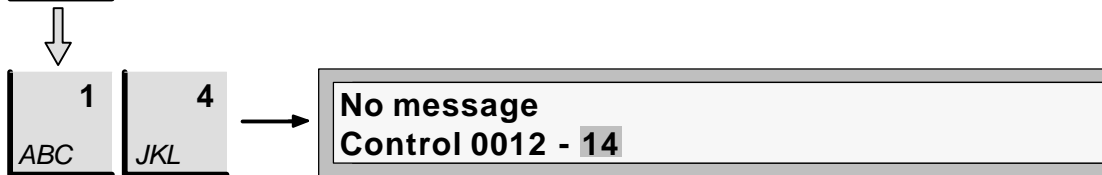
Set control module No.

In the case of the "switching points" and "sounders/strobes" targets, press the "yes" key for control purposes immediately after setting the No.

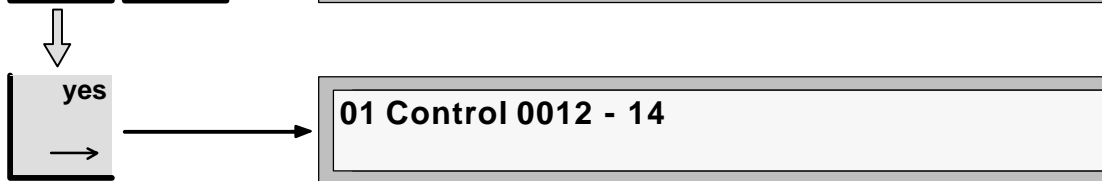
Select sub-address



Input No. of the sub-address



Execute control



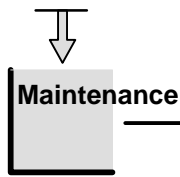
In order to **switch the control off** press the "no" key instead of the "yes" key.

# Operation of the functions

Maintenance (using detector 15 of detector module 0002 as an example)

Input operator code

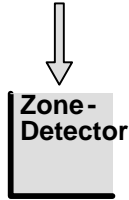
Initiate maintenance



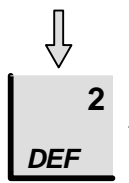
No message  
Maintenance target ?

The maintenance key is used to initiate maintenance for detector modules or detectors.

Select target



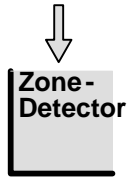
Input No. of the target



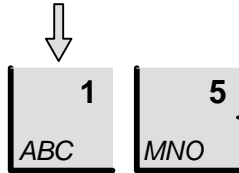
No message  
Maintenance 0002      House 3 Cellar

Set detector module No.  
In the case of the "detector module No." target press the "yes" key for maintenance purposes immediately after setting the No.

Select detector address



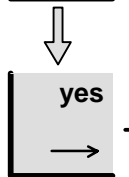
Input No. of the detector address



No message  
Maintenance 0002 - 15      House 3 Cellar room 7

The additional information regarding the current input appears automatically.

Switch to maintenance



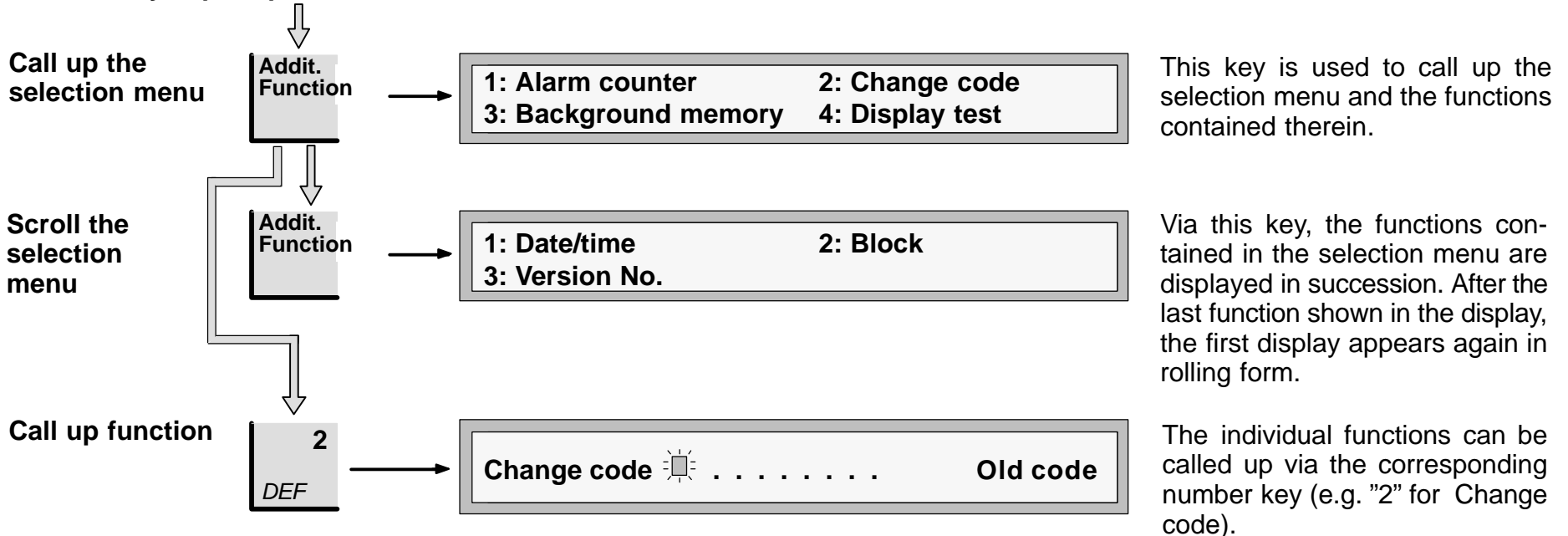
01 M-quiescence 0002 - 15 House 3 Cellar room 7

In order to **switch maintenance off** press the "no" key instead of the "yes" key.

# Operation of the functions

## Operation in the selection menu

If necessary, input operator code



### Notes regarding the individual functions:

- Alarm counter . . . . . The alarm counter status is displayed.
- Change code . . . . . In order to operate "Change code" also see Chap. Function keys ("yes", "no", "enter" keys).
- Background memory . . . In order to operate the "Background memory" also see Chap. Function keys ("yes", "no" keys).
- Display test . . . . . The display test function is activated.
- Date/time . . . . . In order to operate "Date/time" also see Chap. Function keys ("yes", "no", "enter" keys).
- Block . . . . . The blockage of detectors/detector modules is carried out as in Chap. Switching off/on.
- Version No. . . . . The status of the software is displayed.

**Exit selection menu**

**stop** This key is used to abort a function which has been started or to switch back one level.

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## Notes

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## Notes

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