# User's Guide

# BE 300 LSN
**4.998.099.747 A2**

## Contents

# Introduction, security and safety

**What do these operating instructions tell you about?**

Here you will find all the information you need to perform the jobs listed in the contents fast and reliably.

**What do these operating instructions *not* tell you about?**

They do not contain any basic or specific know-how about security techniques. The only information contained on this subject is what you need for operating purposes.

Therefore: make sure you are familiar with all security procedures and regulations in your sector (eg if there is an alarm).

The equipment should only be operated by persons who have been trained to do so!

For security reasons and to prevent incorrect operation, the user code that enables operation should only be communicated to these persons.

**Notes on cleaning**:

When cleaning surfaces, especially the display/control panel, avoid the use of corrosive and scouring agents, and make sure no fluid gets inside the equipment.

**Service center:** _____

_____

**Telephone:** _____

# Display/Keys

## Explanation of displays

**On display (green LED):**
Lights up when the system is operative.

**Sum Alarm display (red LED):**
Lights up on the occurrence of an external or internal alarm, a pre-alarm or a malfunction with external alarm. The particular alarm is saved and signaled by the buzzer.

**Sum Malfunction display (amber LED):**
Lights up for all malfunctions. The particular message is saved and signaled by the buzzer.

○ On

BOSCH

○ Alarm

**ALARM 15:35 +**
**Office Mills R 106**

○ Malfunction

**Display panel (LCD):**
The display consists of two lines with 16 alphanumeric characters (illuminated in dialog). The display shows all pending messages plus indicators. The **+** sign on the display indicates that several messages are present. If the keypad unit is on standby, ie no messages have arrived and no operation is initiated, the display shows the standby image.

**NZ 300 LSN**
**BOSCH**

| 1 Perimeter | 2 Arm | 3 Disarm | ↑ ← |
| 4 Bypass | 5 Disable | 6 Reset | ↓ → |
| 7 Walktest | 8 Status | 9 Code | * |
| Clear | 0 Menu | Escape | OK |

**Keys:**
These keys are explained on the next page.

**Turn off buzzer:**
Press any key.

# Display/Keys

## Explanation of keys

**1** Perimeter — Use this key and the user code to perimeter arm partitions.

**2** Arm — Use this key and the user code to arm partitions.

**3** Disarm — Use this key and the user code to disarm partitions.

**4** Bypass — Use this key to bypass detectors or parts of the alarm system.

**5** Disable — Use this key to disable detectors.

**6** Reset — Use this key to reset faulted points of all areas to which a user has access.

**7** Walktest — Use this key and the user code to call up the walk test

**8** Status — Use this key to show faulted points, armed partitions, and malfunctions.

**9** Code — Use this key to enter coded mode.

Clear — Use this key to terminate coded mode and to clear the walk test.

# Display/Keys

## Explanation of keys

**0** Menu

Use this key to call up the menu.

**Escape**

Use this key to go back one step or terminate a function without completing it.

**\***

This key has no function at present.

**OK**

Use this key to confirm an entry, eg after entry of the user code.

↑ ←

Use this key to page down.

**0** Menu

Use the keys 0 through 9 to enter digits, eg a user code.

↓ →
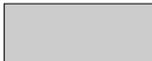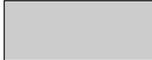
Use this key to page up.

The paging keys can be used to move the cursor to the left or right.
The keys can also be used to scroll up and down through messages on the display, and through menus to show them on the display.

**9** Code

Press any key to turn off the **buzzer**.

# User code/User authorization

## Notes on user code

**User authorization:**

BE 300 LSN can be operated by several users with different authorizations.

Authorizations are issued to users (max. 40) in programming. Because of the different authorizations it is necessary for each user to have a separate user code.

**User code = (user number + user password):**

The user code (user number + user password)
consists of max. eight digits and is composed as follows:

```
Enter code
Code ? 02  ▯
```

──── **User password** (the entered digits are represented by asterisks)
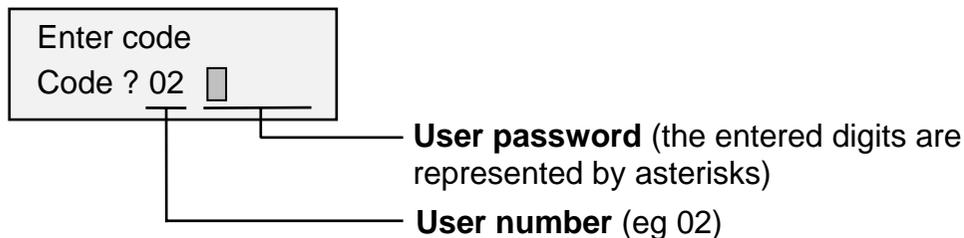
── **User number** (eg 02)

■ **User number:**

The user number consists of two digits. The number (01, 02, etc to 40) is firmly assigned to the user in programming and cannot be changed. The user number is entered before the user password and appears on the display.

■ **User password:**

The user password consists of between two and six digits (the minimum number of digits is defined in programming and is the same for all users).

The user password can be changed and the entry does not appear on the display.

Initially each user defines his own password.

**Initial definition of user code:**

To begin with there is a standard code (user number + 1357) for all programmed users.

For details of the initial definition of user code refer to chapter "Change own user code".

# User code/User authorization

## Notes on coded mode

### Coded mode:

In coded mode a user can perform all operations for which he holds authorization. A symbol appears top right on the display to indicate coded mode (standby).

```
NZ 300 LSN      ¢  ◄─── Coded
BOSCH
```
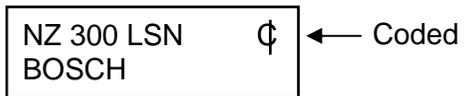
If no key is pressed for 1 min in coded mode, standby is initiated.

Error messages can appear if
- the user has no authorization,
- the user code is entered incorrectly,
- the particular operation is not possible.

### Entering coded mode:

Depending on the operation the display automatically prompts "Enter code". In further operations the user code no longer has to be entered.

To perform an operation for which the user code is necessary, the user code is entered first (for an example, refer to chapter "Notes on menu use").

### Entering user code:

**1.** Press the "Code" key.

```
   9                Enter code
  Code              Code ? ▯
```

**2.** Enter your user code
(user number + user password, eg 02 ∙∙∙∙∙∙).

```
  0       2         Enter code
 Menu    Arm        Code ? 02 ∗∗∗∗∗∗
```
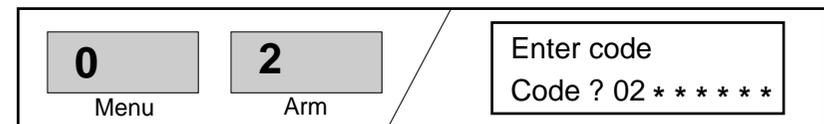
**3.** Confirm your entry with the "OK" key.
The user code is checked. This takes approx. 2 s.

```
                    Enter code
   OK               Code test!
```

# User code/User authorization

## User authorization

BE 300 LSN can be operated by maximally 40 users with different authorizations.

User authorizations are issued in programming by selecting **System-Manager, User level 1** or **User level 2**.

| | Installer * Programmer | System- Manager | User level 1 | User level 2 | w/o code |
|---|---|---|---|---|---|
| Arm | X | P | P | P | |
| Disarm | X | P | P | P | |
| Bypass detector | X | P | P | P | |
| Disable detector | X | X | | | |
| Reset message | X | X | X | | |
| Reset tamper | X | X | | | |
| Walktest | X | X | X | | |
| Change own user code | X | X | X | X | |
| Change user code for new user | X | X | | | |
| Display/change date and time | X | X | | | |
| View backup memory | X | X | X | | |
| View alarm counter | X | X | X | | |
| Display faulted detector | X | X | X | X | X |
| Display detector | X | X | X | X | X |
| View SW version ** | X | X | X | X | X |
| View programming date | X | X | X | X | X |

Notes on table:

X = operations firmly assigned to user, user is authorized to operate

P = operations can be assigned to any single user in programming

*  = control panel case opened

** = keypad and control panel

# Arming/Disarming with BE 300 LSN (user code)

## Perimeter arm with door contact

**1.** Press the "Perimeter" key.
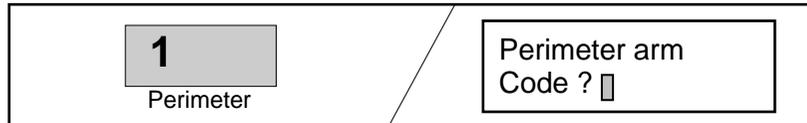
```
┌──────────┐        ┌────────────────┐
│    1     │        │ Perimeter arm  │
│          │   /    │ Code ? ▯       │
│ Perimeter│        │                │
└──────────┘        └────────────────┘
```

**2.** Enter the user code and confirm your entry with the "OK" key.

```
┌──────────┐        ┌────────────────┐
│          │        │ Perimeter arm  │
│          │   /    │ All IPs        │
│    OK    │        │                │
└──────────┘        └────────────────┘
```

**3.** Use the paging keys to select the internal programs for activation. No selection is necessary if there is only one internal program (continue to point 4).

```
┌──────┐┌──────┐    ┌────────────────┐
│      ││      │    │ Perimeter arm  │
│      ││      │ /  │ IP 2           │
│ ↑ ←  ││ ↓ →  │    │                │
└──────┘└──────┘    └────────────────┘
```
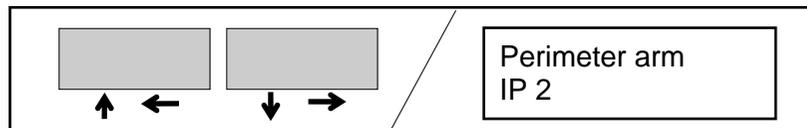
**4.** Press the "OK" key. Activation of the internal program is started.

The door contact is not activated until after the activation delay. The buzzer sounds at intervals during the delay (faster for the last 10 s). The room must be left in this delay.

```
┌──────────┐        ┌────────────────┐
│          │        │ Arm in 15 s    │
│          │   /    │      ▮▮▮▮▮▮▮▮▮ │
│    OK    │        │                │
└──────────┘        └────────────────┘
```

**5.** Coded mode is no longer active after activation and the standby image appears on the display.

```
                    ┌────────────────┐
                    │ NZ 300 LSN     │
               /    │ BOSCH          │
                    │                │
                    └────────────────┘
```

# Arming/Disarming with BE 300 LSN (user code)

## Perimeter arm

**1.** Press the "Perimeter" key.

| | | |
|---|---|---|
| **1** | | Perimeter arm |
| Perimeter | | Code ? ▯ |

**2.** Enter the user code and confirm your entry with the "OK" key.

| | | |
|---|---|---|
| | | Perimeter arm |
| OK | | All IPs |

**3.** Use the paging keys to select the internal programs for activation. No selection is necessary if there is only one internal program (continue to point 4).

| | | | |
|---|---|---|---|
| | | | Perimeter arm |
| ↑ ← | ↓ → | | IP 2 |
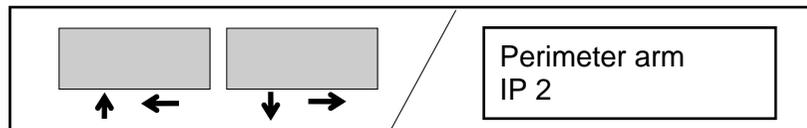
**4.** Press the "OK" key. Activation of the internal program is started. After activation the standby image appears on the display.

| | | |
|---|---|---|
| | | Perimeter arm |
| OK | | in preparation |
| | | NZ 300 LSN |
| | | BOSCH |
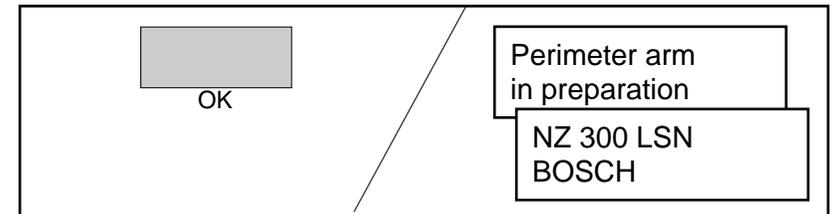
# Arming/Disarming with BE 300 LSN (user code)

## Arming with door contact

**Note:** Arming with a user code is only possible for programmed areas without a block-type lock. The areas must not be on a walktest when activated.

**1.** Press the "Arm" key.
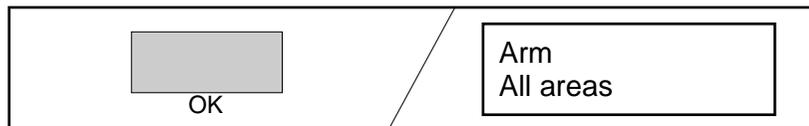
```
┌─────────────┐       ┌──────────────┐
│   ┌─────┐   │      /│ Arm          │
│   │  2  │   │     / │ Code ? ▯     │
│   └─────┘   │    /  │              │
│     Arm     │   /   └──────────────┘
└─────────────┘
```

**2.** Enter the user code and confirm your entry with the "OK" key.

```
┌─────────────┐       ┌──────────────┐
│   ┌─────┐   │      /│ Arm          │
│   │     │   │     / │ All areas    │
│   └─────┘   │    /  │              │
│     OK      │   /   └──────────────┘
└─────────────┘
```

**3.** Use the paging keys to select the areas for activation. No selection is necessary if there is only one areas (continue to point 4).

```
┌──────────────────────┐       ┌──────────────┐
│ ┌─────┐   ┌─────┐    │      /│ Arm          │
│ │     │   │     │    │     / │ areas 2      │
│ └─────┘   └─────┘    │    /  │              │
│  ↑ ←       ↓ →       │   /   └──────────────┘
└──────────────────────┘
```
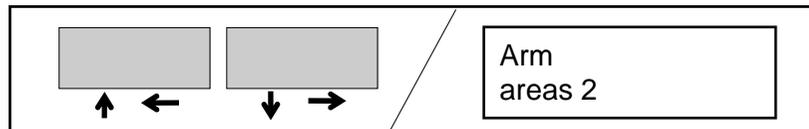
**4.** Press the "OK" key. Activation of the areas is started.

The door contact is not arm until after the arming delay. The buzzer sounds at intervals during the delay (faster for the last 10 s). The room must be left in this delay.

```
┌─────────────┐       ┌──────────────────┐
│   ┌─────┐   │      /│ Arm in 15 s      │
│   │     │   │     / │ ▮▮▮▮▮▮▮▮▮▮        │
│   └─────┘   │    /  │                  │
│     OK      │   /   └──────────────────┘
└─────────────┘
```

**5.** Coded mode is no longer active after arming and the standby image appears on the display.

```
┌─────────────┐       ┌──────────────┐
│             │      /│ NZ 300 LSN   │
│             │     / │ BOSCH        │
│             │    /  │              │
│             │   /   └──────────────┘
└─────────────┘
```

# Arming/Disarming with BE 300 LSN (user code)

## Arming

**1.** Press the "Arm" key.
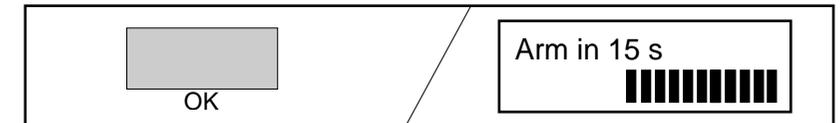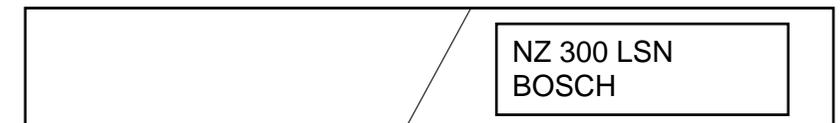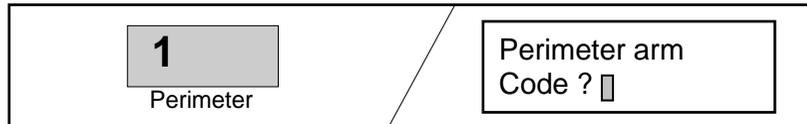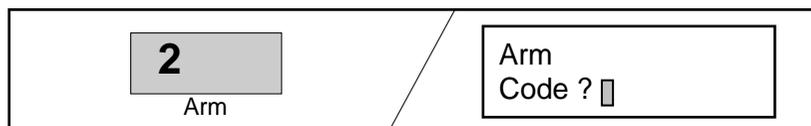
| 2 | Arm |
|---|---|
| Arm | Code ? |

**2.** Enter the user code and confirm your entry with the "OK" key.

| | Arm |
|---|---|
| OK | All areas |

**3.** Use the paging keys to select the areas for activation. No selection is necessary if there is only one areas (continue to point 4).

| | | Arm |
|---|---|---|
| ↑ ← | ↓ → | areas 2 |
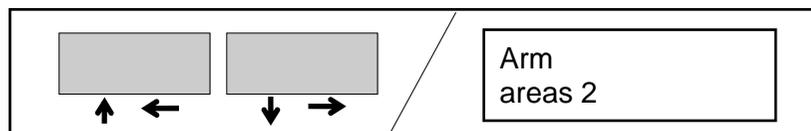
**4.** Press the "OK" key. Activation of the areas is started. After arming the standby image appears on the display.

| | Arm |
|---|---|
| OK | in preparation |
| | NZ 300 LSN |
| | BOSCH |
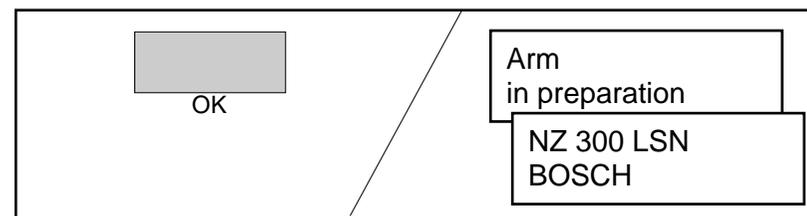
# Arming/Disarming with BE 300 LSN (user code)

## Disarming with door contact

**1.** Triggering a door contact in the entrance areas produces a display of the time to deactivate. The buzzer sounds at intervals (faster for the last 10 s).

| | Disarm in 15 s |
|---|---|
| | ▐▌▐▌▐▌▐▌▐▌▐▌ |

**2.** Press the "Disarm" key. The buzzer goes off.
The display shows "perimeter disarm" or "disarm".

| **3** | Disarm |
|---|---|
| Disarm | Code ? ▯ |
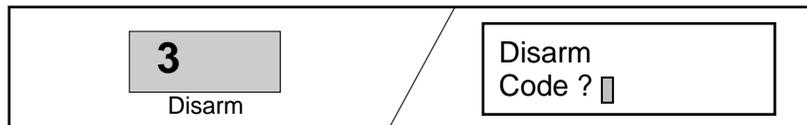
**3.** Enter the user code and confirm your entry with the "OK" key. All areas of the user are disarmed. The standby image appears on the display.

| | NZ 300 LSN |
|---|---|
| OK | BOSCH |

# Arming/Disarming with BE 300 LSN (user code)

## Disarming

**1.** Press the "Disarm" key.
The display shows "perimeter disarm" or "disarm".

| **3** | | Disarm |
|---|---|---|
| Disarm | | Code ? ▯ |

**2.** Enter the user code and confirm your entry with the "OK" key.

| | | Disarm |
|---|---|---|
| OK | | All areas / IPs |

Note: Immediate jump to point 4 if there is only one area/ internal program.

**3.** Use the paging keys to call up the areas/internal programs for disarming.
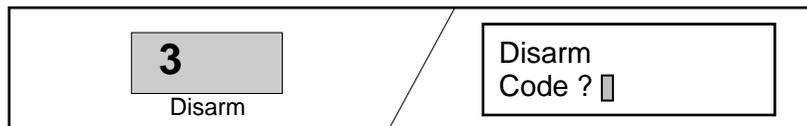
| | | | Disarm |
|---|---|---|---|
| ↑ ← | ↓ → | | areas 3 |

**4.** Press the "OK" key. Disarming is activated and the standby image appears on the display.
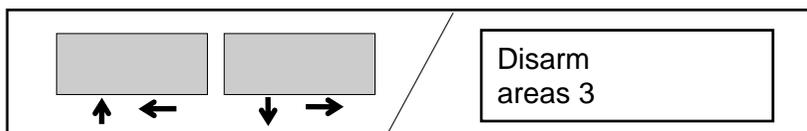
| | | NZ 300 LSN |
|---|---|---|
| OK | | BOSCH |

# Arming/Disarming with block-type lock

## Arming

**1.** Requirements for arming:
  - NZ 300 LSN is on standby.
  - All doors and windows in areas are closed and bolted.

**2.** Close the block-type lock.
After arming of the areas this will be signaled by a buzzer or LEDs on the block-type lock.

**Notes**:
  - If arming is not possible, a triggered detector can be exempted from surveillance (refer to chapter "By-pass").
  - The areas must not be on a walktest when armed.

## Disarming

**1.** Open the block-type lock. After disarming of the areas this will be signaled by a buzzer or LEDs on the block-type lock.

**2.** Open the door.

```
                                    NZ 300 LSN
                                    BOSCH
```
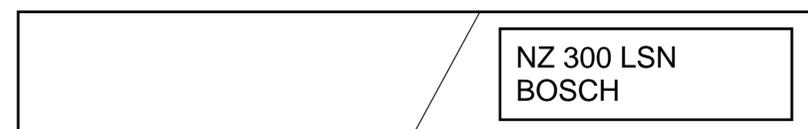
NZ 300 LSN is on disarmed standby.

## Arming/Disarming with key switch

### Arming

**Note:** The key switch and BE 300 LSN belong to the same areas.

**1.** Operate the key switch.

Arming occurs after a delay. The buzzer sounds at intervals during this delay (faster for the last 10 s). The areas must be left in this delay.

| | Arming in 15 s<br>▐▐▐▐▐▐▐ |
|---|---|
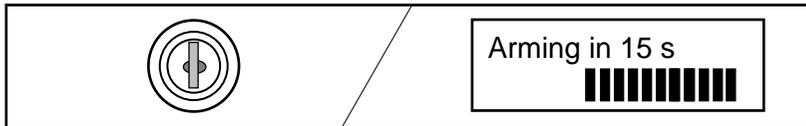
Arming can be aborted during the delay by operating the key switch again.

**2.** After arming the standby image appears on the display.

| | NZ 300 LSN<br>BOSCH |
|---|---|

### Disarming

**1.** Triggering a door detector produces a display of the time left until disarming. The buzzer sounds at intervals (faster for the last 10 s).

| | Disarm in 15 s<br>▐▐▐▐▐▐▐▐▐ |
|---|---|

**2.** Operate the key switch. The areas is disarmed. The standby image appears on the display.

| | NZ 300 LSN<br>BOSCH |
|---|---|
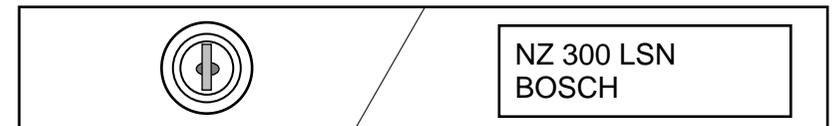
# Message display/Editing

## External alarm, internal alarm, malfunctions

**Message priorities:**

Messages are displayed in an order of priorities.
Within a particular message type the display is in order of time occurrence.

Highest priority......... intrusion alarms

Priority 2 ................. other alarms/messages (eg fire)

Priority 3 ................. malfunctions

Priority 4 ................. disable/bypass

**Number of messages:**

The **+** sign on the display indicates that several messages are present.

**Turn off buzzer:**

Use any key to turn off the buzzer of  BE 300 LSN.

**Turn off external sounder:**

External sounders are turned off by disarming or automatically after max. 180 s.

| | |
|---|---|
| ○ On | **BOSCH** |
| ○ Alarm | **ALARM          15:35 +** |
| ○ Malfunction | **Office   Mills    R 106** |

| | | | |
|---|---|---|---|
| **1** Perimeter | **2** Arm | **3** Disarm | ↑ ← |
| **4** Bypass | **5** Disable | **6** Reset | ↓ → |
| **7** Walktest | **8** Status | **9** Code | * |
| Clear | **0** Menu | Escape | OK |

# Message display/editing

## Display message

**Notes:**

- Message display **without** user code:

  Messages are displayed that belong to the areas of BE 300 LSN. Duress alarms are not displayed.

- Message display **with** user code:

  Messages are displayed that belong to the user areas and the areas of BE 300 LSN. Duress alarms messages are displayed.

**1.** Use the paging keys to scroll up and down through messages on the display.
Every 2 s the display changes between time and date.
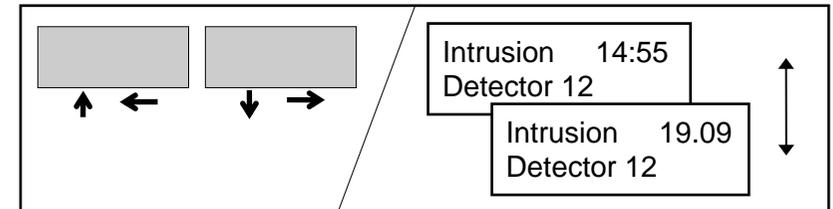


**2.** Further operations:

- Refer to chapter "Bypass".

- Refer to chapter "Enable/Disable detector".

# Message display/editing

## Display faulted points

**Notes:**

- Display faulted points **without** user code:

  Only those faulted points are displayed that belong to the areas of BE 300 LSN.

- Display faulted points **with** user code:

  Faulted points are displayed that belong to the user areas and to the areas of BE 300 LSN.

**1.** Press the "Status" key. The detector number and type of message are displayed.

| **8** | Malfun. |
| Status | Detector 1 |

**2.** Use the paging keys to scroll up and down through the faulted points. Detectors are displayed in the order of their programming.

| ↑ ← ↓ → | Intrusion |
| | Detector 17 |
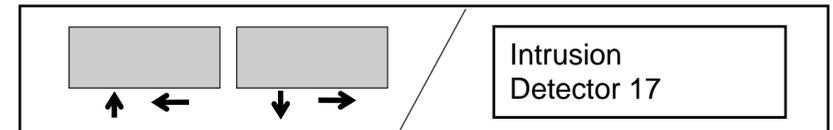
**3.** Further operations:

- Refer to chapter "Bypass".
- Refer to chapter "Enable/Disable detector".

# Message display/editing

## Reset message

### Notes on reset:

Messages have to be reset to put the system back on standby following the arrival of messages. The system can then be armed again. The areas must be disarmed for resetting.

### VdS class C:

Malfunctions and a tamper alarm may only be reset by the installer.

### User authorization:

The user must be authorized to reset.

If the user is not authorized to reset,
the display will show the following. ⟶ | No authorization to reset |

In this case inform the authorized
person or the installer.

### Resetting (see right):

If you are not yet in coded mode, the procedure is as described in the right column above.

If you are already in coded mode, the procedure is as described in the right column below.

Use the "Clear" key to quit coded mode.

**1.** Press the "Reset" key.

```
   6
  Reset          /    Reset
                      code ?  ▯
```
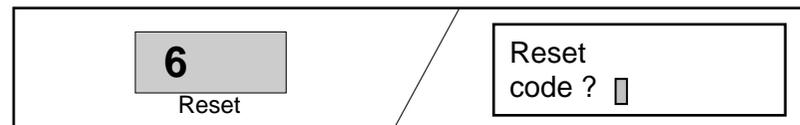
**2.** Enter your user code and press the "OK" key. All faulted points of all disarmed user areas are reset. The messages on the display extinguish as soon as all reset detectors are on standby.

```
            /    NZ 300 LSN
   OK            BOSCH
```

**1.** Press the "Reset" key.

```
   6
  Reset          /    Reset
                      OK ?
```
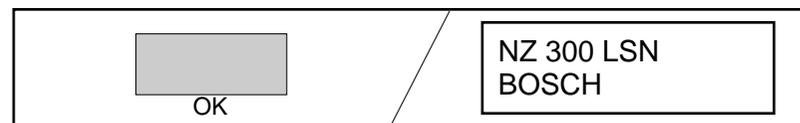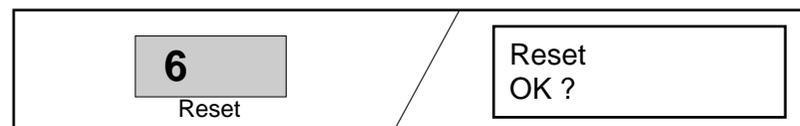
**2.** Press the "OK" key. All faulted points of all disarmed user areas are reset. The messages on the display extinguish as soon as all reset detectors are on standby.

```
            /    NZ 300 LSN
   OK            BOSCH
```

# Use of menus

## Notes on menu use

Use of menus **without** user code.

**1.** Press the "Menu" key.
The first menu "View detector" is displayed.

**2.** Use the paging keys to scroll up and down through the menus.

```
┌─────────────────────────────────────────────┐
│  ┌──────────┐                                │
│  │          │  up    ┌──────────────────┐    │
│  └──────────┘        │ Menu             │    │
│    ↓  →              │ View detector    │    │
│                    ┌─┴────────────────┐ │    │
│  ┌──────────┐      │ Menu             │ │    │
│  │          │  dow  │ SW version BE 300│ │    │
│  └──────────┘    ┌──┴────────────────┐│ │    │
│    ↑  ←          │ Menu              ││ │    │
│                  │ SW version NZ 300 ││ │    │
│                ┌─┴──────────────────┐│ │    │
│                │ Menu               ││ │    │
│                │ Programming date   ││ │    │
│              ┌─┴──────────────────┐ ││ │    │
│  SW = software│ Menu             │ ││ │    │
│              │ Test display      │ ││ │    │
│              └───────────────────┘ ││ │    │
└─────────────────────────────────────────────┘
```

SW = software

**3.** Call up the selected menu with the "OK" key.

---

Use of menus **with** user code.

**1.** Press the "Code" key. Enter the user code and confirm your entry with the "OK" key.

**2.** Press the "Menu" key.
The first menu "View detector" is displayed.

**3.** Use the paging keys to scroll up and down through the menus.

```
┌───────────────────────────────────────────────┐
│  ┌──────────┐                                  │
│  │          │  up   ┌──────────────────┐ ¢     │
│  └──────────┘       │ Menu             │       │
│    ↓  →             │ View detector    │       │
│                   ┌─┴────────────────┐ ¢       │
│  ┌──────────┐     │ Menu             │         │
│  │          │ dow  │ Alarm counter   │         │
│  └──────────┘   ┌──┴────────────────┐ ¢        │
│    ↑  ←         │ Menu              │           │
│                 │ Event log         │           │
│               ┌─┴────────────────┐ ¢           │
│               │ Menu             │              │
│               │ Change code      │              │
│             ┌─┴────────────────┐ ¢             │
│             │ Menu             │                │
│             │ Date/time        │                │
│           ┌─┴────────────────┐ ¢               │
│           │ Menu             │                  │
│           │ SW version BE 300│                  │
│         ┌─┴────────────────┐ ¢                 │
│         │ Menu             │                    │
│         │ SW version NZ 300│                    │
│       ┌─┴────────────────┐ ¢                   │
│       │ Menu             │                      │
│       │ Programming date │                      │
│     ┌─┴────────────────┐ ¢                     │
│ SW = software│ Menu     │                       │
│     │ Test display     │                        │
│     └──────────────────┘                        │
└───────────────────────────────────────────────┘
```
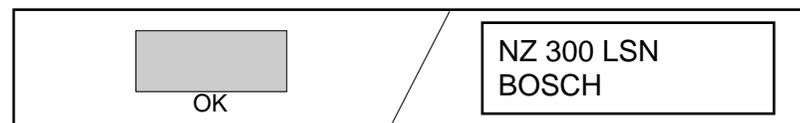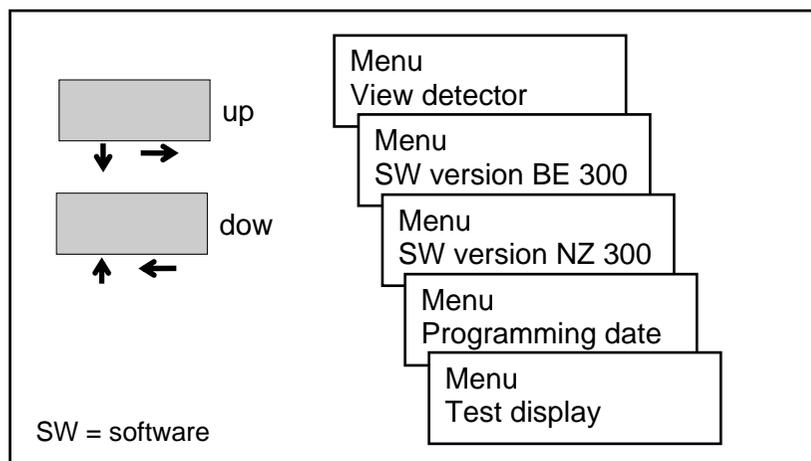
SW = software
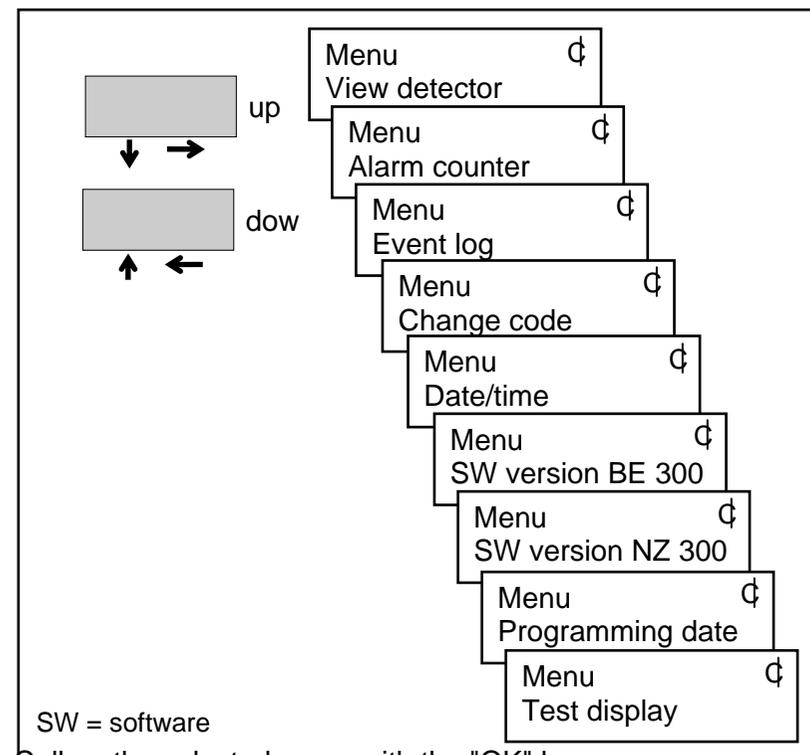
**4.** Call up the selected menu with the "OK" key.

# Use of menus

## View all detectors

**Notes:**

- Viewing detectors **with** user code:
  The detectors in the user areas are displayed.

- Viewing detectors **without** user code:
  The detectors belonging to the areas of BE 300 LSN are displayed. From point 2 onwards this is identical to viewing with user code.

**1.** Press the "Code" key. Enter the user code and confirm your entry with the "OK" key.

**2.** Press the "Menu" key.
The first menu "View detector" is displayed.

| **0** | | Menu ¢ |
| Menu | | View detector |

**3.** Press the "OK" key.
The status of the first detector is displayed.

| | | Stby |
| OK | | Detector 1 |

**4.** Use the paging keys (up ↓ and down ↑) to call up the detectors and their status one after the other. The detectors are displayed in the order of their programming.
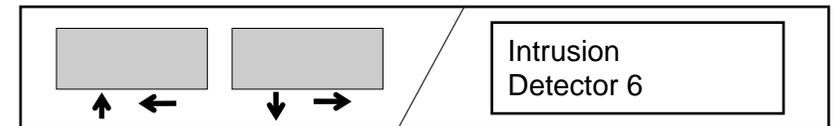
| | | | Intrusion |
| ↑ ← | ↓ → | | Detector 6 |

**5.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit the menu or coded mode with the "Clear" key. The standby image appears on the display.

| | | NZ 300 LSN |
| Clear | | BOSCH |

# Use of menus

## View alarm counter

**1.** Press the "Code" key. Enter the user code and confirm your entry with the "OK" key.
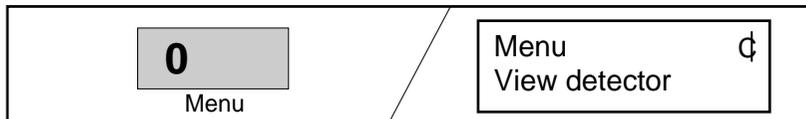
**2.** Press the "Menu" key.
The first menu "View detector" is displayed.

```
Menu              ¢
View detector
```

**3.** Use the paging keys to scroll up and down through the menus. Select the "Alarm counter" menu.

```
↑ ←   ↓ →         Menu              ¢
                  Alarm counter
```

**4.** Press the "OK" key. The alarm counter is displayed.

```
Alarm counter
∑ = 13
```
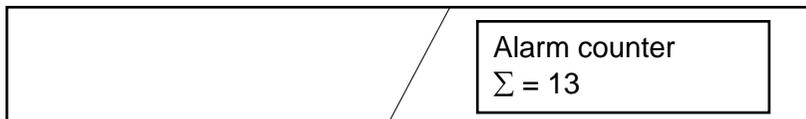
The alarm counter cannot be deleted.
Maximum entry up to 9999, then restarting at 1.

**5.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit the menu or coded mode with the "Clear" key. The standby image appears on the display.

```
Clear             NZ 300 LSN
                  BOSCH
```
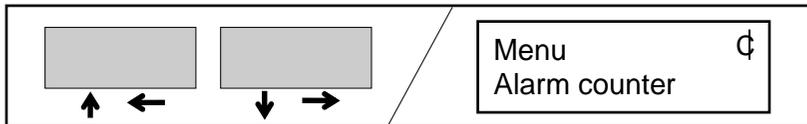
# Use of menus

## View event log

**1.** Press the "Code" key. Enter the user code and confirm your entry with the "OK" key.

**2.** Press the "Menu" key.
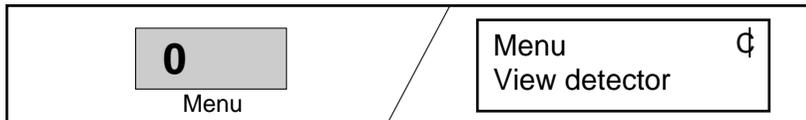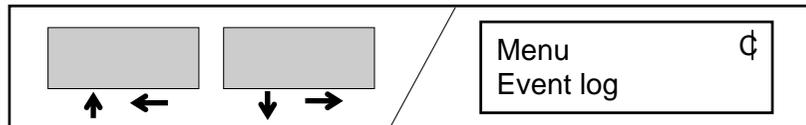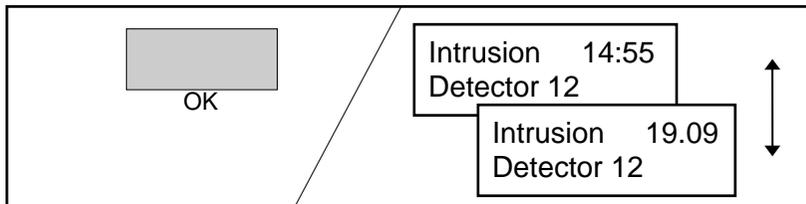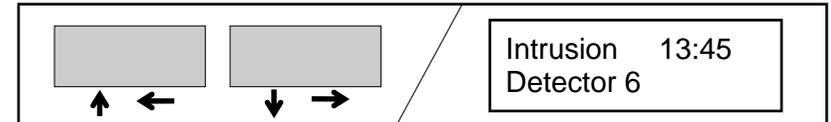The first menu "View detector" is displayed.

```
┌──────────────────────────┬─────────────────────────┐
│     ┌──────────┐         ╱│ Menu              ₵     │
│     │    0     │        ╱ │ View detector           │
│     └──────────┘       ╱  │                         │
│        Menu           ╱   │                         │
└──────────────────────┴────┴─────────────────────────┘
```

**3.** Use the paging keys to scroll up and down through the menus. Select the "View backup mem." menu.

```
┌──────────────────────────┬─────────────────────────┐
│  ┌──────┐  ┌──────┐     ╱│ Menu              ₵     │
│  │      │  │      │    ╱ │ Event log               │
│  └──────┘  └──────┘   ╱  │                         │
│   ↑  ←     ↓  →      ╱   │                         │
└──────────────────────┴───┴─────────────────────────┘
```

**4.** Press the "OK" key. The latest event in event log is displayed. The display changes between time and date every 2 s.

```
┌──────────────────────────┬─────────────────────────┐
│    ┌──────────┐         ╱│ Intrusion    14:55  ↑   │
│    │          │        ╱ │ Detector 12         │   │
│    └──────────┘       ╱  │ ┌──────────────────┐│   │
│        OK            ╱   │ │ Intrusion  19.09 ││   │
│                     ╱    │ │ Detector 12      │↓   │
└──────────────────────────┴─────────────────────────┘
```

**5.** If there are more events (max. 1024) in event log, you can call them up with the paging keys

```
┌──────────────────────────┬─────────────────────────┐
│  ┌──────┐  ┌──────┐     ╱│ Intrusion    13:45      │
│  │      │  │      │    ╱ │ Detector 6              │
│  └──────┘  └──────┘   ╱  │                         │
│   ↑  ←     ↓  →      ╱   │                         │
└──────────────────────┴───┴─────────────────────────┘
```
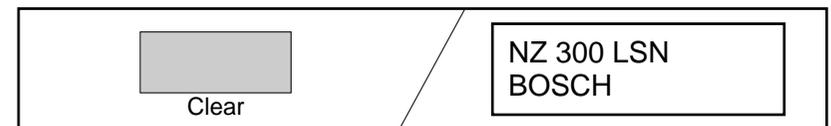
**6.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit coded mode with the "Clear" key. The standby image appears on the display.

```
┌──────────────────────────┬─────────────────────────┐
│     ┌──────────┐         ╱│ NZ 300 LSN             │
│     │          │        ╱ │ BOSCH                   │
│     └──────────┘       ╱  │                         │
│        Clear          ╱   │                         │
└──────────────────────┴────┴─────────────────────────┘
```
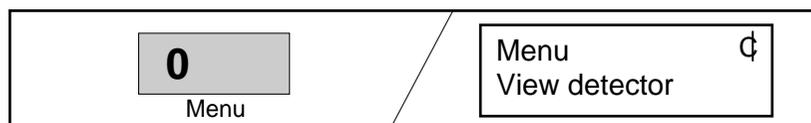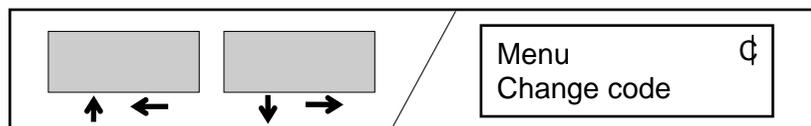
# Use of menus

## Change own user code

**1.** Press the "Code" key. Enter the user code (initially user number + 1357) and confirm your entry with the "OK" key.

**2.** Press the "Menu" key.
The first menu "View detector" is displayed.

| **0** | Menu               ¢ |
|       | View detector        |
| Menu  |                      |

**3.** Use the paging keys to scroll up and down through the menus.
Select the "Change code" menu.

| ↑ ← ↓ → | Menu          ¢ |
|         | Change code     |

**4.** Press the "OK" key.

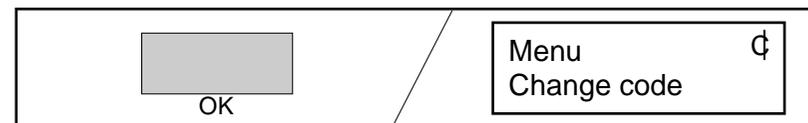| OK | New code    |
|    | Code ? ▯    |

**5.** Enter the new user code. The first two digits are the same as the entry under point 1 and appear on the display. The remaining digits do **not** appear on the display.
Confirm your entry with the "OK" key.

| OK | Repeat code |
|    | Code ? ▯    |
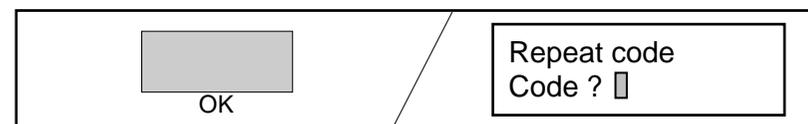
**6.** Enter the new user code once again and confirm your entry with the "OK" key.
The new user code is saved.

| OK | Menu          ¢ |
|    | Change code     |

**7.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit coded mode with the "Clear" key.
The standby image appears on the display.

| | NZ 300 LSN |
| | BOSCH      |
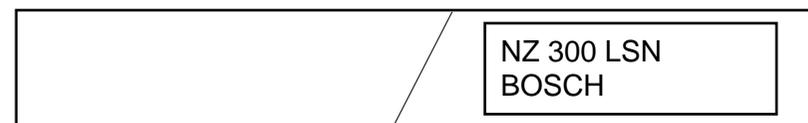
# Use of menus

## Change user code for new user

**Notes**: If the authorization of one user is to be issued to another user, this can be done by the system manager. The new user is given a new user password.

A forgotten user password can also be renewed.

**1.** Enter your user code and select the "Change code" menu (see previous page).

**2.** Press the "OK" key.

```
┌─────────────────────┐      ┌──────────────────────┐
│   ┌───────────┐     /       │ New code             │
│   │           │    /        │ Code ? ▯             │
│   └───────────┘   /         │                      │
│        OK        /          └──────────────────────┘
└─────────────────────┘
```

**3.** Enter the user number of the user to be changed. The user number appears on the display.
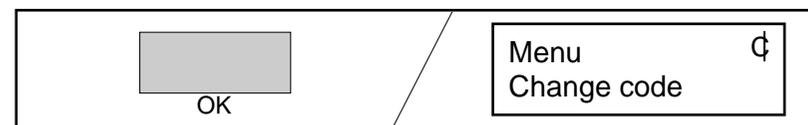
Now enter a new user password (this entry does not appear on the display).

(user code = user number + user password)

Confirm your entry with the "OK" key.

```
┌─────────────────────┐      ┌──────────────────────┐
│   ┌───────────┐     /       │ Repeat code          │
│   │           │    /        │ Code ? ▯             │
│   └───────────┘   /         │                      │
│        OK        /          └──────────────────────┘
└─────────────────────┘
```

**4.** Enter the new user code once again
(user code = user number + user password)
and confirm your entry with the "OK" key.
The new user code is saved.

```
┌─────────────────────┐      ┌──────────────────────┐
│   ┌───────────┐     /       │ Menu              ¢  │
│   │           │    /        │ Change code          │
│   └───────────┘   /         │                      │
│        OK        /          └──────────────────────┘
└─────────────────────┘
```
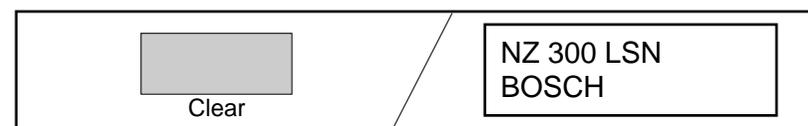
**5.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit coded mode with the "Clear" key. The standby image appears on the display.
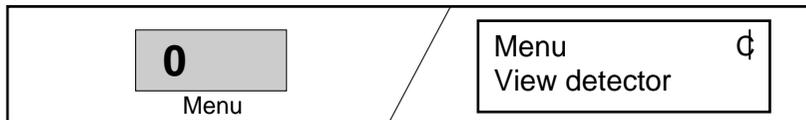
```
┌─────────────────────┐      ┌──────────────────────┐
│   ┌───────────┐     /       │ NZ 300 LSN           │
│   │           │    /        │ BOSCH                │
│   └───────────┘   /         │                      │
│       Clear      /          └──────────────────────┘
└─────────────────────┘
```

# Use of menus

## Display/change date and time

**1.** Press the "Code" key. Enter the user code and confirm your entry with the "OK" key.

**2.** Press the "Menu" key.
The first menu "View detector" is displayed.

| 0 | / | Menu            ¢ |
|---|---|---|
| Menu | | View detector |

**3.** Use the paging keys to scroll up and down through the menus. Select the "Date/time" menu.

| | | / | Menu            ¢ |
|---|---|---|---|
| ↑ ← | ↓ → | | Date/time |

**4.** Press the "OK" key.

| | / | Date/time |
|---|---|---|
| OK | | 13.04.01     11 : 23 |

**5.** Position the cursor with the paging keys to overwrite the digit to be changed.

| | | / | Date/time |
|---|---|---|---|
| ↑ ← | ↓ → | | 13.04.01   11 : 23 |

**6.** Overwrite the digit to be changed.

| 2 | / | Date/time |
|---|---|---|
| | | 13.04.01   12 : 23 |

**7.** Press the "OK" key. The date and time are read into NZ 300 LSN.

| | / | Date/time |
|---|---|---|
| OK | | 13.04.01     12 : 23 |

**8.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

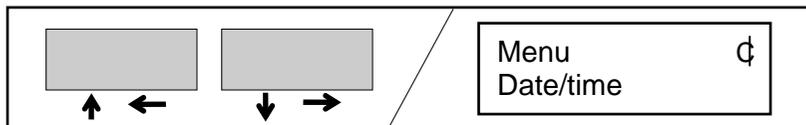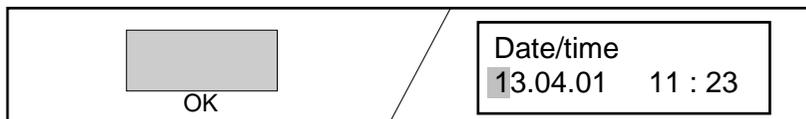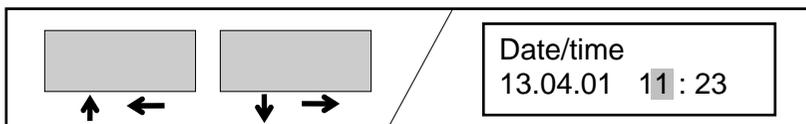Quit coded mode with the "Clear" key. The standby image appears on the display.

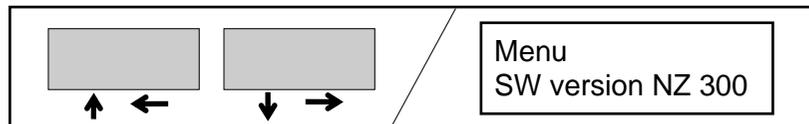| | / | NZ 300 LSN |
|---|---|---|
| Clear | | BOSCH |

# Use of menus

## SW version BE 300 and NZ 300, programming date

**Note**: The menus explained on this page can be used without a user code or in coded mode (refer to chapter "Notes on menu use").
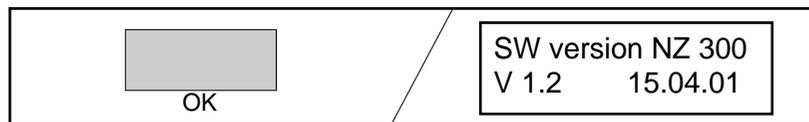
**1.** Press the "Menu" key. The first menu appears on the display.

| 0 | | Menu |
|---|---|---|
| Menu | | View detector |

**2.** Use the paging keys to scroll up and down through the menus. Select the "SW version BE 300" or
"SW version NZ 300" or "Programming date" menu.

| | | | Menu |
|---|---|---|---|
| ↑ ← | ↓ → | | SW version NZ 300 |

**3.** Press the "OK" key.

| | | SW version NZ 300 |
|---|---|---|
| OK | | V 1.2      15.04.01 |

.

**4.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit the menu or coded mode with the "Clear" key. The standby image appears on the display.

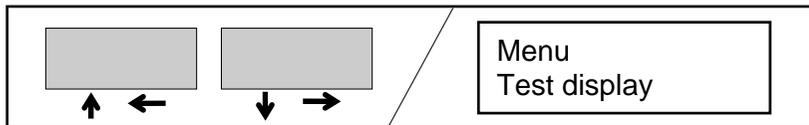| | | NZ 300 LSN |
|---|---|---|
| Clear | | BOSCH |

# Use of menus

## Display test

**Note**: The display test can be made without a user code or in coded mode (refer to chapter "Notes on menu use").

**1.** Press the "Menu" key. The first menu appears on the display.

| **0** | | Menu<br>View detector |
| --- | --- | --- |
| Menu | | |

**2.** Use the paging keys to scroll up and down through the menus. Select the "Test display" menu.

| | | | Menu<br>Test display |
| --- | --- | --- | --- |
| ↑ ← | ↓ → | | |

**3.** Press the "OK" key.

The buzzer sounds. The "Operative" LED extinguishes, the "Alarm" and "Malfun." LEDs illuminate.

**4.** Use any key to turn off the buzzer.

.

**5.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit the menu or coded mode with the "Clear" key. The standby image appears on the display.

| | | NZ 300 LSN<br>BOSCH |
| --- | --- | --- |
| Clear | | |

# Bypass

**Notes on "Bypass":**

If arming of the system is not possible, a faulted detector can be exempted from surveillance (Bypass). According to VdS, only one detector at a time.
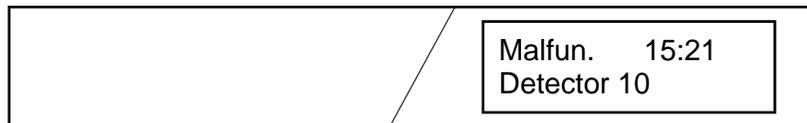
The installer must be informed after disarming.

Bypass is possible in the following chapters:

- Display message
- Display faulted points
- View all detectors

Bypass must be made in coded mode. The areas must be disarmed.

**1.** Call up the detector that is to be exempted from surveillance (Bypass). Refer to the chapters above for details.

```
                      /  Malfun.    15:21
                     /   Detector 10
```

**2.** Press the "Code" key. Enter the user code and confirm your entry with the "OK" key.

**3.** Press the "Bypass" key.

```
   ┌─────────┐       /  Bypass
   │    4    │      /   OK ?
   └─────────┘
     Bypass
```

**4.** Press the "OK" key. Detector 10 is exempted from surveillance. Other faulted detectors can also be exempted with "Bypass".

```
   ┌─────────┐       /  Override   15 : 21  ¢
   │         │      /   Detector 10
   └─────────┘
      OK
```

**5.** Quit coded mode with the "Clear" key.

```
   ┌─────────┐       /  NZ 300 LSN
   │         │      /   BOSCH
   └─────────┘
     Clear
```

**6.** Arm the system.

**7.** After disarming the detector is automatically included in surveillance again. The display indicates that the installer must be informed.

```
                      /  Bypass  15:21
                     /   System
```
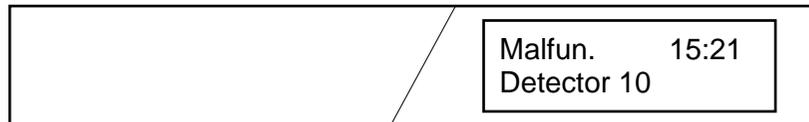
# Enable/Disable detector

**Notes on "Enable/Disable detector":**

This is possible in the following chapters:

- Display message

- Display faulted points

- View all detectors

It may only be done in coded mode. The areas must be disarmed.

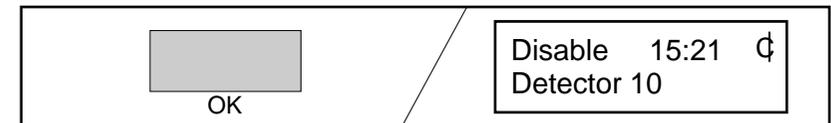**1.** Call up the detector that is to be disable. Refer to the chapters on the left for details.

| | Malfun. 15:21<br>Detector 10 |
|---|---|

**2.** Press the "Code" key. Enter the user code and confirm your entry with the "OK" key.

**3.** Press the "Disable" key.

| **5**<br>Disable | Disable<br>OK ? |
|---|---|

**4.** Press the "OK" key. Detector 10 is disabled. Other detectors can also be disabled with the "Disable" key.

| OK | Disable 15:21 ₵<br>Detector 10 |
|---|---|

**5.** Quit coded mode with the "Clear" key.
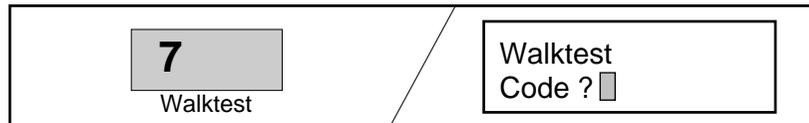
| Clear | NZ 300 LSN<br>BOSCH |
|---|---|

**Enable**:
When detectors are to be enable again, the steps are analogous to disabling as explained here.

The "Disable" key is then used to enable.

# Walktest

**1.** Press the "Walktest" key.

| | |
|---|---|
| **7**<br>Walktest | Walktest<br>Code ? ▯ |

**2.** Enter the user code and confirm your entry with the "OK" key. All disarmed user areas are included in the walktest. If the walktest is not completed within 15 min, it is automatically terminated.

| | |
|---|---|
| OK | Walktest<br>Active  15 min |

**3.** Trigger all detectors of the areas. This is shown on the display and entered in event log.

| | |
|---|---|
| | Walk $\Sigma$ = 12<br>Detector 012 |

**4.** Press the "OK" key. You see how much time remains for the walktest.

| | |
|---|---|
| OK | Walktest<br>Active  8 min |

**5.** Press the "Escape" or "Clear" key.

The "Escape" key takes you back one step. Further operations are then possible.

**or**

Quit coded mode with the "Clear" key. The standby image appears on the display.

| | |
|---|---|
| Clear | NZ 300 LSN<br>BOSCH |