EVO Control Panels Wireless Siren/Delay Disarm Support Addendum

Introduction

This addendum describes EVO control panel support for wireless sirens and the Delay Disarm feature.

Compatibility

The following table displays products compatible with SR130/SR150 wireless sirens and the Delay Disarm feature.

Product	Version	Description	Wireless Sirens	Delay Disarm
EVO192	v3.20	192 Zone Control panel	\checkmark	\checkmark
EVOHD	v1.20	192 Zone Control panel supporting Paradox Insight TM Solution	\checkmark	
RTX3	v5.30	Wireless Expansion Module	\checkmark	
SR150	v2.30	Wireless Siren w/Built-In Strobe Light	\checkmark	
SR130	v1.10	Wireless Outdoor Siren w/Built-In Strobe Light	\checkmark	
TM50	v1.32	Interactive Touchscreen	\checkmark	\checkmark
BabyWare	v2.30	PC Software	\checkmark	\checkmark
IPRS7	v4.1	IP/GPRS PC Receiver Software		\checkmark
NEware	v4.33	End-User Management Software application		\checkmark

Wireless Sirens

The SR130 and SR150 are weatherproof (IP54) and fully supervised wireless sirens with a built-in strobe light, providing fast response to alarm signals, and able to distinguish between intrusion and fire events.

Limitation

Only one RTX3 per system can support the wireless siren.

Certifications

See the Paradox website for product certifications.

WARNING: Adding a wireless siren to the EVO192/HD Alarm System decreases the Security Level of the system from Grade 3 to Grade 2.

Programming Wireless Sirens

Program wireless sirens with:

- BabyWare PC software ("BabyWare")
- Keypads

Programming Wireless Sirens with BabyWare

Configure wireless sirens with BabyWare v2.30 and up.

To configure wireless sirens with BabyWare:

- 1. Open BabyWare.
- 2. Right-click on the EVO192/EVOHD panel in the Control Panel field.

The Control Panel drop-down menu opens.

3. Select Properties.

The Control Panel window opens.

4. Select the **Wireless Sirens** field.

The Areas/System/Wireless Sirens window opens.

- 5. Select the Wireless Sirens tab.
- 6. Configure the following fields:
- RTX3: Select the RTX3 module from the RTX3 Assignment drop-down menu
- TX Serial#: Enter the wireless siren's 6-digit Serial number
- Assign a Label
- Assign Partition/s (partitions 1-8)

IMPORTANT: Wireless sirens can only be assigned to either a single partition or to all partitions.

- 7. Select OK.
- 8. Select a Location for the wireless siren in the Main window.
- 9. Select the **Add Item** button in the Main window to add the wireless siren/s.

The wireless siren is configured.

Programming Wireless Sirens with Keypads

Program wireless sirens with supported keypads.

To program wireless sirens with a keypad:

Step	Option	Section	Description	
1	Assign RTX3	[2850]	Assign the RTX3 that the sirens will be configured to.	
2	TX Serial #	[2851]-[2858]	Program the 6-digit TX number of each wireless siren (corresponding to serial numbers for wireless sirens1-8).	
3	Assign Partition/s	[2861]-[2868]	Assigning partitions to each siren (corresponding to partitions 1-8). IMPORTANT: Wireless sirens can only be assigned to either a single partition or to all partitions.	
	TX Signal [2871]-[2878] Note: The signal strength level is measured from 1-10. An acce		Display the wireless siren signal strength (corresponding to wireless siren 1-8).	
4		Note: The signal strength level is measured from 1-10. An acceptable signal strength is signal level 4. Signal strength level is displayed on the keypad by an asterisk (*).		
			EXAMPLE: (****) represents signal level 4 on the keypad.	

Delay Disarm

The Delay Disarm feature delays the disarming of an armed partition after a valid User Access Code is entered until the programmed disarm delay time (between 0-60 minutes) has expired.

Programming Delay Disarm Settings

Program Delay Disarm settings as displayed below.

Note: The default value 000 indicates that Delay Disarm is disabled. The values between 001-060 indicate the disarm delay in minutes.

Section		Data	Description
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 1 - delay before the area is disarmed
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 2 - delay before the area is disarmed
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 3 - delay before the area is disarmed
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 4 - delay before the area is disarmed
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 5 - delay before the area is disarmed
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 6 - delay before the area is disarmed
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 7 - delay before the area is disarmed
[3132]	//	000 = disabled, 001- 060 delay (minutes)	Area 8 - delay before the area is disarmed

Table 1: Delayed Disarm Settings

Delay Disarm Events/Feature Groups

Delay Disarm event has now been added.

A Event Group	Event	B Feature Group	Feature	C Start #	D End #
004	Non-reportable event	000	Delay Disarm initiated	025	025