

TouchOne Documentation

User's Guide

Software Version 1.0

TouchOne User Guide – Software Version 1.0

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1 Introduction

1.1 Product Summary

The TouchOne is a High Definition 7" Touchscreen keypad for Bosch Control Panels that provides a rich user interface and extended functionality.

1.2 Version

This User Guide has been written for TouchOne Software Version 1.5. Please contact your installer for a revised User Guide should the options shown in this document differ from what is on your touchscreen.

1.3 Features not covered

The TouchOne provides a graphical interface to the major functions of the system. Other less common features are accessed using the Keypad screen in the same way in which you would interact with a Bosch ICON LCD Codepad. As the interface is the same, please refer to the "Operation with ICON LCD Codepad" section in the Control Panel User Guide for operating instructions of the features listed below:

- Forced Arming
- Programming STAY Mode 2 Zones
- Reset Latching Outputs
- Telco Arm/Disarm Sequence
- Testing

2 General Usage

2.1 Home Screen

Figure 1 shows the TouchOne Home Screen. This screen allows you to view critical status information of the system and perform common actions:

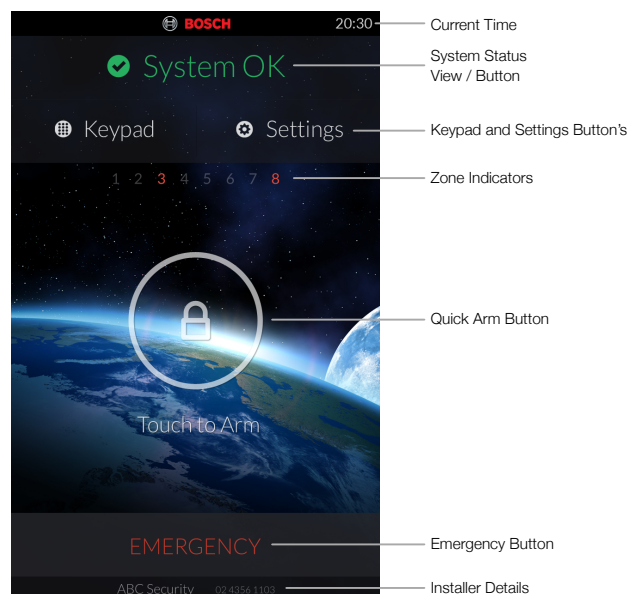


Figure 1. Home Screen

2.2 Keypad Screen

Figure 2 shows the TouchOne Keypad Screen. This allows you to perform system functions that do not have a graphical interface on the TouchOne. Please refer to the “Operation with ICON LCD Codepad” section in the Control Panel User Guide for instructions on performing these functions on this screen.

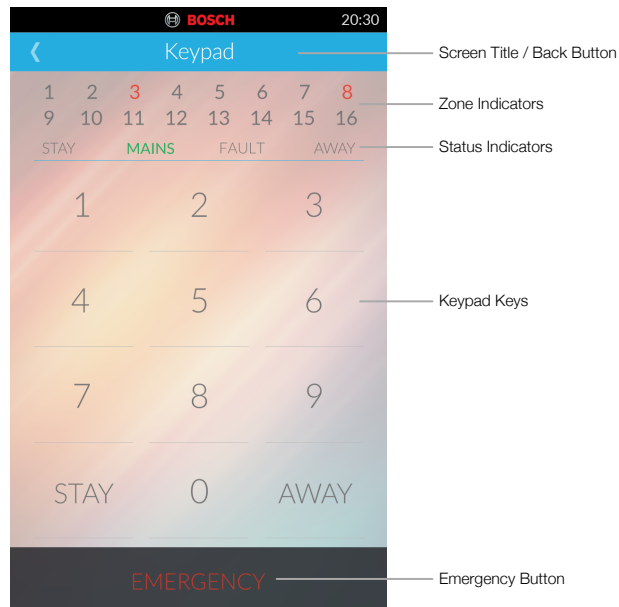


Figure 2. Keypad Screen

2.3 System Status Screen

Figure 3 shows the TouchOne Status Screen. This allows you to view any system faults as well as the state of each Zone and Output.

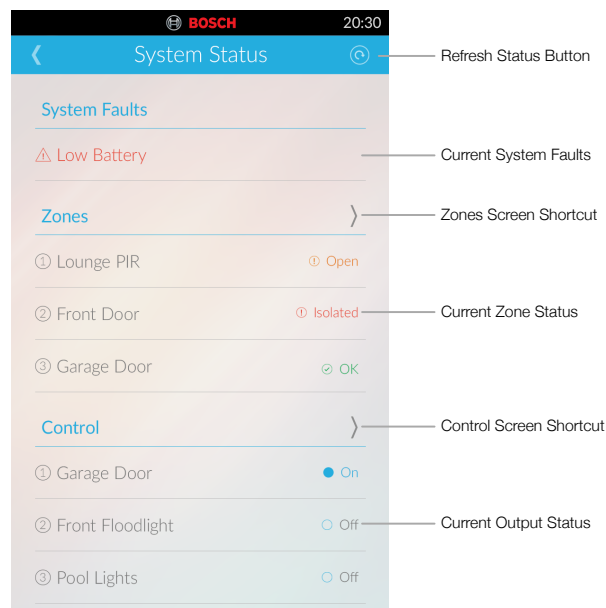


Figure 3. Status Screen

2.4 Arming the System

2.4.1 Arming in AWAY Mode

When you leave your premises and require all zones to be in a ready state to detect intrusion, arm the system in AWAY Mode. There are two different methods for arming the system in AWAY Mode. Method one is optional and can be disabled by your installer if you do not want to use single button arming. Method two is standard and always operates.

| | |
|------------------------|--|
| Method One (Quick Arm) | <ol style="list-style-type: none"> 1. From the Home Screen, touch the Touch to Arm button. <p>Two beeps will sound, the System Status Button changes and the Touch to Arm button changes to an exit time display.</p> |
| Method Two | <ol style="list-style-type: none"> 1. Touch the Keypad button to show the Keypad screen. 2. Enter your user code followed by the [AWAY] button (for example, [2580 AWAY]). <p>Two beeps will sound, the Home Screen will be displayed and the exit time will be displayed.</p> |

Please note:

If one long beep sounds and the Keypad Screen is displayed when you touch the Touch to Arm button, your installer has disabled single button arming and you must use Method Two to arm the system in AWAY Mode.

2.4.2 Arming in STAY Mode 1

STAY Mode 1 is only used when the perimeter and unused areas of the premises need to be armed to detect an intruder from entering the premises. At the same time, you can move freely within an area that is automatically isolated. Only your installer can program zones automatically isolated in STAY Mode 1. There are two different methods for arming the system in STAY Mode 1. Method one is standard and always operates. Method two is optional and may be disabled by your installer if you do not want to use single button arming.

Entry Guard Timer for STAY Mode 1

When arming the system in STAY Mode 1, an optional entry timer called Entry Guard Time for STAY Mode is available. Use this entry timer to delay the sirens if a zone is not automatically isolated and activates an alarm condition.

Entry Guard Time for STAY Mode is the delay time used for all zones except 24-hour zones when the system is armed in STAY Mode 1 or STAY Mode 2.

If the Entry Guard Time for STAY Mode is programmed and a zone that was not automatically isolated is activated, the TouchOne beeps twice per second until the entry timer expires or the system is disarmed. If the alarm condition is not reset by entering your user code (such as [2580]) before the entry time expires, the sirens activate into alarm. Only your installer can program this feature.

| | |
|------------|---|
| Method One | 1. Touch the Keypad button to show the Keypad |
|------------|---|

| | |
|------------|---|
| | <p>screen.</p> <ol style="list-style-type: none"> 2. Enter your user code followed by the [STAY] button (for example, [2580 STAY]). <p>Two beeps will sound, the Home Screen will be displayed and the STAY Mode animation will be appear.</p> |
| Method Two | <ol style="list-style-type: none"> 1. Touch the Keypad button to show the Keypad screen. 2. Hold down the [STAY] button until two beeps sound. <p>Two beeps will sound, the Home Screen will be displayed and the STAY Mode animation will be appear.</p> |

2.4.3 Arming in STAY Mode 2

STAY Mode 2 is only used when the perimeter and unused areas of the premises need to be armed to detect an intruder from entering the premises, at the same time allowing you to move freely within an area that is automatically isolated. Any Master Code or Installer Code user can program zones to be automatically isolated in STAY Mode 2.

Entry Guard Timer for STAY Mode 2

When arming the system in STAY Mode 2, an optional entry timer called Entry Guard Time for STAY Mode is available. Use this entry timer to delay the sirens if a zone is not automatically isolated and activated into alarm condition.

Entry Guard Time for STAY Mode is the delay time used for all zones except 24-hour zones when the system is armed in STAY Mode 1 or STAY Mode 2.

If the Entry Guard Time for STAY Mode is programmed and a zone that was not automatically isolated is activated, the TouchOne beeps twice per second until the entry timer expires or the system is disarmed. If the alarm condition is not reset by entering your user code (such as [2580]) before the entry time expires, the sirens activate into alarm. Only your installer can program this feature.

How to Arm the System in STAY Mode 2

1. Touch the Keypad button to show the Keypad screen.
2. Hold down the [0] button until two beeps sound. Then the Home Screen will be displayed and the STAY Mode animation will be appear.

At the end of Exit Time, the TouchOne emits one short beep.

2.4.4 Disarming the System

When you enter the premises after the system is armed in AWAY mode, or if you armed the system in STAY Mode 1 or STAY Mode 2, you must disarm the system to disable detection devices that activate an alarm. ■

If there was an alarm condition prior to disarming the system, the Activation Keypad screen will display. Once you have disarmed the system, the System Status Button will scroll through the zones that activated. To view more detail, touch the System Status Button to open the System Status screen.

How to Disarm the System

1. If the Keypad Screen is not automatically displayed, you must touch the Touch to Disarm button before proceeding to the next step.
2. Enter your user code (for example, [2580]).

Two beeps will sound to confirm the system has disarmed.

If you make a mistake when entering your user code, touch the [<] button and try step 2 again.

Please note:

If the STAY and AWAY buttons are displayed instead of one [<] button, you must touch the AWAY button after your user code (for example, [2580 AWAY]).

3 Zones

3.1 Isolating Zones

Use isolating zones to manually disable one or more zones before arming the system. Once a zone is isolated, you can access that zone during the armed state without activating an alarm. For example, you need to isolate a zone as, before arming the system, a PIR detector may be false alarming, or you need to leave a pet inside a particular zone while away.

If any User Code has the Code to Isolate priority level, you will be required to enter your User Code before being able to isolate a zone.

How to Isolate a Zone

1. From the Home Screen, touch the Settings button.
2. Touch the Zones menu item.
3. Enter a User Code if requested.
4. Under the Zone you want to isolate, slide the Isolate switch from the left to the right so a tick icon is shown. You can select multiple zones to isolate at a time.
5. Touch the back button in the screen title bar to confirm the isolation action(s) and go back to the Settings Screen.

Two beeps will sound to confirm the zone(s) have been isolated. Touch the back button in the screen title bar again to go back to the Home Screen.

Please note:

You must complete step 5 before the TouchOne will isolate the zone(s).

3.2 Renaming Zones

Zones can be renamed to provide more meaningful information when being displayed on the TouchOne, a Text LCD Codepad or the RS Control Mobile App. The zone name must be 12 characters or less.

How to Rename a Zone

1. From the Home Screen, touch the Settings button.
2. Touch the Zones menu item.
3. Enter a User Code if requested.
4. Under the Zone you want to rename, touch the Rename button.

5. The current zone name will be cleared. Using the keyboard, type in the desired zone name.
6. Touch the enter button on the keyboard to confirm the name.
7. Repeat steps 4 to 6 to rename another zone.
8. Touch the back button in the screen title bar to confirm the renaming action(s) and go back to the Settings Screen.

Please note:

The renaming process can take up to 20 seconds per zone name that is changed.

4 Users

Only the Master Code holder can add or change other system user codes, including the Master Code. Up to 32 user codes / radio user codes can be programmed to operate the system.

4.1 Adding a User

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the (+) button at the right of the screen title bar.
5. Touch the [Edit] button under the PIN section.
6. Enter the digits required for the new code.
7. Touch the back button in the screen title bar to confirm the Add User action and go back to the Users Screen.

4.2 Deleting a User

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user you want to delete.
5. Touch the (-) button at the right of the screen title bar.

4.3 Renaming a User

Users can be renamed to provide more meaningful information when being displayed on the TouchOne, a Text LCD Codepad or the RS Control Mobile App. The user name must be 12 characters or less.

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user you want to rename.
5. Touch the Rename button.
6. Using the keyboard, type in the desired user name.
7. Touch the enter button on the keyboard to confirm the name.
8. Touch the back button in the screen title bar to confirm the Rename User action and go back to the Users Screen.

Please note:

The renaming process can take up to 20 seconds.

4.4 Adding / Changing a User Photo

Users can have photos added to them to provide a faster means of identifying them when you have many users on the system. This photo is only stored on the TouchOne.

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user you want to add / change the photo of.
5. Touch the Change Photo button.
6. The circle photo image will show the camera. Centre your face in the circle and touch the Take Photo button. A countdown from 3 will display and the photo will be taken at the end of the countdown. A shutter sound will confirm the photo has been taken.
7. Touch the back button in the screen title bar to confirm the Change Photo action and go back to the Users Screen.

4.5 Editing a User PIN

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user whose PIN you wish to edit.
5. Touch the [Edit] button under the PIN section.
6. Enter the digits required for the new code.
7. Touch the back button in the screen title bar to confirm the Edit User action and go back to the Users Screen.

4.6 Adding a Mobile Device

The TouchOne allows you to pair your Bluetooth 3.0 enabled mobile phone with your user on the Control Panel. When at least one mobile phone has been paired with a user, 30 seconds after the Control Panel has been armed in AWAY Mode, the TouchOne will search for your Mobile Phone periodically and automatically disarm the system with the user PIN that mobile was associated to.

In order for this feature to work, you must have Bluetooth enabled on your phone when you come within 5 to 10 metres of the TouchOne device.

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user your want to associate with your mobile phone. This user's PIN is entered when your mobile device comes within range.
5. Touch Add Mobile Device
6. On your mobile phone, open the Bluetooth settings and ensure your Bluetooth is on discoverable mode.
7. The TouchOne will display a list of discoverable Bluetooth devices in range. Touch the Bluetooth device you want to pair.
8. A pairing dialog box will be shown on both the TouchOne and your mobile device. Touch the pair button on both.
9. Touch the back button in the screen title bar to go back to the Users Screen.

4.7 Removing a Mobile Device

1. From the Home Screen, touch the Settings button.

2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user whose associated mobile phone should be removed.
5. Touch Remove Mobile Device.
6. Touch the back button in the screen title bar to go back to the Users Screen.

4.8 Adding a RF Keyfob

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user who needs the RF Keyfob adding.
5. Touch the Add RF Keyfob button.
6. Follow the instructions on screen to pair the RF Keyfob.

4.9 Deleting a RF Keyfob

1. From the Home Screen, touch the Settings button.
2. Touch the Users menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Touch the user needs the RF Keyfob removing.
5. Touch the Remove RF Keyfob button.

5 Outputs

This feature is only applicable if your installer set up an output that can be turned on or off by the codepad. The output programmed by your installer can control a pool pump or outside lighting. Up to 3 separate outputs can be programmed. ■

5.1 Controlling Outputs

1. From the Home Screen, touch the Settings button.
2. Touch the Control menu item.
3. Choose the output you wish to control. Slide the Toggle switch from the left to the right so a tick icon is shown to turn on an output, or slide it from the right to the left so a cross icon is shown to turn the output off.

5.2 Renaming Outputs

Outputs can be renamed to provide more meaningful information when being displayed on the TouchOne.

1. From the Home Screen, touch the Settings button.
2. Touch the Control menu item.
3. Under the output you want to rename, touch the Rename button.
4. Using the keyboard, type in the desired output name.
5. Touch the enter button on the keyboard to confirm the name.
6. Touch the back button in the screen title bar to confirm the Rename Output action and go back to the Settings Screen.

6 Display, Wallpaper and Sounds

6.1 Change the TouchOne Volume

1. From the Home Screen, touch the Settings button.

2. Touch the Display and Wallpaper menu item.
3. Slide the Sound slider left or right to the desired volume.

6.2 Change the TouchOne Brightness

1. From the Home Screen, touch the Settings button.
2. Touch the Display and Wallpaper menu item.
3. Slide the Brightness slider left or right to the desired brightness.

6.3 Change the Wallpaper

1. From the Home Screen, touch the Settings button.
2. Touch the Display and Wallpaper menu item.
3. Touch the Edit Wallpaper menu item.
4. If you would like to select one of the default photos, touch the Default Photos menu item and skip to step 7.
5. If you would like to select your own photo, insert a Micro SD card into the Micro SD slot on the TouchOne as described in Figure 4.
6. Touch the My Photos (SD Card) menu item.
7. Touch the thumbnail of the desired wallpaper image.
8. To change the position of the image, slide your finger up, down, left or right to the desired position. To change the zoom, use two fingers in a pinching motion.
9. Touch Save to save the image.
10. If using an image from a Micro SD card, wait 2 minutes before removing the Micro SD card as the TouchOne will copy the image from the Micro SD card.

Please note:

Supported image formats are: JPEG, GIF, PNG, BMP and WebP.

6.4 Standby Screen

6.4.1 Make the Screen sleep during Standby.

Please note:

This option is configured by default.

1. From the Home Screen, touch the Settings button.
2. Touch the Display and Wallpaper menu item.
3. Touch the Standby Screen menu item.
4. Touch the Sleep standby item.

6.4.2 Show a Photo Slideshow during Standby.

Please note:

You must select more than one image when using this feature to prevent long-term damage to the LCD screen.

1. From the Home Screen, touch the Settings button.
2. Touch the Display and Wallpaper menu item.
3. Touch the Standby Screen menu item.
4. Touch the Photo Slideshow Settings menu item.
5. If you would like to select any of the default photos, touch the Default Photos menu item and skip to step 7.

6. If you would like to select your own photos, insert a Micro SD card into the Micro SD slot on the TouchOne as described in Figure 4.
7. Touch the thumbnail of the desired slideshow images. A tick icon will be displayed on each thumbnail that is selected.

Please note:

Supported image formats are: JPEG, GIF, PNG, BMP and WebP.

6.4.3 Change the Standby Time

The Standby time is the length of time from the last touch on the screen until the selection Standby option (Sleep or Photo Slideshow) is displayed.

1. From the Home Screen, touch the Settings button.
2. Touch the Display and Wallpaper menu item.
3. Touch the Standby Screen menu item.
4. Slide the Standby Time left or right to the desired Standby Time.

6.4.4 Enable Standby when the system is armed in AWAY Mode

By default, the Standby screen will only display when the system is disarmed or armed in STAY Mode so the alarm status is always visible when the system is armed in AWAY Mode. You can change this behaviour by following the steps below.

1. From the Home Screen, touch the Settings button.
2. Touch the Display and Wallpaper menu item.
3. Touch the Standby Screen menu item.
4. Slide the Show Standby when Armed AWAY switch to the right. A blue switch with a tick indicates this feature is turned on.



Figure 4. Inserting and Retrieving a Micro SD Card

Inserting a Micro SD Card

When facing the TouchOne in portrait orientation, the SD Card Slot is on the top left. Insert the SD cards with its contacts facing towards you. You may need to use a small pin or paperclip to push the Micro SD card in fully. You will hear a “click” once it is inserted correctly.

Retrieving the Micro SD Card

Using a small pin or paperclip, push the Micro SD card in (towards the right of the unit if mounting in portrait). The slot will release the SD Card and a spring will push it out.

7 Date and Time

7.1 Change the System Date and Time

1. From the Home Screen, touch the Settings button.
2. Touch Date and Time menu item.
3. Enter your Master Code. The keypad will shake if the code is incorrect.
4. Using the Date and Time selectors, slide your finger up or down on each time segment to change it.
5. Touch the back button in the screen title bar to confirm the Change Date and Time action and go back to the Settings Screen.