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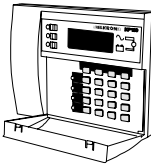
MP 110 MTG



ELKRON

Alarm Unit User Manual

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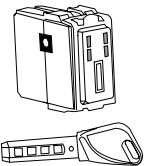
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Detector table

Fill in the following table together with the installer of your alarm system. For each of the control panel input you are requested to mark down the detector to which the input is associated and the sector in which it is installed.

Z1	2	Intrusion	Entry door
B1	3	Intrusion	Rest Room

	SECTOR	TYPE	PLACE WHERE THE DETECTOR IS INSTALLED
Z1			
Z2			
Z3			
Z4			
Z5			
Z6			
Z7			
Z8			
A_			
A_			
B_			
B_			

SYSTEM MANAGEMENT BY THE
ALPHANUMERIC DISPLAY KEYPAD

KP100D

1. Keypad Description

These display the status of the three areas into which the alarm system is divided:
ON = armed zone
OFF = disarmed zone

Indicates the presence of the mains voltage and the level of battery charge:
OFF = 220V~ mains absent
FIXED LIGHT = 220V~ Mains present
FLASHING = Low battery charge

Keys used to arm/disarm the system (see par. "System Arming/Disarming"). These are also used to scroll the programming menu.

Keys used to type in the secret code and to select certain functions on the alarm unit programming menus.

These Leds flash to indicate the presence of events to be displayed. Refer to paragraph 5 "Display of System Status "

ALARM

A flashing light indicates that alarms have occurred

A flashing light indicates that burglaries have occurred on one or more parts of the system.

A flashing light indicates that there are protected zones (doors or windows protected by contacts) that are still open.

A flashing light indicates that some sensors/contacts are disabled.

2. Access Codes



- The unit can be programmed so as to enable User 2 (e.g., service personnel, custodian, porter , telemonitoring, private vigilance, etc) to have his own secret access code which allows him to arm/disarm the unit without performing other operations.
- The unit identifies up to a maximum of 8 different assigned codes and as many users:

		FACTORY CODE	Each user is assigned and “identification number “ (from 1 to 8) that is to be typed in before the code; this number allows the unit to identify the user of the system. To be identified by the system, the owner must type in the number 1 followed by his personal code; any other users will instead type in the number 2, 3, 4, 5, 6, 7 or 8, followed by his personal code
CODE 1 -	MASTER USER	1 1111	
CODE 2 -	USER 2	2 2222	
CODE 3 -	ENGINEER	3 3333	
CODE 4 -	TELEMONITORING	4 4444	
CODE 5 -	USER 5	5 5555	
CODE 6 -	USER 6	6 6666	
CODE 7 -	USER 7	7 7777	
CODE 8 -	USER 8	8 8888	

- After entering a correct code that is enabled, the unit’s buzzer beeps twice, or it beeps once at length to indicate an error. The Master user’s code is always enabled; the other codes must instead be enabled (refer to par. “Code Enabling”).
- If the engineer’s code is enabled, it remains enabled until the Master user’s code is again entered to partially or totally arm the system, or until the first arming by electronic key-
- Once armed, every re-entry/EXCLUDED display procedure triggers a 1-minute delay (that is reset each time the key is pressed). If a delay time-out occurs, the procedure is exited automatically without saving the changes made.
- The pressing of each key while entering the secret code causes an asterisk to be displayed.

4. To disarm the system, insert the key and remove it when the leds go OFF.

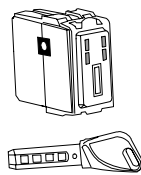
Recognition of Key with Masked System

- When the system is masked, all the commutator leds are OFF. In this way it is impossible to know whether the system is armed and masked or actually turned OFF.
- The insertion of a key with valid code causes all four commutator leds to light up for 0.5s. This indicates that the key code has been correctly read and is followed by the display of system mode for 3.5 seconds.
- Removal of the key before this time has expired causes the system to return to the masked mode; leaving the key inserted enables a change in system mode like the one that took place with the arming/disarming procedure by electronic key.
- While the commutators always mask system mode, the keypads only perform masking if the unit is armed. When OFF, all data is visible as if the system were unmasked.

Code Recognition with Masked System

- With masked system, all keypad leds are off, except for the mains led. In this way it is not possible to know whether the system is armed and masked or it is really off.
- By entering a valid code the keypad being used visualizes the plant status for one minute: within this period it is possible to operate.
- After 1 minute from the introduction of the code, the system is masked again.

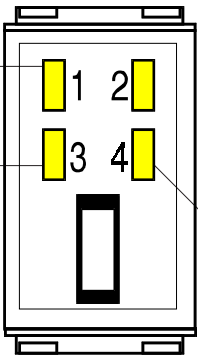
3. Arming/Disarming



Commutator leds 1 (zone 1), 3 (zone 2) and 4 (zone 3) indicate the system's current status:
ON = armed zones
OFF = disarmed zones

ON = ZONE 1 ARMED
OFF = ZONE 1 DISARMED

ON = ZONE 2 ARMED
OFF = ZONE 2 DISARMED



ON = ZONE 3 ARMED
OFF = ZONE 3 DISARMED

- 1. Insert the commutator key and leave it inserted.
- 2. If the key inserted controls only one of the three zones, the status of the zone for which the key operation is enabled changes immediately.
- 3. If the key controls more than one zone, the system cyclically indicates the possible combinations that can be applied for a maximum of 4 times.
If the key controls two zones, the system displays the following sequence:

1	1 ON -	3 ON	removal of key arms both zones
2	1 ON -	3 OFF	removal of key arms zone 1
3	1 OFF -	3 ON	removal of key arms zone 2

If the key controls all three zones, the system offers the following sequence:

1	1 ON	3 ON	4 ON	removal of key arms all three zones
2	1 ON	3 OFF	4 OFF	removal of key arms zone 1
3	1 OFF	3 ON	4 OFF	removal of key arms zone 2
4	1 ON	3 ON	4 OFF	removal of key arms zones 1 and 2
5	1 OFF	3 OFF	4 ON	removal of key arms zone 3
6	1 ON	3 OFF	4 ON	removal of key arms zones 1 and 3
7	1 OFF	3 ON	4 ON	removal of key arms zones 2 and 3

Removal of the key with one of these combinations set causes permanent arming of the selected mode and triggers the exit delay procedure (when programmed). With the key permanently inserted, at the end of the fourth cycle, the system exits the procedure and remains in the previous mode.

2.1 Changing of Personal Code



- 1. Type in the access code that is to be changed. The buzzer beeps twice to confirm that it is correct, otherwise it indicates an error with a long beep.
- 2. Press the **C**** key. The message «INSERT NEW CODE» appears on the display.
- 3. Enter the new code. The message «RE-INS NEW CODE» appears on the LCD display.
- 4. Enter the new code a second time.
If the new code has been correctly entered, it is accepted and this is confirmed when the buzzer beeps twice; otherwise, an error warning is given and the procedure is exited.

Example of code change

- The Master user wishes to change the factory code 1-11111.
- Type in 111111 on the keypad and press the **C**** key. The message “ENTER NEW CODE” appears on the display.
- Enter the new code, for example, 165744. The message “RE-ENTER NEW CODE” appears on the LCD display. Now re-type the numbers 165744.
- The buzzer beeps twice to confirm acceptance of the new code.

Note: the first number of the code must be the user's identification number:
1 for the Master user
2 for User 2
3 for the engineer
4 for telemonitoring
5 for User 5
6 for User 6
7 for User 7
8 for User 8.

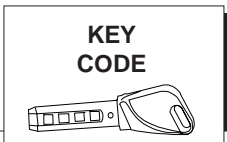
2.2 Enabling/Disabling of the User 2, Engineer's, Telemonitoring and Key Codes

- 1. Enter the MASTER User code.
- 2. Press the **F** key and then the **C**** key. The message “ENABLE CODE” appears on the display.

It is now possible to enable/disable the engineer's code, the telemonitoring code, the User 2 code and the key code. These 4 codes are associated with the 4 leds present on the keypad:

- ALARM ENGINEER
- TELEMONITORING
- USER 2
- KEY CODE (EK)

The leds respectively indicate the status of codes
Led ON = Code enabled
Led OFF = Code disabled



The key code cannot be changed: when enabled, it allows use of the electronic keys and of the commutators. When disabled, it prevents the operation of all the commutators and of existing keys (only system status will be displayed by the commutators' leds).

- 3. Press the key next to the led to enable/disable the corresponding code
- 4. Press the **EXIT F** key to exit the procedure.

2.3 Enabling/Disabling of User Codes 5, 6, 7 and 8 and codes/sectors association



1. Enter the User 1 code.
2. Press the **F** key and then press the **C**** key twice; the message "AUX CODE 05" appears on the display.
3. To choose another user code to be enabled/disabled (either 5, 6, 7 or 8), press key **1** or **2**.
4. The system zones controlled by the code being considered are displayed by leds 1, 2 and 3.
Led ON = zone controlled by code
Led OFF = zone not controlled by code
For example, if all 3 leds are ON, this means that the user under consideration can arm or disarm the entire system; if only led 1 is lit, it means that the user can manage only zone 1.
5. To change the combination displayed, press the **C**** key (associated sector leds blink) and use keys **1**, **2**, **3** (corresponding to zones S1, S2, S3) to associate or not associate the desired zones with the user in question. The associated zone is indicated by the flashing of the corresponding led; if the led is OFF, it means that the corresponding zone is not in operation.
6. Once configuration of the code under consideration is completed, press the **C**** key. The leds of the associated zones will light up with a fixed light..
7. To change the association of the zones, continue as indicated in item 3.
8. To terminate the auxiliary codes enabling/disabling operations, and to store the selections made, press the **C**** key twice and then press the **EXIT F** key to exit programming.

☐ **1** zone 1

☐ **2** zone 2

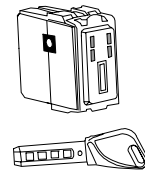
☐ **3** zone 3

1 associates zone 1

2 associates zone 2

3 associates zone 3

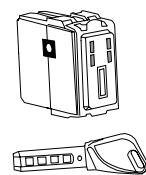
2.4 Check of Stored Keys



1. Enter the MASTER USER code on the keypad and press keys **F** + **7** in sequence.
2. Press the **1** key several times until the following message appears on the display:
 - keypad with alphanumeric display: "KEY CHECK"
 - keypad with segmented display: "**7**" (flashing)"
3. Press the **7** key. Commutator led 2 flashes slowly to indicate system standby for entry of the key to be checked.
4. After entering the key to be checked, if its code corresponds to the stored code, leds 1, 3 and 4 of all the devices will indicate the controlled zones. The number of the entered key appears on the segmented displays, while the alphanumeric display indicates the message "KEY NUMBER nn", where "nn" corresponds to the number of the key that is read.

If the key code entered does not correspond to the stored code, all zone leds will flash quickly and the message "UNKNOWN KEY" appears on the alphanumeric displays. Flashing will continue until the key is removed.

Press key **F** to exit.



If the operation was not successfully performed (for example, because the key was not removed while led 4 flashed quickly), all leds will flash quickly to indicate that the operation has failed and that the programming operation must be repeated. In this case, the message “PROGRAM ERROR” appears on the alphanumeric display, while the symbol “-” appears on the led display and all three zone leds flash.

8. Remove the key. Return to item 4 to program the other keys or press key **F** to exit

2.2 Addition of a Key

1. Enter the MASTER USER code on the keypad and press keys **F** + **7** in sequence.
2. Press the **1** key several times until the following message appears on the display:
 - keypad with alphanumeric display: “KEY ADDITION”
 - keypad with segmented display : “**A**” (flashing)
3. Press the **7** key. Commutator led 2 flashes slowly to indicate system standby for entry of the additional key.
4. Proceed in the order described in items 4, 5, 6, 7 and 8 of the previous section to associate the desired sectors to the key.

2.3 Duplication of a Key Code

1. Enter MASTER code on keypad and press keys **F** + **7** in sequence.
2. Press key **1** several times until the display shows the following message:
 - keypad with alphanumeric display: “READ KEY CODE”
 - keypad with segment display: “**L**” (flashing)
3. Press key **7**. Led 2 of the commutator flashes slowly to show that the system is waiting for the introduction of the key to be duplicated.
4. Introduce the key to be read. After approx. 2 seconds a double beep will be generated to confirm that the code has been read. The procedure is terminated and the system has stored the key code. Press key **F** to exit. To make the desired keys operating, follow the procedure “Addition of a key” , para 2.2.

3. System Arming/Disarming



3.1 Arming/Disarming

- For **ARMING** of the system, enter a valid code and press the **TOTAL** key. all sectors referred to the entered code will be armed. The leds corresponding to the armed sectors will flash and then turn on in a fixed mod

If an exit delay occurs, it is indicated by the buzzer with an intermittent signal .

- To **DISARM** the system, enter a valid code and press the **TOTAL** key. Leds **1** , **2** and **3** are turned OFF and the buzzer beeps twice.

3.2 Partial Disarming

- To partially **ARM** the system, enter a valid code and press the key for the zone or zones one wishes to arm.

1 to arm Zone 1 - the led **1** flashes and lights up with a fixed light after 4 seconds.

2 to arm Zone 2 - the led **2** flashes and lights up with a fixed light after 4 seconds.

3 to arm Zone 3 - led **3** flashes and lights up with a fixed light after 4 seconds.

- To **DISARM** the system, enter a valid code and press the **TOTAL** key. The leds of the previously armed zones are turned OFF and the buzzer beeps twice.
- During partial arming, about 5 seconds are available (led flashing time) within which it is possible to correct the type of arming; once this time is up, the leds light up with a fixed light and the sectors are armed.
- After selecting the desired configuration for the zones, arming can be confirmed by pressing the **A** key without waiting for the time available for arming to expire.

3.3 Arming with Reduced Code

- It is sufficient to enter **the first 2 digits** of the code followed by key **TOTAL** for a total arming, or **1**, **2** or **3** for a partial arming.
- Quick arming is possible only if the system is fully disarmed.



3.4 Commutating Lock with Open Zones

- If the commutating lock with open zones has been programmed, it will not be possible to arm –neither from keypad nor by DK key – the sectors to which the currently open zones are associated. If you try such an arming from keypad, a relevant warning is provided on the display and no arming will take place.

3.5 Open Zone Self-Bypassing

- If both commutating lock and self-bypassing have been programmed, the zones left open are automatically bypassed when an arming from keypad or DK key is carried out. If the arming is made from keypad, the self-bypassing is properly signalled on the display. The arming regularly takes place and no alarm is generated. The self-bypassed zones are reentered automatically at their re-closing (even with armed system). A following opening will therefore generate the alarm.

3.6 Disarming with Antirobbery Code

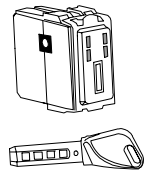
If the system is equipped with an integrated telephone unit or other remote transmission system, a panic alarm signal can be sent in case of constraint to disarm the antirobbery system.

- The disarming procedure described in para 3.1 is carried out, but it is necessary to enter the secret code increasing the last digit by one unit.
- Example: code 123456 would become 123457; code 132459 would become 132450.
- Disarm the control unit; if within approx.30 sec the correct code is not entered the control unit will send the panic alarm to all programmed telephone numbers.

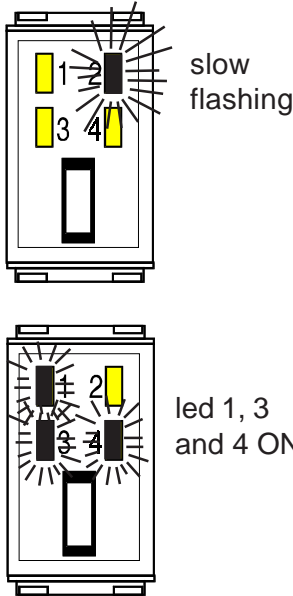
3.7 Wrong Code

- In case of introduction of a wrong code for 4 consecutive times, the system visualizes a tamper on the keypads and the readers. When introducing a wrong code for the fifth consecutive time, the system starts a tamper alarm.

2.1 Storage of a New Key



- Enter the MASTER USER code on the keypad and press keys **F** + **7** in sequence.
- Press th **1** key several times until the following message appears on the display:
 - keypad with alphanumeric display: **"KEY PROGRAM"**
 - keypad with segmented display: **"-"** (one flashing hyphen)
- Press the **7** key. Commutator led 2 flashes slowly to indicate system standby for entry of the first key.
- Insert the commutator key. The system proposes key enabling on all three zones with the lighting of leds 1, 3 and 4. If this is the desired configuration, remove the key while led 2 flashes quickly.
- By leaving the key permanently inserted, the various combinations of zones with which the key can be associated are displayed with the lighting of leds 1, 3 and 4, as shown in the table below:



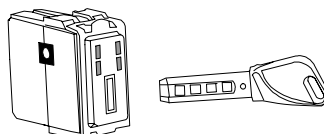
1	1 ON	3 ON	4 ON	the key is associated with all 3 zones
2	1 ON	3 OFF	4 OFF	the key is associated with zone1
3	1 OFF	3 ON	4 OFF	the key is associated with zone 2
4	1 ON	3 ON	4 OFF	the key is associated with zones 1and 2
5	1 OFF	3 OFF	4 ON	the key is associated with zone 3
6	1 ON	3 OFF	4 ON	the key is associated with zones 1and 3
7	1 OFF	3 ON	4 ON	the key is associated with zones 2 and 3

- When the desired combination has been set, remove the key ONLY WHILE LED 2 FLASHES QUICKLY.
- Re-insert the key. If the operation has been successfully performed, the leds of the zones** previously associated with the key will light up and led 2 flashes slowly while standing by for the programming of any other keys.

SYSTEM MANAGEMENT WITH ELECTRONIC KEY

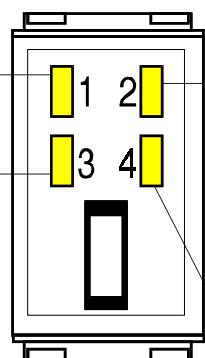
DK2000M

1. Commutator Description



ON = ZONE 1 ARMED
OFF = ZONE 1 DISARMED

ON = ZONE 2 ARMED
OFF = ZONE 2 DISARMED



ON = alarms stored, low battery, absence of mains, system failures, tampering

SLOW FLASHING = during key programming and to signal open inputs. In case of concomitance of stored alarms, failure, etc. with open inputs, the led flashing will be fast.

ON = ZONE 3 ARMED
OFF = ZONE 3 DISARMED

2. Electronic Key Programming

Once your system has been installed, if management by electronic key is foreseen, the unit must acquire the keys that you intend to use. We recommend performing the first storage in the presence of the engineer. Keys can be stored in three different ways:

■ STORAGE OF A NEW KEY

For storing a key code in a new system or changing the code of all keys in case one key is lost

■ ADDING A KEY

For adding one or more keys to an existing system

■ KEY CODE DUPLICATION

For storing a key code in a second system by copying it from a previously programmed key. With this function it is possible to check one or more systems with a single key. For example, the home system and the office system will both recognize the same key (without needing to use 2 different keys).

■ CHECK OF STORED KEYS

For checking previously programmed keys, by verifying correctness of code, the key number and the zones controlled.

4. Sensor EXCLUDED/Re-entry



4.1 Sensor EXCLUDED

1. Enter the Master user code and press the **E** key.
2. The first sensor available for EXCLUDED is proposed. The message "INSULATION Z nn" appears on the display (where nn refers to the number of the sensor, see the sensor table to know to which zone it corresponds).
3. Use the **1** key to forward scroll the list of sensors..
Use the **2** key to backward scroll the list of sensors.
Use the **TOTAL** key to return to the beginning of list.
4. To EXCLUDED the sensor under consideration, press **E**.
The message "ZONE nn INSULAT" appears on the keypad screen.






If all the sensors are EXCLUDED, the message "ALL ZONES INSULAT" will appear on the LCD display.
5. Press **EXIT F** to exit the programming function.

4.2 Re-entry of Previously EXCLUDED Sensors



1. Enter the Master user code and press the **0** key.
2. Re-entry of the first EXCLUDED sensor is proposed with the message "SETTING ZONE nn" (where nn is the number of sensor, refer to the sensor table to know to which zone it corresponds).
3. Use the **1** key to forward scroll the list of EXCLUDED sensors.
Use the **2** key to backward scroll the list of EXCLUDED sensors.
Use the **TOTAL** key to return to the beginning of the list.
4. To include the zone under examination, press **0**.
5. The message "ZONE nn SETTED" will appear on the keypad screen.
To select the next zone, press the **1** or **2** key. The message "ALL ZONES SETTED" will appear on the display if there are no EXCLUDED zones.
6. Press **EXIT F** to exit the programming function.

5. Display of Zone Status



5.1 Display of Stored Alarms

- The flashing of the  led indicates that one or more alarms are stored. Press the  key for a display of the stored alarms;
- The message “**ALARM ZONE nn**” appears on the display (where nn is the number of sensor, refer to the sensor table to know to which zone it corresponds).
- For a display in sequence of the other zones (inputs), press the  key consecutively. Pressing the  key during display will recall the the first zone on the list. At the end of the list, the message “END OF DATA” is displayed.
- Press the  key. When there are no stored alarms the message “NO DATA” is displayed.

5.2 Display of Stored Intruders

- The flashing of the  led indicates that one or more intruders are stored. Press the  key to display these.
- The message “**TAMPER ZONE nn**” appears on the display (where nn is the number of the sensor, refer to the sensor table to know which zone it corresponds to).

5.3 Display of Open Zones

- The flashing of the  led indicates that there are one or more open zones. Press the  key to display these.
- The message “**ZONE OPEN nn**” will appear on the display (where nn is the number of the sensor, refer to the sensor table to know which zone it corresponds to).

12. Lock of Alarm in Progress



- The acknowledgement of a correct code (keypad entry, reading of a key, or mechanical key arming) immediately stops all alarms that may be in progress exception made for the telephone calls.
- To lock the communicator (burglary events), it is necessary to disarm the system from keypad, commutator, or mechanical key. If the communicator has already started a transmission, the current call is completed and the following voice calls are cancelled.

13. Calling Back






The function allows the control unit receiving a telephone telemanagement call from the engineer (FASTLINK+MODEM) to call back immediately after checking the safety codes.

NOTE: the transponder function shall be enabled

The function is factory disabled and can be enabled only by the MASTER USER with two different modes:

- mode A the control unit calls back the first MODEM type number among the programmed numbers
- mode B the control unit calls back a specific telephone number sent by FASTLINK

The following procedure is accessed:

1. Enter MASTER USER code
2. Press  +  +  in sequence
3. The display will visualize : c 0 (default value)
4. By means of key  it is possible to select:
 - c A (call back - mode A)
 - c B (call back - mode B)
5. Press key  to confirm and exit from programming

10. Call Results Visualization



1. Further to an alarm, this procedure allows to verify which telephone numbers have been called and which have properly answered.
2. Enter MASTER code + **F** + **9** + **A**.
3. The called numbers are visualized in sequence approx. every 1 second with the following mode: on the left digit the telephone number is visualized, on the right digit the same number is visualized in case of positive ended message or with a horizontal dash in case of no answer.

55 Example of call on telephone no. 5 that has properly answered

5- Example of call on telephone no. 5 with no answer

4. In case of information lack the display will visualize the symbol “- -” (two dashes)
5. If you want to cancel the information, press key **E**.
6. To exit from procedure press key **F** twice.

11. Listening to Voice Messages

Listening takes place by means of the loudspeaker connected to the voice board in the control unit



1. Enter the MASTER USER code.
2. Press the keys **F** + ^{TEL}**9** + **5**.
3. Press key **5** to start the reproduction of all recorded messages, at the end of the messages, you go back to the communicator menu.
4. If you want to listen to a message in particular, use keys **1** **2** to select the desired message and to start listening by means of key **5**.
5. At the end of the reproduction, a following message can be selected.
Press ^{EXIT}**F** to exit from listening procedure.

5.4 Date/Time Visualization

- Press key **C**** followed by key **8**.
- The display shows date and time : “dd-mm-yy hh-mm” replacing the factory set message “((EKLRON) MP 110)”.
- To re-establish the factory set message replacing the date/time, press **C**** + **0** in sequence.

See par. 6.
to set
the date/time

5.5 Display of EXCLUDED Sensors

- The flashing of the  led indicates one or more EXCLUDED zones.
- To display the EXCLUDED sensors, type in the USER 1 code and press the  **0** key.
- The first EXCLUDED zone is indicated by the message “SETTING ZONE nn” (where nn is the number of the sensor, refer to the sensor table to know to which zone it corresponds).
- Use the **1** key to forward scroll the EXCLUDED sensors.
Use the **2** key to backward scroll the EXCLUDED sensors.
Use the **TOTAL** key to return to the beginning of the list.
- Press ^{EXIT}**F** to exit the programming function.

6. Clock Setting



6.1 Hours/Minutes Modification

- 1- Enter MASTER code
 - 2- Press in sequence **F** and **8**
 - 3- The display will show “Prog. Time hh:mm”
 - 4- Enter a value between 00 and 23 (2 digits required)
 - 5- Enter a value between 00 and 59 (2 digits required)
- To confirm and store the entered time, press key **F**
 - Before storing the entered time, the entered data are controlled. In case of inconsistency, an error beep is generated and you go back to point 3. In case of correct data, the new time is stored and the positive result of the operation is confirmed by an OK beep. When quitting by timeout, the modification is not saved.

6.2 Date Modification

- 1- Enter MASTER code
 - 2- Press in sequence **F** and **5**
 - 3- The display will show “PRG DATE dd-mm-yy”
 - 4- By means of the numeric keys enter the date of the desired day (2 digits from 0 to 31).
 - 5- Enter a value from 01 to 12 (2 digits) corresponding to the desired month.
 - 6- Enter a value from 00 to 99 (2 digits), corresponding to the desired year.
 - 7- To confirm and store the entered date, press key **F**.
- The system carries out no control on the consistency of the entered data; the operator shall therefore ascertain that the programmed day/month data are correct before confirming. When quitting by timeout, the modification is not saved.

8. Telephone Number Programming

1. Enter MASTER code
2. Press keys **EXIT** **F** + **TEL** **9** + **0** in sequence
3. The display will visualize the two flashing digits corresponding to the first voice number; by keys **1** and **2** it is possible to go to other numbers to be programmed.
4. Press key **0** corresponding to the telephone number to be programmed. The digits will remain on in a fixed mode.
5. Press key **S**: approx. every 1 s. the digits of the first telephone number are visualized (one digit at a time). For every visualized digit, the buzzer will beep twice (in case of no programmed digit, the display will visualize “- - “). Once completed the number visualization, you go back to point 3).
6. Press key **E** to access the introduction of a new number (the display will show “n” flashing”). By means of the numeric keys, enter the desired number. To introduce a pause, enter C** followed by one numeric key corresponding to the desired length of the pause (see side table).
7. Press key **0** to confirm and save the entered number. The buzzer beeps twice to confirm operation and you go back to point 3.
8. To cancel a previously programmed telephone number proceed up to point 4 and then press key **E** followed by key **0**. The telephone number is cancelled.
9. Press key **EXIT** **F** twice to exit from programming.

AVAILABLE PAUSES	
C** , 1 = 1sec. ---->	A
C** , 5 = 5sec. ---->	b
C** , 9 = 9sec. ---->	c

9. Telephone Line Test

1. Enter MASTER code + **F** + **9** + **3**.
2. The keypad display will visualize symbol **tt** (on in fixed mode).
3. Press key **3** to start procedure.

The keypad display will visualize the following message: **tt** (flashing).
4. At the end of the test, you go back to the main menu of the communicator parameters.
5. Press key **EXIT** **F** to exit.

- The display will show the characters “AA” flashing to show the introduction of the year.
- Enter a value from 00 to 99 (2 digits).
- To confirm and store the entered date, press key **F**.
- The system carries out no control on the consistency of the entered data; the operator shall therefore ascertain that the programmed day/month data are correct before confirming. In case of correct data, the new date is stored and the positive result of the operation is confirmed by an OK beep. When quitting by timeout, the modification is not saved



7. System Test

- Enter the access MASTER code.
- Press key **F** + key **TEST 3**. All leds turn on while any alarm memory turns off. A 30s delay is armed during which the system test is carried out.
- By pressing key **SIREN 1**, you access the alarm siren test and all alarm actuators can be tested for 5s. To stop the alarm , press **SIREN 1** again or **EXIT F**.
- By pressing key **ZONE 3**, you access the input test procedure, any alarm memory is turned off and a 10min delay is armed , after which you automatically quit the test.
- After arming the test procedure, the sensor effectiveness can be tested by means of the WALK-TEST (you walk in front of the sensor). The display will show the number of the sensor in alarm, while the buzzer will generate a sound for 3 seconds.
- If you walk in front of a “disabled” sensor, it is visualized on the display but the buzzer will generate no sound. This means that a disabled input is only stored but generates no alarm.
- By pressing key **EXIT F** from procedure, then it is possible to see the tested inputs resulted effective by means of the stored alarm visualization procedure (key **A** +key **1**).

7. System Test














- Enter the access MASTER code.
- Press key **F** + key **3**. All leds turn on. A 30s delay is armed during which the system test is carried out.
- By pressing key **SIREN 1**, you access the alarm siren test and all alarm actuator can be tested for 5s. To stop the alarm, press **SIREN 1** again or **EXIT F**.
- By pressing key **ZONE 3**, you access the input test procedure, any alarm memory is turned off and a 10min delay is armed , after which you automatically quit the test.
- After arming the test procedure, the sensor effectiveness can be tested by means of the WALK-TEST (you walk in front of the sensor). The display will show the number of the sensor in alarm, while the buzzer will generate a sound for 5 seconds.
- If you walk in front of a “disabled” sensor, it is visualized on the display but the buzzer will generate no sound. This means that a disabled input is only stored but generates no alarm.
- By pressing key **EXIT F** from procedure, then it is possible to see the tested inputs resulted effective by means of the stored alarm visualization procedure (key **A** + key **1**).

NOTE:




- The test phase is signalled on all keypads and all commutators of the plant by means of appropriate indications on the displays and the slow flashing of the 3 sector leds.

8. Telephone Number Programming





1. Enter MASTER USER access code
2. Press key **EXIT F** + **TEL 9** + **0** in sequence.
3. The display visualizes the first programmed telephone number: “Tn: nnnn—n” (if there is no programmed telephone number, there will be empty characters).
4. To go to other available numbers, if any, use keys **1** and **2**.





5. Confirm the choice of the telephone number by key   0 :
instead of the number, the display will show some dashes "-----"
6. By means of the numeric keys, enter the desired number. Every dash
“-“ is replaced by the desired digit. To introduce a pause, press  C**
followed by a number key corresponding to the length of the desired
pause: the chosen pause will be visualized on the dash following the
last entered digit. It is possible to cancel a digit by pressing key  E .
7. Press key   0 to confirm and save the number entered. The
buzzer generates a double beep to confirm the operation and you go
back to point 3.
8. If you want to program or cancel other numbers, use keys  1 and
 2 to go to the desired number and proceed as described from
point 5 onwards.
9. To cancel a previously programmed telephone number, press key
  0 twice, when the telephone number to be cancelled is
visualized, the buzzer generates a double beep to confirm cancellation.
10. Press key  F to exit.



AVAILABLE PAUSES	
 C**	, 1 = 1sec. ----> A
 C**	, 5 = 5sec. ----> B
 C**	, 9 = 9sec. ----> C

9. Telephone Line Test




1. Enter MASTER code +  F +  9 +  3.
2. The keypad display will visualize the following message:
TEST CALL.
3. Press key  3 to start procedure.
The keypad display will visualize the following message:
TEST IN PROGRESS.....
4. At the end of the test, you exit automatically from the procedure.

- Use the  1 key for forward EXCLUDED sensor selection
Use the  2 key for backward EXCLUDED sensor selection
Use the  2 to return to the beginning of list
- Press  F to exit programming





6. Clock Setting



6.1 Hours/Minutes Modification

1. Enter MASTER code.
2. Press in sequence  F and  8 ; the display will show the characters
“hh” flashing to show the introduction of the hours.
- Enter a value between 00 and 23 (2 digits required). The display will
show the entered data in a fixed mode.
- The display will show the characters “nn” flashing to show the
introduction of the minutes.
- Enter a value between 00 and 59 (2 digits required).
- To confirm and store the entered time, press key  F .
- Before storing the entered time, the entered data are controlled. In case
of inconsistency, an error beep is generated, you quit without modifying
the data and the display will show the characters “hh” flashing to
show a new data introduction. In case of correct data, the new time is
stored and the positive result of the operation is confirmed by an OK
beep. When quitting by timeout, the modification is not saved.





6.2 Date Modification

1. Enter MASTER code.
2. Press in sequence  F and  5 .
- The display will show the characters “dd” flashing to invite the user
to enter the day of the month.
- By means of the numeric keys enter the date of the desired day (2 digits
from 0 to 31). The display will show the number of the chosen day in a
fixed mode.
- The display will show the characters “nn” flashing to show the
introduction of the month.
- Enter a value from 01 to 12 (2 digits).






5.3 Display of Open Zones

- One or more open zones are indicated by the flashing of the  led. To display these, press the  key.
- The number “nn” is displayed (where nn is the number of the sensor, refer to the sensor table to know to which zone it corresponds)




5.4 Time Visualization

- Press the  key, followed by  key .
- The display visualizes the following information in sequence approx. every 1 second:
 -  flashing: ‘hours’ from 00 to 12.
 -  flashing: ‘minutes’ from 00 a 59.
 - exits from procedure.

5.5 Date Visualization

- Press the  key, followed by  key .
- The display visualizes the following information in sequence approx. every 1 second:
 -  nn flashing, where nn = day of the month.
 -  nn where nn = month from 1 to 12.
 -  nn flashing, where nn = year from 00 to 99 (00=2000, 01=2001, etc.)
 - exits from procedure.

5.6 Display of EXCLUDED Sensors




- One or more EXCLUDED sensors are indicated by the flashing of the  led.
- To display the EXCLUDED sensors, type in the USER 1 code and press the   key.
- The first EXCLUDED zone is displayed with “nn” (where nn is the number of the sensor, refer to the sensor table to know to which zone it corresponds)



10. Call Result Visualization



1. Further to an alarm, this procedure allows to verify which telephone numbers have been called and which of them have properly answered.

2. Enter MASTER code +  +  + 



3. The following message is visualized:

“#:nnnnnn*:nnnnnn” where n=the corresponding telephone number.

The first group of numbers (left) identifies the called numbers, the right group the numbers that have properly answered.









In the following example, all numbers have been called and all of them have properly answered: #:123456*:123456.

In the following example numbers 2,4,5,6 have been called by only numbers 2,5,and 6 have properly answered: #-2-456*:2—56.

4. In case of information lack the displays will visualize the following messages: #:_____*._____
5. To cancel information press key .
6. To exit from procedure, press key  twice.

11. Listening to Voice Messages

- Listening takes place by means of the loudspeaker connected to the voice board in the control unit

1. Enter the MASTER USER access code
2. Press keys  +  + .
3. Press the  key to begin to reproduce the messages recorded, the system returns to the communicator menu after all messages have been heard.
4. If one wishes to listen to a particular message, use the   keys to select the desired message and start reproducing with the  key
5. After messages have been played reproduced, it is possible to select the next message. Press  to exit the message play back procedure and return to the communicator menu.

12. Lock of Alarm in Progress



- The acknowledgement of a correct code (keypad entry, reading of a key, or mechanical key arming) immediately stops all alarms that may be in progress except for the telephone calls.
- To lock the communicator (burglary events), it is necessary to disarm the system from keypad, commutator, or mechanical key. If the communicator has already started a transmission, the current call is completed and the following voice calls are cancelled.

13. Calling Back

The function allows the control unit receiving a telephone telemanagement call from the engineer (FASTLINK+MODEM) to call back immediately after checking the safety codes.

NOTE: the transponder function shall be enabled

The function is factory disabled and can be enabled only by the MASTER USER with two different modes:

- mode A the control unit calls back the first MODEM type number among the programmed numbers
- mode B the control unit calls back a specific telephone number sent by FASTLINK

The following procedure is accessed:

1. Enter MASTER USER code
2. Press **F** + **9** + **3** in sequence
3. The display will visualize : call back - 0 - (default value)
4. By means of key **1** it is possible to select:

call back - A - (mode A)

call back - B - (mode B)
5. Press key **F** to confirm and exit from programming

5. Display of Zones Status



5.1 Display of Stored Alarms

- One or more stored alarms are indicated by the flashing of the **ALARM** led. Stored alarms are displayed by pressing the **A** key;
- The number “nn” is displayed, (where nn is the sensor number, refer to the sensor table to know to which zone it corresponds)
- For a display in sequence of the other zones, press the **1** key consecutively. If the **TOTAL** key is pressed during display, the first zone on the list is shown again. At the end of the list, the symbol “- -” (two hyphens) appears on the display.
- If the **A** key is pressed when there are no stored alarms, the message “- -” (two hyphens) will appear on the display.

5.2 Display of Stored Tamperings

- One or more stored tamperings are indicated by the flashing of the **TAMPER** led. To display these, press the **S** key.
- The display will indicate the number: “nn” (where nn is the number corresponding to the type of tampering that has occurred: see table below)

00	CONTROL UNIT OPENING TAMPER	39	WIRE INPUT t/A EXP.3
FC	FALSE CODE	49	WIRE INPUT t/A EXP.4
09	T/A CONTROL UNIT INPUT	10	EXP.1 OPENING TAMPER
19	WIRE INPUT t/A EXP.1	20	EXP.2 OPENING TAMPER
29	WIRE INPUTt/A EXP.2	30	EXP.3 OPENING TAMPER
FE	FALSE KEY	40	EXP.4 OPENING TAMPER
SF	SERIAL LINE SABOTING	EL	TELEPHONE LINE FAILURE

4. Sensor EXCLUDED/Re-entry



4.1 Sensor EXCLUDED

1. Enter the Master USER code and press the **E** key.
2. The first sensor available for EXCLUDED is shown. The display indicates “nn” (where nn is the number of sensor, refer to the sensor table to know to which zone it corresponds).
3. Use the **1** key for forward EXCLUDED sensor selection
Use the **2** key for backward EXCLUDED sensor selection
Use the **TOTAL** key to return to the beginning of list
4. To EXCLUDED the sensor under consideration, press **E**.
The sensor number will flash on the keypad screen.

If all sensors are EXCLUDED, “--” (two hyphens) will appear on the display.
5. Press **EXIT F** to exit programming.

4.2 Re-entry of Previously EXCLUDED Sensors

1. Enter the Master USER code and press the **0** key.
2. Re-entry of the first EXCLUDED sensor will be proposed. The display indicates “nn” (where nn is the number of the EXCLUDED sensor, refer to the sensor table to know the zone to which it corresponds).
3. Use the **1** key for forward EXCLUDED sensor selection
Use the **2** key for backward EXCLUDED sensor selection
Use the **TOTAL** key to return to the beginning of list
4. To re-enter the zone under consideration, press **0**.
5. The number of the sensor flashes on the keypad screen To select the next zone, press the **1** or **2** key. If there are no EXCLUDED zones, the symbol “- -” (two hyphens) appears on the display.
6. Press **EXIT F** to exit programming

14. List of Messages on Display



MESSAGE:	NOTES:
‘No PWR C.U. ZONES’	Short circuit or no power to inputs.
‘No PWR OUTPUTS’	Short circuit or no power to sirens.
‘No PWR SERIAL ’	Short circuit or no serial power to peripherals.
‘LOW BATTERY’	Low,exhausted, no battery.
‘NO MAIN CONTROL PANEL’	No mains in control unit.
‘C.U. PWR SUPPLY’	Low power to control unit sensors.

(ccc)=Codice di accesso usato per operare (ove compare).

‘No PWR C.U. ZONES’	Input power failure.
‘No PWR OUTPUTS ’	Siren power failure.
‘No PWR SERIAL ’	Serial peripheral power failure.
‘OK BATTERY ’	Recharged battery.
‘OK MAIN’	Mains return to control unit.
‘—On/Off— unn’	Status shift (On/Off).
‘ON FROM REMOTE ’	Remote arming (via FASTLINK).
‘START TEST unn’	Plant test start.
‘END TEST unn’	Plant test end.
‘START TELEG. unn’	Telemanagement start (FASTLINK).
‘END TELEG. unn’	Telemanagement end (FASTLINK).
‘ALARM ZONE xx’	Alarm message –zone xx.
‘TAMPER ZONE xx’	Tamper message – zone xx (For double bil inputs).
‘Z24 CONTROL PAN’	Control unit self-protection.
‘FALSE USER CODE’	Alarm due to false code entered from keypad.
‘FALSE KEY CODE’	Alarm due to false key code.
‘TAMPER KEYPAD x’	Keypad x self-protection.
‘ BUS READER x’	Tamper of commutator x serial line.
‘ BUS KEYPAD x’	Tamper of keypad x serial line.
‘ccc INSULAT. Z.nn’	Zone xx bypassing message carried out by user ccc
‘ccc SETTED Z.xx’	Zone xx reentry message carried out by user ccc

SYSTEM MANAGEMENT BY KEYPAD WITH SEGMENTED SCREEN

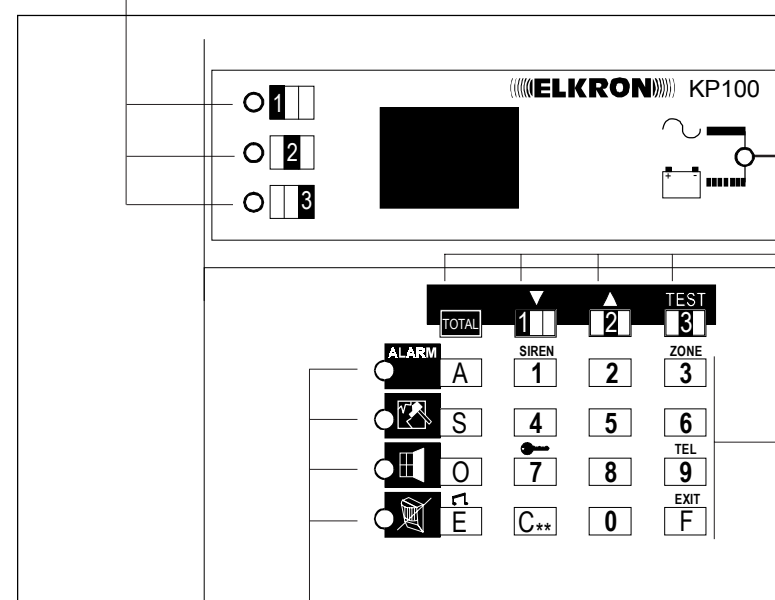
KP100

1. Keypad Description

These display the status of the 3 zones into which the alarm system is divided:

ON = armed zone

OFF = disarmed zone



Indicates the presence of the mains voltage and the level of battery charge:
OFF = 220V~ mains absent
FIXED LIGHT = 220V~ mains present
FLASHING = Insufficient battery charge

Keys used to arm/disarm the system (see par. "System Arming/Disarming"). These are also used to scroll the programming menu.

Keys used to type the secret code and to select certain functions on the alarm unit programming menu.

These Leds **flash** to indicate the presence of events to be displayed, see paragraph 5 "Display of System Status"



A flashing light indicates that alarms have occurred.

A flashing light indicates that burglaries have occurred on one or more parts of the system.

A flashing light indicates that there are some protected zones (doors or windows protected by contacts) that are still open.

A flashing light indicates that some sensors/contacts are disabled.

3.3 Arming with Reduced Code

- It is sufficient to enter the **first 2 digits** of the code followed by key **TOTAL** for a total arming, or **1**, **2** or **3** for a partial arming.
- Quick arming is possible only if the system is fully disarmed.

3.4 Commutating Lock with Open Zones

- If the commutating lock with open zones has been programmed, it will not be possible to arm –neither from keypad nor by DK key – the sectors to which the currently open zones are associated. If you try such an arming from keypad, a relevant warning is provided on the display and no arming will take place.

3.5 Open Zone Self-Bypassing

- If both commutating lock and self-bypassing have been programmed, the zones left open are automatically bypassed when an arming from keypad or DK key is carried out. If the arming is made from keypad, the self-bypassing is properly signalled on the display. The arming regularly takes place and no alarm is generated. The self-bypassed zones are reentered automatically at their re-closing (even with armed system). A following opening will therefore generate the alarm.

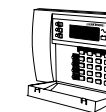
3.6 Disarming with Antirobbery Code

If the system is equipped with an integrated telephone unit or other remote transmission system, a panic alarm signal can be sent in case of constraint to disarm the antirobbery system.

- The disarming procedure described in para 3.1 is carried out, but it is necessary to enter the secret code increasing the last digit by one unit.
- Example: code 123456 would become 123457; code 132459 would become 132450.
- Disarm the control unit; if within approx.30 sec the correct code is not entered the control unit will send the panic alarm to all programmed telephone numbers.

3.7 Wrong Code

- In case of introduction of a wrong code for 4 consecutive times, the system visualizes a tamper on the keypads and the readers. When introducing a wrong code for the fifth consecutive time, the system starts a tamper alarm.



3. System Arming/Disarming



3.1 Away Arming/Disarming

- For ARMING of the system, enter a valid code associated to the 3 sectors and press the **TOTAL** key.

Leds **1** , **2** and **3** flash, and after 4 seconds they light up with a fixed light.

If there is an exit delay, it is indicated by the intermittent sound of the buzzer.

- To DISARM the system, enter a valid code and press the **TOTAL** key.
- Leds **1** , **2** and **3** corresponding to active sectors go OFF and the buzzer beeps twice.

3.2 Partial Arming/Disarming

- To partially ARM the system, enter a valid code and press the key for the zone or zones ne wishes to arm.

1 to arm Zone 1 - the Led **1** flashes and lights up with a fixed light after 4 seconds

2 to arm Zone 2 - the Led **2** flashes and lights up with a fixed light after 4 seconds

3 to arm Zone 3 - the Led **3** flashes and lights up with a fixed light after 4 seconds

- To DISARM the system, enter a valid code and press the **TOTAL** key. The leds in the previously armed zones go OFF and the buzzer beeps twice.
- During partial arming, about 5 seconds are available (led flashes) within which it is possible to correct the type of arming; once this time is up, the leds light up with a fixed light and the sectors are armed.
- After selecting the desired configuration for the zones, arming is confirmed by pressing the **A** key without waiting for the time available for arming to expire.

2. Access Codes



- The unit can be programmed so as to enable User 2 (e.g., service personnel, custodian, porter , telemonitoring, private vigilance, etc) to have his own secret access code which allows him to arm/disarm the unit without performing other operations.
- The unit identifies up to a maximum of 8 different assigned codes and as many users:

	FACTORY CODE	Each user is assigned and “identification number “ (from 1 to 8) that is to be typed in before the code; this number allows the unit to identify the user of the system. To be identified by the system, the owner must type in the number 1 followed by his personal code; any other users will instead type in the number 2, 3, 4, 5, 6, 7 or 8, followed by his personal code
CODE 1 - MASTER USER	1 1111	
CODE 2 - USER 2	2 2222	
CODE 3 - ENGINEER	3 3333	
CODE 4 - TELEMONTORING	4 4444	
CODE 5 - USER 5	5 5555	
CODE 6 - USER 6	6 6666	
CODE 7 - USER 7	7 7777	
CODE 8 - USER 8	8 8888	

- After entering a correct code that is enabled, the unit’s buzzer beeps twice, or it beeps once at length to indicate an error. The Master user’s code is always enabled; the other codes must instead be enabled (refer to par. “Code Enabling”).
- If the engineer’s code is enabled, it remains enabled until the Master user’s code is again entered to partially or totally arm the system, or until the first arming by electronic key-
- Once armed, every re-entry/EXCLUDED display procedure **triggers a 1-minute delay** (that is reset each time the key is pressed). If a delay time-out occurs, the procedure is exited automatically without saving the changes made.
- Each time the key is pressed on the KP100 keypad (segmented display), while entering the secret code, a segment of the display lights up to display the digits (entered) as they are typed in.

2.1 Changing Personal Code

1. Type in the access code that is to be changed. The buzzer beeps twice to confirm that it is correct, otherwise it indicates an error with a long beep.
2. Press the **C**** key. The character **C**, lit with a fixed light, appears on the display.
3. Enter **the new code** .
The flashing character **C** is displayed.
4. Enter the new code a second time.

If the new code has been correctly entered, it is accepted and this is confirmed when the buzzer beeps twice; otherwise, an error warning is given and the system exits the procedure.

Example of code change

- The master user wishes to change the factory code 1-11111.
- Type in 111111 on the keypad and press the **C**** key, the character **C** lights up with a fixed light.
- Enter the new code, for example, 165744. The **C** on the display begins to flash, and re-enters the numbers 165744.
- The code is accepted when the buzzer beeps twice.

2.2 Enabling/Disabling the User 2, Engineer's, Telemonitoring and Key Codes

1. Enter the MASTER code.
2. Press the **F** key followed by the **C**** key. A flashing line appears on the display.

It is now possible to enable/disable the engineer's code, the telemonitoring code, the User 2 code and the key code. These 4 codes are associated with the 4 leds present on the keypad:

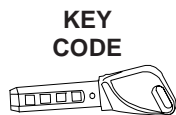
- ☐ **ALARM** ENGINEER
- ☐ **TELEMONITORING**
- ☐ **USER 2**
- ☐ **KEY CODE (EK)**

The leds respectively indicate the status of the codes:
Led ON = Code enabled
Led OFF = Code disabled

3. Press the key next to the led for enabling/disabling the corresponding code.
4. Press the **EXIT F** key to exit the procedure.



Note: the first number of the code must be the user's identification number:
1 for master user
2 for user 2
3 for engineer
4 for telemonitoring
5 for user 5
6 for user 6
7 for user 7
8 for user 8.



The key code cannot be changed: when enabled, it allows use of the electronic keys and of the commutators. When disabled, it prevents the operation of all the commutators and of existing keys (only system status will be displayed by the commutators' leds).

2.3 Enabling/Disabling of User Codes 5, 6, 7 and 8 and codes/sectors association



1. Enter the MASTER user code.
2. Press the **EXIT F** key and then press the **C**** key twice. The number 5 appears on the display (user 5 code).
3. Press key **1** or **2** to select another code to be enabled/disabled: the selected code will appear on the display.
4. The zones controlled by the code under consideration are indicated by leds 1, 2 and 3.
Led ON = zone controlled by the code under consideration
Led OFF = zone not controlled by the code under consideration
5. To change the association displayed, press the **C**** key (the associated sectors led blink) and use keys **1**, **2**, **3** (corresponding to zones S1, S2, S3) to combine (associate) or not combine (associate) the desired zones to (for) the user in question. The associated zone is indicated by the flashing of the corresponding led; if the led is OFF, it means that the corresponding zone is not in operation (for the code under consideration).
6. Once configuration of the the code under consideration is completed, press the **C**** key the blinking led will lit up fixed. To change the association of the zones of a different code, proceed as indicated in step 3.
7. Press **C**** again if one wishes to terminate the operation and store the selections made.
Press the **EXIT F** key to exit.

- ☐ **1** zone 1
- ☐ **2** zone 2
- ☐ **3** zone 3

- 1** associates zone 1
- 2** associates zone 2
- 3** associates zone 3