



MP120

MP120TG

MP120M

MP120M/TG

Remote-control
alarm control unit

User manual



ELKRON

The information contained in this document have been collected and checked very carefully. In any case, Elkron S.p.A. will not be responsible for any errors or omissions.

Elkron S.p.A. reserves the right to make changes or improvements to the products described in this manual at any time and without advance notice.

In addition, this manual may contain references to or information about products or services (i.e. hardware and software items) that have not been marketed yet. Such references or information will in no case mean that Elkron S.p.A. intend to market the aforesaid products or services.

Elkron is a registered trademark of Elkron S.p.A.

All the trademarks mentioned in this document are the property of their respective owners.

© Copyright Elkron S.p.A. 2006

All rights reserved. Full or partial printing or copying of this document is permitted only for the purpose of installing the MP120 System.



Via G. Carducci, 3 – 10092 Beinasco (TO) – ITALY

Tel. +39 (0)11.3986711 – Fax +39 (0)11.3499434

www.elkroNo.it - <mailto:info@elkroNo.it>

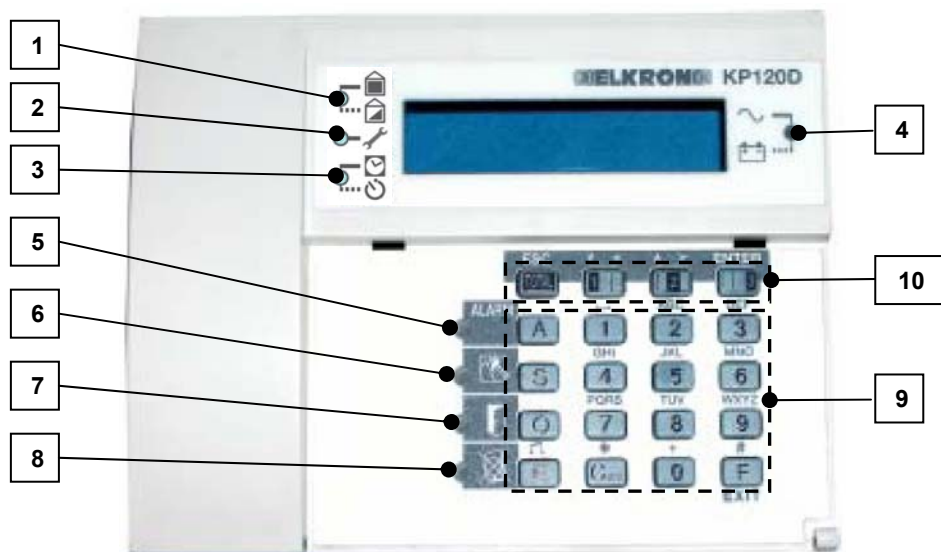
TABLE OF CONTENTS

1 – CONTROL ITEMS	5
1.1 KEYBOARD	5
1.2 DK2000M INSERTER	6
1.3 DK3000M INSERTER	6
1.4 SYSTEM STATUS INFORMATION	7
1.4.1 stored break-in alarm displaying	7
1.4.2 STORED tampering alarm DISPLAYING	7
1.4.3 OPEN INPUT DISPLAYING	7
1.4.4 SYSTEM STATUS DISPLAYING	8
1.5 AUTOMATIC FAILURE DISPLAYING	8
2 – ACCESS CODES AND CUSTOMIZATION	9
2.1 SYSTEM ACCESS CODES	9
2.1.1 Predefined codes	9
2.1.2 FunCTIONS ACCESSIBLE BY THE VARIOUS CODES	9
2.2 ENTERING ALPHANUMERIC CHARACTERS THROUGH THE KEYBOARD	10
2.3 MENU KEY FUNCTIONS	10
2.4 LANGUAGE SELECTION	11
2.5 CHOOSING THE BASE MESSAGE ON THE DISPLAY	11
3 – SYSTEM MANAGEMENT	12
3.1 SYSTEM ACTUATION	12
3.1.1 FULL ACTUATION THROUGH THE KEYBOARD	12
3.1.2 FULL ACTUATION THROUGH THE electronic key oR TRANSPONDER KEY	12
3.1.3 PARTIAL ACTUATION THROUGH THE KEYBOARD	13
3.1.4 PARTIAL ACTUATION THROUGH THE electronic key OR transponder KEY	13
3.1.5 QUICK ACTUATION	13
3.2 DEACTIVATION	13
3.2.1 Full deactivation THROUGH THE KEYBOARD	14
3.2.2 Full deactivation THROUGH THE electronic key OR THE transponder KEY	14
3.2.3 Partial deactivation THROUGH THE KEYBOARD	14
3.2.4 Partial deactivation THROUGH THE electronic key oR transponder KEY	14
3.2.5 DEACTIVATION UNDER Threat (ANTI-ROBBERY)	14
3.2.6 ALARM BLOCK IN PROGRESS	14
3.2.7 ENTERING AN INVALID CODE	14
3.3 ENABLING	15
3.3.1 access code ENABLING	15
3.3.2 USER CODE Reset	15
3.3.3 ENABLING THE Installer code	16
3.3.4 time programmer ENABLE	17
3.3.5 time programmer DISABLE	17
3.3.6 RESPONDER ENABLE	17
3.3.7 RESPONDER DISABLE	18
3.3.8 ENABLING REMOTE CONTROL THROUGH THE MODEM	18
3.3.9 DISABLING REMOTE CONTROL THROUGH THE MODEM	19
3.3.10 ENABLING REMOTE CONTROL THROUGH THE TELEPHONE	19
3.3.11 DISABLING REMOTE CONTROL THROUGH THE TELEPHONE	20
3.3.12 ENABLING SECTOR DEACTIVATION THROUGH remotE CONTROL	20
3.3.13 DISABLING SECTOR DEACTIVATION THROUGH remotE CONTROL	21
3.3.14 KEY ENABLE	21
3.3.15 KEY DISABLE	22
3.3.16 Call-Back ENABLE	22
3.3.17 Call-Back DISABLE	23
3.4 MODIFYING THE ACCESS CODE	24
3.5 DATE CHANGE	24
3.6 TIME CHANGE	24
3.7 EVENT MEMORY READING	25
3.7.1 REFERRING TO THE EVENT MEMORY	25
3.7.2 InterpretiNG THE EVENT DATA	25
3.7.3 ADDITIONAL INFORMATION FROM THE LEDS	27

3.8 TELEPHONE COMMUNICATOR.....	27
3.8.1 ProgrammING A telephone number.....	27
3.8.2 VOCAL CALL BLOCK	28
3.9 REMOTE CONTROL USER.....	28
3.9.1 remote control PROCEDURE	29
3.9.2 bypass answer.....	30
3.10 PostPONING AUTOMATIC SYSTEM ACTUATION	30
3.11 KEYS.....	30
3.11.1 ProgrammING NEW KEYS	30
3.11.2 AcquiRING EXISTING KEYS	31
3.11.3 KEY SPECIALIZATION	32
3.11.4 KEY CHECK.....	33
3.11.5 ERASING ALL KEYS	33
3.11.6 ERASING ONE SINGLE KEY	34
3.12 INPUT EXCLUSION AND INCLUSION	34
3.12.1 INPUT EXCLUSION	34
3.12.2 INPUT INCLUSION	35
3.13 PERIODICAL TESTS	35
3.13.1 INPUT TEST.....	35
3.13.2 OUTPUT TEST.....	36
4 – PROGRAMMING SUMMARIZING TABLES	37
4.1 USERS	37
4.2 MAIN PARAMETERS.....	37
4.3 CENTRAL INPUTS	37
4.4 CENTRAL OUTPUTS.....	37
4.5 EXPANSION INPUTS	38
4.6 EXPANSION OUTPUTS	39
4.7 INSERTER AND KEYBOARD INPUTS	39
4.8 AREA-SECTOR CORRELATION	39
4.9 TELEPHONE COMMUNICATOR	40
4.10 TIME PROGRAMMER	41

1 – CONTROL ITEMS

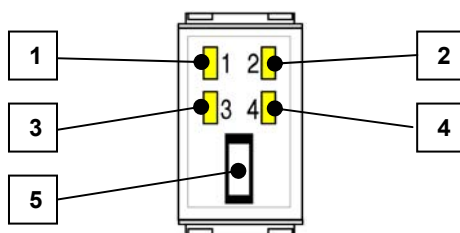
1.1 KEYBOARD



NO.	Description	Use or indications provided	Further information
1	System status LED	ON steady = system fully ON OFF = system fully OFF Slow blinking = system partially ON	1.4.4 SYSTEM STATUS DISPLAYING
2	Maintenance LED	ON steady = system maintenance in progress	
3	Time programmer (P.O.) status LED	ON steady = programmer enabled OFF = programmer disabled Blinking = system being actuated	«Pre-actuation» will appear on the display
4	Battery charge and network voltage LED	ON steady = 230 V~ power supply available and battery charged OFF = 230 V~ power supply lacking and battery charged Blinking = low battery charge	
5	Break-in alarm memory LED	OFF = no break-in alarm stored Blinking = break-in alarms stored	1.4.1 stored break-in alarm displaying
6	Tampering memory LED	OFF = no tampering alarm stored Blinking = tampering alarms stored	1.4.2 STORED tampering alarm DISPLAYING
7	Open input LED	Blinking = one or several protected inputs are open	1.4.3 OPEN INPUT DISPLAYING
8	Disconnected input LED	OFF = no input disconnected Blinking = one or several inputs are disconnected	
9	Keyboard	It is used to type in the access code, select functions, designate inputs and program the control unit.	
10	Programming menu navigation keys	ESC : exits the menu (same as "EXIT" button) ▼ : refers to the available information ► : goes back to the beginning of the list ENTER : confirms a choice or enters a submenu.	

Note: The keyboard are always correlated to all sectors.

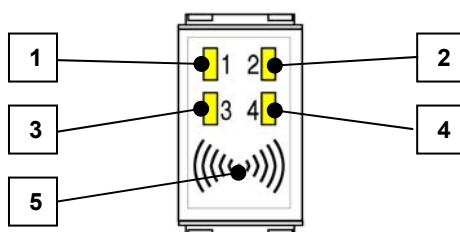
1.2 DK2000M INSERTER



No.	Description	Use or indications provided	Further information
1	LED Area 1	ON steady = Area 1 fully ON OFF = Area 1 fully OFF Blinking = Area 1 partially ON	
2	System status LED	ON steady = alarms stored, tampering stored, low battery, 230 V~ power supply lacking, system faults Slow blinking = inputs open, key programming phase Fast blinking = pre-actuation in progress	
3	LED Area 2	ON steady = Area 2 fully ON OFF = Area 2 fully OFF Blinking = Area 2 partially ON	
4	LED Area 3	ON steady = Area 3 fully ON OFF = Area 3 fully OFF Blinking = Area 3 partially ON	
5	Keyhole	DK20 electronic key insertion hole	

Note: Each area may represent the status of one or several sectors (up to 8).

1.3 DK3000M INSERTER



No.	Description	Use or indications provided	Further information
1	LED Area 1	ON steady = Area 1 fully ON OFF = Area 1 fully OFF Blinking = Area 1 partially ON	
2	System status LED	ON steady = alarms stored, tampering stored, low battery, 230 V~ power supply lacking, system faults Slow blinking = inputs open, key programming phase Fast blinking = pre-actuation in progress	
3	LED Area 2	ON steady = Area 2 fully ON OFF = Area 2 fully OFF Blinking = Area 2 partially ON	
4	LED Area 3	ON steady = Area 3 fully ON OFF = Area 3 fully OFF Blinking = Area 3 partially ON	
5	Transponder	Sensor for key to transponder DK30	

Note: Each area may represent the status of one or several sectors (up to 8).

1.4 SYSTEM STATUS INFORMATION

When the keyboard LEDs signal any system anomaly, you can get detailed information about the source of the trouble by following the procedure below. Access to information is free, i.e. no access code is requested.

1.4.1 STORED BREAK-IN ALARM DISPLAYING

To display a break-in alarm (signalled by the LED blinking) in detail, proceed as follows:

1. Press **A**. The following message will appear on the display:

nn ALL input name

where “nn” is the identification code of the input that triggered the alarm (as regards the input identification codes, refer to paragraph **Errore. L'origine riferimento non è stata trovata.**).

2. Press key **▼** several times to display other inputs (if any) that triggered the alarm. When no stored alarm input appears on the display any longer, the message below will be shown:

-- END OF DATA --

3. To go back to the first input stored, press **►**. Press **ESC** to exit displaying.

Note: If key **A** is pressed when no alarm stored is found on the display, the «NO DATA » message will appear.

1.4.2 STORED TAMPERING ALARM DISPLAYING

To display a tampering alarm (signalled by the LED blinking) in detail, proceed as follows:

1. Press **S**.
2. The following message will appear on the display:

nn MAN input name

where “nn” is the identification code of the input that triggered the alarm (as regards the input identification codes, refer to paragraph **Errore. L'origine riferimento non è stata trovata.**). In case of telephone line tampering, the «Telephone Line Tampering» message will be displayed; in case of bus tampering, the «Peripheral Line Tampering» message will appear.

3. Press key **▼** several times to display other inputs (if any) that triggered the alarm. When no stored alarm input appears on the display any longer, the message below will be shown:

-- END OF DATA --

4. To go back to the first input stored, press **►**. Press **ESC** to exit displaying.

Note: If key **S** is pressed when no alarm stored is found on the display, the «NO DATA » message will appear.

1.4.3 OPEN INPUT DISPLAYING

To display an open input (signalled by the LED blinking) in detail, proceed as follows:

1. Press **O**.
2. The message below will appear on the display:

nn OPEN input name

where “nn” is the open input identification code (as regards the input identification codes, refer to paragraph **Errore. L'origine riferimento non è stata trovata.**).

3. Press key **▼** several times to display other inputs (if any) that triggered the alarm. When no stored alarm input appears on the display any longer, the message below will be shown:

-- END OF DATA --

4. To go back to the first input stored, press **►**. Press **ESC** to exit displaying.

Note: If key  is pressed when no alarm stored is found on the display, the «NO DATA » message will appear.

1.4.4 SYSTEM STATUS DISPLAYING

To display the system status in detail and know what the active sectors are, proceed as follows:

1. Press **ENTER**.
2. The following message will appear on the display:

St . Set . _____

where the dashed line indicates an inactive sector, and the numbers (if any) indicate the active sectors.

3. Press **ESC** to exit displaying.

Note: If the “Masking” function has been set (see paragraph ***Errore. L'origine riferimento non è stata trovata.***) and the basic message on the display is other than “Sector displaying”, the system status will be displayed only if a valid code is entered. For more information on sector status displaying, refer to paragraph 2.5 *CHOOSING THE BASE MESSAGE ON THE display*.

1.5 AUTOMATIC FAILURE DISPLAYING

When a system failure occurs, the keyboard buzzers will ring immediately, and the reason for signalling will appear on the displays. Moreover, all the outputs programmed as “Failure” will be actuated. Since a failure may affect correct operation of the system, these signals take priority over any other type of signal found on the display. In the event that several types of failure occur, the individual signals will be displayed again and again by turns.

The writings on the display will disappear only after all the causes that led to failure signalling are removed. The buzzer sound can in any case be stopped earlier by pressing key **F**; otherwise, it will stop after 1 minute.

Keyboard display	Failure that led to signalling
Control unit F1	Control unit fuse F1 blown. This is the fuse used to protect the inputs.
Control unit F2	Control unit fuse F2 blown. This is the fuse used to protect output U1.
Control unit F3	Control unit fuse F3 blown. This is the fuse used to protect the bus.
Expansion 1 fuse	Expansion 1 fuse blown.
Expansion 2 fuse	Expansion 2 fuse blown.
Expansion 3 fuse	Expansion 3 fuse blown.
Expansion 4 fuse	Expansion 4 fuse blown.
No control unit mains supply	No mains supply (230 V~) in the control unit.
No expansion 1 mains supply	No self-contained mains supply (230 V~) in expansion 1.
No expansion 2 mains supply	No self-contained mains supply (230 V~) in expansion 2.
No expansion 3 mains supply	No self-contained mains supply (230 V~) in expansion 3.
No expansion 4 mains supply	No self-contained mains supply (230 V~) in expansion 4.
Low battery	Control unit booster battery voltage lower than 11.2 V- (or no battery at all).
Cont. Unit Sens. Power Supply	Poor power supply for the detectors connected to the control unit.
Exp. 1 Sens. Power Supply	Poor power supply for the detectors connected to expansion 1.
Exp. 2 Sens. Power Supply	Poor power supply for the detectors connected to expansion 2.
Exp. 3 Sens. Power Supply	Poor power supply for the detectors connected to expansion 3.
Exp. 4 Sens. Power Supply	Poor power supply for the detectors connected to expansion 4.
Expansion 1 auxiliary input	Expansion 1 auxiliary input alarm (if programmed as generic failure).
Expansion 2 auxiliary input	Expansion 2 auxiliary input alarm (if programmed as generic failure).
Expansion 3 auxiliary input	Expansion 3 auxiliary input alarm (if programmed as generic failure).
Expansion 4 auxiliary input	Expansion 4 auxiliary input alarm (if programmed as generic failure).

The failure status is also signalled by the lighting of the inserter system status LEDs.

2 – ACCESS CODES AND CUSTOMIZATION

2.1 SYSTEM ACCESS CODES

Up to 9 different access codes can be used to control the MP120 system: 1 Installer code, 1 Master code and 7 User codes. Each access code is made up of two parts: the user identification number (i.e. the first digit) and the personal code (the remaining digits). The access code can be programmed freely, its length ranging from min. 3 to max. 7 digits (including the identification number). Depending on its type, the access code guarantees access to certain system functions. Each user may change their own access code at will.

The Master code is always enabled and is the only one code authorized to enable the other codes. Moreover, it can resume the factory-set value of the other access codes (in the event that you forget them).

The access code must always be entered fully (including the prefix) and confirmed by pressing **ENTER**.



Warning! If an user changes the system status (from OFF to ON, or vice versa, even in part), the installer who was identified by the system will be automatically left out. The same will occur when using the DK key.

2.1.1 PREDEFINED CODES

Identification no.	Name	Code	Correlated sectors	Enabled
0	Installer	0 00000	All	YES
1	Master	1 11111	All	YES
2	User 2	2 22222	Programmable	NO
3	User 3	3 33333	Programmable	NO
4	User 4	4 44444	Programmable	NO
5	User 5	5 55555	Programmable	NO
6	User 6	6 66666	Programmable	NO
7	User 7	7 77777	Programmable	NO
8	User 8	8 88888	Programmable	NO

The installer code is enabled when the control unit leaves the manufacturing plant, and will be automatically disabled when the system is actuated for the first time. In fact, the installer code is disabled every time the system is actuated.

2.1.2 FUNCTIONS ACCESSIBLE BY THE VARIOUS CODES

Though an access code needs be entered to access the control unit functions, some functions do not require entering a valid user code. Below is a list of this functions:

- Language displaying
- Logo displaying
- Date displaying
- Version displaying
- System status displaying
- Stored alarm displaying
- Stored tampering displaying
- Open input displaying

To access the following functions, you will have to enter any valid access code.

- Access code change
- System actuation/deactivation
- Quick actuation (short code)
- Anti-coercion alarm

To access the function below, you will have to enter a valid access code other than the INSTALLER code.

- Time programmer pre-actuation.

To access the following functions, you will have to enter a valid access code that shall be either MASTER or INSTALLER.

- Input exclusion/inclusion
- Input, output and telephone test
- Clock programming
- Key programming
- Event memory file reading
- Telephone number programming (Master enabled only to vocal call numbers)
- Call result displaying
- Message listening
- Date/time programming

To access the functions below, you will have to enter the MASTER code.

- Access codes enable
- Time programmer enable
- Remote control enable

Finally, the following system configuration functions can only be accessed by entering the INSTALLER code.

- 24h input disable with system ON (central opening)
- System parameter change.
- Input programming
- Input/sector correlation
- Inserter/sector correlation
- LPA parameter programming
- Output programming
- Entry time
- Alarm time
- ON/OFF masking
- Alarm count
- Event memory erase
- ON/OFF pre-alarm
- Mechanic key change
- Telephone communicator parameter change
- Remote assistance code programming
- Vocal message recording
- Event/channel (output) correlation
- Event/telephone number correlation
- Telephone line option programming
- Numeric protocol selection
- Cyclic call timeout programming
- Telephone alarm delay programming
- Event priority programming
- Call/answer ring number programming
- Event code programming (numeric protocols)
- Time programmer programming

2.2 ENTERING ALPHANUMERIC CHARACTERS THROUGH THE KEYBOARD

Alphanumeric characters can be entered through the keyboard in two instances: when you wish to store descriptive names or when digits have to be written in the hexadecimal form (e.g. 1B, 4F). Hexadecimal notation letters are obtained by pressing the corresponding keys on the keyboard, with the equivalences below:

Keyboard key	A	S	C*	O	E	F
Corresponding hexadecimal character	A	B	C	D	E	F

To write descriptive names (for users, sectors, outputs, etc.), you must use the keys that allow you to cyclically select one or several characters, as illustrated in the table below. The point where a new character is entered is indicated by a cursor blinking on the display. To write a name, proceed as follows:

1. press several times the key associated with the desired character until it appears;
2. press keys ► and ▼ to shift to the subsequent or preceding position (use the spacer key [SPACE] to erase unnecessary characters);
3. finally, press **ENTER** to store the name, or **ESC** if you wish to leave the procedure without storing the name.

Key	Character
1	[space] 1
2	A B C a b c 2
3	D E F d e f 3
4	G H I g h i 4
5	J K L j k l 5

Key	Character
6	M N O m n o 6
7	P Q R S p q r s 7
8	T U V t u v 8
9	W X Y Z w x y z 9
0	., :- + 0

2.3 MENU KEY FUNCTIONS

The menu keys of the KP120D keyboard perform the following functions:

ESC	Goes back to the upper menu level.
▼	Goes to the next menu item.
►	Goes back to the first menu item.
ENTER	<ul style="list-style-type: none"> • Confirms the menu item chosen and shifts to its submenu. • Terminates and confirms data entry through the keyboard. • Shifts to the next data item of a data sequence to be entered. • Gains access to some menu items without the need of access codes.

2.4 LANGUAGE SELECTION

Prior to proceeding, select the language to be used for displaying the menu items on the keyboard display. Italian is the preset language: however, you may choose from any of the following languages: Italian, English, French, Spanish, Portuguese, German, Swedish, Finnish, Czech, Polish and Romanian. To access the language setting function, proceed as follows:

1. Press **ENTER**.
2. Press ▼ until the following message appears on the display:

Language select

3. Press **ENTER** to confirm.
4. The list of the available language will appear. Press ▼ to select the desired language, then press **ENTER** to confirm.
5. Press **EXIT** to exit the menu.

2.5 CHOOSING THE BASE MESSAGE ON THE DISPLAY

You can choose the message that will be shown on the keyboard display when the keyboard is at rest. Among the options available are:

- **((ELKRON)) MP120**;
- **dd-mm-yyyy hh:mm**, where “gg-mm-yyyy” indicate the day, month and year, respectively, whereas “hh:mm” indicate the current hour and minutes, respectively (both the date and time are based on the date and time set in the control unit – refer to paragraphs 3.5 *Date change* and 3.6 *Time change*);
- **dd-mm day of the week hh:mm**, where “day of the week” indicates the current day (Mon, Tue, Wed, etc.) whereas “dd-mm” and “hh:mm” have the same meanings as described above.
- **Vis Set _ 2 _ 5 _ 7 _**, which displays the sector status (_ = sector OFF, digit = sector ON).
- **Vis Set _ ■ _ ■ _ ■ _**, which displays the sector status (_ = sector OFF, ■ = sector ON).

“Sector Displaying” features

When you choose one of the two sector status displaying modes, you will also obtain the signal for open inputs (if any). In fact, if at least one open input is found within a sector, “o” will be displayed. For instance, «Vis Set _ o _ _ _ ■ _ _» indicates that sector 6 is ON, and one open input is found in sector 2.

Warning! If you choose one of the two sector status displaying modes, the “Masking” function cannot be set and, therefore, the system status cannot be “hidden”.

To select the base message, proceed as follows:

1. Press **ENTER**.
2. Press ▼ until the following message appears on the display:

LOGO display

3. Press **ENTER** to confirm.
4. The list of the messages that can be shown on the display (when the keyboard is at rest) will appear. Press ▼ to choose the desired message, then press **ENTER** to confirm.
5. Press **EXIT** to exit the menu.

3 – SYSTEM MANAGEMENT

3.1 SYSTEM ACTUATION

The system may be actuated both fully and in part. Actuation through the keyboard is the most flexible way, whereas actuation through the electronic key or transponder key is the most simple and immediate.

If open inputs are found when the system is actuated, the “Actuation block with open inputs” or “Open input self-exclusion” modes will be actuated, according to the programming done.



DEFINITION. The system is considered to be **ON** when even one of its sectors is **ON**.

3.1.1 FULL ACTUATION THROUGH THE KEYBOARD

To actuate the entire system through the keyboard when the system is fully OFF, proceed as follows:

1. type in a valid code, then press **ENTER**.
2. The following message will appear on the display:

St . Set . _ _ _ _ _

The system status LED will blink. Press **TOTAL**.

3. The following message will appear on the display:

St . Set . 1 2 3 4 5 6 7 8

After a few seconds, the LED will come on steadily and the message will disappear, to confirm that the system has been actuated. The intermittent buzzer signalling, if any, indicates that the programmed exit time is elapsing.

4. If the entered code is not enabled to operate on all the sectors, the list of actuated sectors will obviously be incomplete and the LED will blink slowly, to indicate partial actuation.

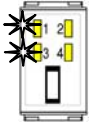
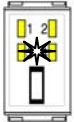
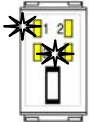
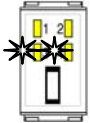
3.1.2 FULL ACTUATION THROUGH THE ELECTRONIC KEY OR TRANSPONDER KEY

System actuation and deactivation through the electronic key is performed by putting the key into the inserter (the transponder keys shall be kept approximately 1 cm far from the transponder inserter), thus triggering the area actuation/deactivation cycle which will be repeated twice (the key shall be correlated to one or several sectors included in the inserter areas).

By taking the key off at the proper time (the transponder keys shall be moved away and then back near the inserter), the cycle will be blocked and the system will be configured as displayed by the LEDs (if the key is still inserted, you will exit upon completion of the fourth cycle and the system will be left in the previous state).

Below is a description of the most complete area actuation and deactivation cycle:

LEDs ON	If the key is taken off...
	... all the areas will be actuated
	... all the areas will be deactivated
	... area 1 will be actuated (areas 2 and 3 will be deactivated)
	... area 2 will be actuated (areas 1 and 3 will be deactivated)

	... areas 1 and 2 will be actuated (area 3 will be deactivated)
	... area 3 will be actuated (areas 1 and 2 will be deactivated)
	... areas 1 and 3 will be actuated (area 2 will be deactivated)
	... areas 2 and 3 will be actuated (area 1 will be deactivated).

If the key does not control all the sectors within an area, actuation or deactivation of such area may only be partial and will be signalled by the respective LED blinking (full area actuation is signalled by the LED ON steadily).

If all the sectors correlated to the key fall within one single area of the inserter, the cycle will only actuate/deactivate such single area (fully or partially, depending on whether the key includes all the area sectors).

3.1.3 PARTIAL ACTUATION THROUGH THE KEYBOARD

To partially actuate a system through the keyboard, proceed as follows:

1. type in a valid code, then press **ENTER**.
2. The following message will appear on the display:

St . Set . _ _ _ _ _

(numbers might appear instead of the dashes, to indicate sectors that have already been actuated), and the system status LED will blink. Type in the numbers of the sectors to be actuated: they will appear on the display (if you press an existing number, it will be erased and the corresponding sector will be deactivated). Confirm by pressing **ENTER**.

3. After a few seconds, the message will disappear and the LED will keep on blinking slowly, to confirm that the system has been actuated. The intermittent buzzer signalling, if any, indicates that the programmed exit time is elapsing.



Warning! If the entered code is not enabled to operate on all the sectors, the status change will affect only the sectors correlated to the code.

How to block the exit time sound signalling

When the system is actuated through the keyboard, the buzzer will, if programmed, scan all the time left to exit before the control unit signals an attempt at break-in.

This sound signal is very useful during the day, yet it may be annoying at night, when partial actuation is to be performed and people are sleeping. To interrupt the buzzer sound, just press **EXIT** immediately after actuating the system (the LED and the buzzer will warn you that actuation has taken place).

3.1.4 PARTIAL ACTUATION THROUGH THE ELECTRONIC KEY OR TRANSPONDER KEY

Refer to paragraph 3.1.2 *FULL ACTUATION THROUGH THE electronic key oR TRANSPONDER KEY*.

3.1.5 QUICK ACTUATION

To actuate the system quickly, type in the first two digits of a valid code by means of the keyboard, then press **ENTER**.

3.2 DEACTIVATION

The system may be deactivated either fully or in part. Deactivation through the keyboard is the most flexible way, whereas deactivation through the electronic key or transponder key is the most simple and immediate.

3.2.1 FULL DEACTIVATION THROUGH THE KEYBOARD

To deactivate the entire system through the keyboard when the system is fully or partially ON, proceed as follows:

1. type in a valid code, then press **ENTER**.
2. The following message will appear on the display:

St.Set. nnnnnnnn

where every single “n” may be either a digit or a “_”, depending on whether the sector is actuated (if only digits are found, the system will be fully ON). The system status LED will blink. Press **TOTAL** to deactivate, or **EXIT** to leave (the system will be left in its previous state).

3. The following message will appear on the display:

St.Set. _ _ _ _ _

After a few seconds, the LED will go out and the message will disappear, to confirm that the system has been deactivated.

4. If the entered code is not enabled to operate on all the sectors, some sectors might be left ON: in this case, the LED will blink slowly, to indicate that partial actuation has been performed.

3.2.2 FULL DEACTIVATION THROUGH THE ELECTRONIC KEY OR THE TRANSPONDER KEY

Refer to paragraph 3.1.2 *FULL ACTUATION THROUGH THE electronic key oR TRANSPONDER KEY*.

3.2.3 PARTIAL DEACTIVATION THROUGH THE KEYBOARD

To partially deactivate the system through the keyboard, proceed as follows:

1. type in a valid code, then press **ENTER**.
2. The system status will appear on the display (the dashes will indicate the sectors, if any, that have not been actuated), and the system status LED will blink. Type in the numbers of the sectors to be deactivate: dashes will appear in place of the numbers on the display (if the number is not available, it will be displayed and the corresponding sector will be actuated). Confirm by pressing **ENTER**.
3. After a few seconds, the message will disappear and the LED will keep on blinking slowly, to confirm that the system has been deactivated.



Warning! If the entered code is not enabled to operate on all the sectors, deactivation will affect only the sectors correlated to the code.

3.2.4 PARTIAL DEACTIVATION THROUGH THE ELECTRONIC KEY OR TRANSPONDER KEY

Refer to paragraph 3.1.2 *FULL ACTUATION THROUGH THE electronic key oR TRANSPONDER KEY*.

3.2.5 DEACTIVATION UNDER THREAT (ANTI-ROBBERY)

The keyboard allows you to deactivate the antitheft system when you are being threatened by criminals and, in any case, send an alarm signal, too. To do this, you will just need to deactivate the system by means of the procedure described above, yet by using your own code with the last digit increased by one unit (e.g. 123456 will turn to 123457, and 132459 will turn to 132450).

The system will be normally deactivated; yet, if a correct code is not typed in within 30 seconds, all the outputs programmed as “Robbery” will be actuated, and alarm messages will be sent to all the telephone numbers correlated to the “Robbery” event (as far as the latter function is concerned, the control unit needs be equipped with a telephone communicator).

The event will not be recorded in the event memory file and will not stored.

3.2.6 ALARM BLOCK IN PROGRESS

When the control unit recognizes a correct code- either a keyboard, electronic key or transponder key code – it will interrupt all the alarm signals (e.g. sirens) that may be operating, except for the telephone communicator alarm signals.

To block the communicator calls (only in case of “Break-in” events), type in a valid code through the keyboard, then press **ENTER**. Any call in progress will be completed and all the subsequent calls will be cancelled.

To perform vocal call remote block, refer to paragraph 3.8.2 *VOCAL CALL BLOCK*.

3.2.7 ENTERING AN INVALID CODE

In the event that an invalid code is typed in four times in a row, the control unit will interpret this as an attempt at sabotage and will signal a tampering situation through the keyboards and the inserters. If you type in a wrong code

again (i.e. for the fifth time), the control unit will actuate all the alarm outputs set for tampering (including the telephone numbers, if any).

The wrong code count will be reset as soon as a correct code is typed in.

3.3 ENABLING

3.3.1 ACCESS CODE ENABLING

All the access codes (except for the Master and Installer ones) are disabled (factory setting). Enabling a user will involve carrying out two operations:

- correlating the sectors on which actions may be taken to a user (i.e. a user will be enabled if their code is recognized by the control unit, when at least one sector is correlated);
- assigning a descriptive name to the user.



Important! Always assign an uncoded name to the user: this will make identification easier, for instance in the event memory file.

To enable a user, proceed as follows:

1. type in the Master code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

User Code

Then confirm by pressing **ENTER**. The following message will appear on the display:

Inst. DISABLED

3. Press ▼ until the following message appears on the display:

U.:nn S:_____

where “nn” indicates the number of the user to be enabled. Press **ENTER**: letter “S” will start blinking.

4. Type in the digits that identify the sectors on which the user may operate: the corresponding numbers will appear in place of the dashes. To eliminate a sector entered by mistake, type in its number again. Press **ENTER** to confirm. Letter “S” will stop blinking.
5. Press ▼: the following message will appear on the display:

U.:nn N:.....

where “nn” indicates the user number. Press **ENTER**: the cursor will start blinking. Type in the descriptive name by means of the keyboard (refer to paragraph 2.2 *ENTERING ALPHANUMERIC CHARACTERS THROUGH THE keyboard*), then confirm by pressing **ENTER**.

6. Other users may be enabled by repeating the procedure, by starting from step 3, or press **EXIT** to leave the menu.

This procedure may also be used to modify the list of correlated sectors or the descriptive name of a previously enabled user.

3.3.2 USER CODE RESET

To reset the code of one single user by means of one single operation and resume the factory-set value for such code (predefine access code, no correlated sector and, therefore, user disabled, no descriptive name), proceed as follows:

1. type in the Master code and press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

User Code Menu

Then confirm by pressing **ENTER**. The following message will appear on the display:

Inst. DISABLED

3. Press ▼ until the following message appears on the display:

U.:nn Default ?!

where “nn” indicates the user name. Press **ENTER**.

4. The following message will appear on the display:

Are you sure??!

Press **ENTER** to confirm user code resetting (or press **ESC** to cancel the operation). **WARNING!** The user code reset operation is not reversible.

5. To reset the other user codes, repeat the procedure (by starting from step 3), or press **EXIT** to leave the menu.

3.3.3 ENABLING THE INSTALLER CODE

The Installer code is initially enabled, as factory setting, and will be automatically disabled every time the system is actuated (either partially or fully) through a user code or a key. Therefore, make sure that the code is enabled prior to accessing the Installer programming menu; otherwise, enable the code.

To enable the Installer code, proceed as follows:

1. type in the Master code and press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

User Code Menu

Then confirm by pressing **ENTER**.

3. If the following message appears on the display:

Inst. ENABLED

the code will be already enabled: press **EXIT** to leave the menu.

4. If the following message appears on the display:

Inst. DISABLED.

press **ENTER** and use button ▼ to select “ENABLED”. Confirm your choice by pressing **ENTER**, then leave the menu by pressing **EXIT**.

NOTE. In the event that the Installer code factory-set value is to be resumed, you will just need to select the «Inst. Default ?!» menu item and press **ENTER**. The «Are you sure?» message will appear: confirm by pressing **ENTER**.

3.3.4 TIME PROGRAMMER ENABLE

To enable the time programmer operation, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

DailyPlanner: NO

Then confirm by pressing **ENTER**.

3. Use button ▼ to select the following:

DailyPlanner: YS

Then confirm by pressing **ENTER**. The buzzer will beep twice, and the time programmer LED will come on.

4. Press **EXIT** to leave the menu.

NOTE. Time programmer command programming must be performed previously by the installer.

3.3.5 TIME PROGRAMMER DISABLE

To disable the time programmer operation, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

DailyPlanner: YS

Then confirm by pressing **ENTER**.

3. Use button ▼ to select the following:

DailyPlanner: NO

Then confirm by pressing **ENTER**. The buzzer will beep twice, and the time programmer LED will go out.

4. Press **EXIT** to leave the menu.

NOTE. This procedure will not erase the time programmer command programming previously performed by the installer: it will merely disable it.

3.3.6 RESPONDER ENABLE

The control unit is able to answer an incoming telephone call provided that the number of rings is set to a number other than 0. To enable the control unit to incoming calls, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Remote Cont.Prog

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

Answer Ring:00

(if "00" is not displayed, the responder will be already enabled). Press **ENTER**.

4. Use button ▼ to select the number of rings (3 to 15) after which the control unit will answer, then confirm your choice by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.
5. Press **EXIT** to leave the menu.

3.3.7 RESPONDER DISABLE

The control unit will not answer an incoming telephone call provided that the number of rings is set to 0. To disable the control unit to incoming calls, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Remote Cont.Prog

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

Answer Ring:nn

where "nn" indicates the number of rings set. Press **ENTER**.

4. Use button ▼ to select "00", then confirm your choice by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.
5. Press **EXIT** to leave the menu.

WARNING! When the responder is disabled, the control unit cannot be accessed remotely, nor through the modem or the telephone.

3.3.8 ENABLING REMOTE CONTROL THROUGH THE MODEM

To enable access to the control unit for remote control through the modem by FastLink software, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Remote Cont.Prog

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

(if "S" is in place of "N", remote control through the mode will already be enabled). Confirm by pressing **ENTER**.

4. Use button ▼ to select «Remote Cont. S», then confirm by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.
5. Press **EXIT** to leave the menu.

3.3.9 DISABLING REMOTE CONTROL THROUGH THE MODEM

To disable access to the control unit for remote control through the modem by FastLink software, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Remote Cont.Prog

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

(if "N" is in place of "S", remote control through the mode will already be disabled). Confirm by pressing **ENTER**.

4. Use button ▼ to select «Remote Cont. N», then confirm by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.
5. Press **EXIT** to leave the menu.

3.3.10 ENABLING REMOTE CONTROL THROUGH THE TELEPHONE

To allow the Master user to access the control unit and manage the same remotely through the telephone (refer to paragraph 3.9 *Remote control user*), proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Prg.Remote control

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

TEL Access N

(if "S" is in place of "N", remote control through the telephone will already be disabled). Confirm by pressing **ENTER**.

4. Use button ▼ to select «TEL Access S», then confirm by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.

5. Press **EXIT** to leave the menu.

3.3.11 DISABLING REMOTE CONTROL THROUGH THE TELEPHONE

To prevent the Master user from accessing the control unit and managing the same remotely through the telephone (refer to paragraph 3.9 *Remote control user*), proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Prg.Remote control

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

TEL Access S

(if “N” is in place of “S”, remote control through the telephone will already be disabled). Confirm by pressing **ENTER**.

4. Use button ▼ to select «TEL Access N», then confirm by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.
5. Press **EXIT** to leave the menu.

3.3.12 ENABLING SECTOR DEACTIVATION THROUGH REMOTE CONTROL

To allow the sectors to be deactivated remotely, both by means of the FastLink software and the remote control user (refer to paragraph 3.9 *Remote control user*), proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Prg.Remote control

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

Remote Unset? N

(if “S” is in place of “N”, remote control deactivation will already be enabled). Confirm by pressing **ENTER**.

4. Use button ▼ to select «Remote Unset? S», then confirm by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.
5. Press **EXIT** to leave the menu.

3.3.13 DISABLING SECTOR DEACTIVATION THROUGH REMOTE CONTROL

To prevent the sectors from being deactivated remotely, both by means of the FastLink software and the remote control user (refer to paragraph 3.9 *Remote control user*), proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Prg.Remote control

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

Remote Unset? S

(if “N” is in place of “S”, remote control deactivation will already be enabled). Confirm by pressing **ENTER**.

4. Use button ▼ to select «Remote Unset? N», then confirm by pressing **ENTER**. The buzzer will beep twice, and the operation will be stored in the event memory file.
5. Press **EXIT** to leave the menu.



Warning! The sectors may still be actuated remotely, both through the FastLink software and the telephone, even when deactivation is disabled.

3.3.14 KEY ENABLE

To enable a key (previously acquired and configured), proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Read New Key

Use button ▼ to select the following menu:

Prog.Keys Param.

Then press **ENTER** to confirm. The following message will appear on the display:

KEY 01 :xxxxxx

where “xxxxxx” indicates the status (“ON” o “DISABL.”) of key 1.

4. Use button ▼ to select the key to be disabled, then press **ENTER** to confirm your choice.

5. Letter “K” will blink, and the sectors correlated to the key will be shown on the display.

KEY nn : _____

where “nn” indicates the key number.

6. Use button ▼ to make the following menu appear again:

KEY nn : OFF

Then press **ENTER** to confirm.

7. Use button ▼ to select «KEY nn: ON», then confirm your choice by pressing **ENTER**.
8. Press **ESC** several times to exit the menu.

3.3.15 KEY DISABLE

To disable a key (a disabled key cannot be used in the system, yet the control unit keeps such key into its memory with all of its properties), proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Read New Key

Use button ▼ to select the following menu:

Prog.Keys Param.

Then press **ENTER** to confirm. The following message will appear on the display:

KEY 01 :xxxxxx

where “xxxxxx” indicates the key 1 status.

4. Use button ▼ to select the key to be disabled, then press **ENTER** to confirm your choice.
5. Letter “K” will blink, and the sectors correlated to the key will be shown on the display.

KEY nn : _____

where “nn” indicates the key number.

6. Use button ▼ to make the following menu appear again:

KEY nn: ON

Then press **ENTER** to confirm.

7. Use button ▼ to select «KEY nn: OFF», then confirm your choice by pressing **ENTER**.
8. Press **ESC** several times to exit the menu.

3.3.16 CALL-BACK ENABLE

The “Call-back” function allows the MP120 control unit to end (in case of remote control call reception) the received call and dial again the number that has been set as caller. Possible call-back modes include:

- **A**, i.e. the control unit will call back the first number of the “Modem” type stored among the programmed numbers;
- **B**, i.e., the control unit will call back the specific telephone number sent by Fast-Link.

By enabling this function, the telephone connection costs will be charged to the owner of the MP120 control unit (they will not be charged to the remote control centre, thus simplifying cost calculation). In the event that the call-back mode referred to as “A” above is set, the connection will feature one further safety characteristic, since the connection can be made only with a defined, pre-programmed telephone number.

To set the “Call-back” function, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Prg.Remote control

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

Call Back - 0 -

Confirm by pressing **ENTER**.

4. Use button ▼ to select mode “A” or “B”, then press **ENTER** to confirm.
5. Press **ESC** several times to exit the menu.

3.3.17 CALL-BACK DISABLE

To disable the “Call-back” function, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Prg.Remote control

Then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Remote Cont. S

Press ▼ until the following message appears on the display:

Call Back - x -

where “x” may refer to “A” or “B”. Confirm by pressing **ENTER**.

4. Use button ▼ to select mode “0”, then press **ENTER** to confirm.
5. Press **ESC** several times to exit the menu.

3.4 MODIFYING THE ACCESS CODE

Warning! If you are modifying the Master code through the “Master” menu, press **ENTER** to confirm and then go right on to step 3 of the procedure.

Each user may change the received access code with another code of their own choice. To modify an access code, proceed as follows:

1. type in the access code to be modified, then press **ENTER** to confirm.
2. Press **C****. The following message will appear on the display:

Enter New Code

3. Type in the new access code, the length of which shall be 3 to 7 digits, then press **ENTER** to confirm. The new code shall start with the same initial digit as the previous code (e.g. if the previous code is 333333, the new code shall be 3...). Each entered digit is represented by an asterisk on the display.
4. The following message will appear on the display:

Reenter New Cod.

- Type in the new code again for checking, then press **ENTER** to confirm.
5. If the two entered codes match each other, the new code will replace the older one, and the buzzer will beep twice to confirm that the operation has been carried out successfully. Otherwise, an error signal will be emitted, and the procedure will be exited.
 6. Press **ESC** to leave the procedure.

3.5 DATE CHANGE

To modify the data, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

SetDATE dd-mm-yy

where “dd-mm-yy” indicates the date currently stored in the memory, then confirm by pressing **ENTER**.

3. The following message will appear on the display:

SetDATE dd-mm-yy

4. Type in the new date in the day-month-year form, by using two digits for each value to be entered (the last two digits represent the year; if either the day or month consist of only one digit, the latter shall be preceded by “0”, e.g. “05”), then press **ENTER** to confirm. If the date is valid, the buzzer will beep twice and the date will be stored. Otherwise, the beep sound will be longer and the display will show «SetDATE dd-mm-yy» again.
5. Press **EXIT** to leave the procedure.

3.6 TIME CHANGE

To modify the time, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ▼ until the following message appears on the display:

Set TIME hh:mm

where “hh-mm” indicates the time currently stored in the memory, then confirm by pressing **ENTER**.

3. The following message will appear on the display:

Set TIME hh:mm

4. Type in the new date in the hour-minute form, by using two digits for each value to be entered, then press **ENTER** to confirm. If the time is valid, the buzzer will beep twice and the time will be stored. Otherwise, the beep sound will be longer and the display will show «Set TIME hh:mm» again.
5. Press **EXIT** to leave the procedure.

3.7 EVENT MEMORY READING

The MP120 control unit stores in its memory the latest 250 events occurred. The following information is stored for each event: sequence number (the lower the number, the more recent the event), type of event, name of concerned input (if applicable), event description (if applicable), event date and time.

3.7.1 REFERRING TO THE EVENT MEMORY

To refer to the event memory file, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Confirm by pressing **ENTER**.

3. The most recent event will appear on the display:

0 0 1 xxxxxxxxxxxx

where “xxxxxxxxxxx” represents the short description of the event. Use buttons ▼ and ► to select the other events.

4. Press **ENTER** to refer to the event-specific events.
5. Press **ENTER** to know the event date and time.
6. By pressing **ENTER** again, you will go back to the short event description.
7. Press **EXIT** to leave the menu.

3.7.2 INTERPRETING THE EVENT DATA

Below are the meanings of the messages that appear on the display:

Message	Details	Description
ALL xxxx		Alarm, where “xxxx” indicates the input name
	Alarm Input nn	Break-in attempt alarm, input “nn”
	PANIC Input nn	Panic alarm (robbery or assault), input “nn”
TEC xxx		Technological alarm
	Tecnol. Input nn	Technological alarm, input “nn”
FIR xxxx		Fire alarm
	Fire Input nn	Fire alarm, input “nn”
ESC xxxx		“xxxx” input exclusion
	unn Yyyyy lcc	User performing the exclusion: “nn” is the user identifying number, “Yyyy” is the uncoded description (Installer or Master), and “cc” is the excluded input identification code
	SelfExclus. lcc	Self-exclusion of the input the identification code of which is “cc”

INC xxxx		"xxxx" input inclusion
	unn Yyyyy Zcc	User performing the inclusion: "nn" is the user identifying number, "Yyyy" is the uncoded description (Installer or Master), and "cc" is the excluded input identification code
	SelfInclus. Zcc	Self-inclusion of the input the identification code of which is "cc"
MAN xxxx		Tampering with tamper opening, input "xxxx"
	Tamper Input nn	"nn" input tamper actuated
	Cont.Unit Tamper	Control unit tamper actuated (attempt at opening or removing)
	24H control unit	Device tamper actuated on control unit 24-h input
	Wrong KP code	A wrong code has been entered four times in a row through the keyboard
	Wrong DK code	Use of an electronic key or transponder key with unknown code has been attempted
	Telephone line	Telephone line missing
	Tamper Expans. n	Expansion "n" tamper actuated
	24H Expansion n	Device tamper actuated on expansion "n" 24-h input
	Tamper Keyboard n	Keyboard "n" tamper actuated (attempt at opening or removing)
	Bus Inserter n	Inserter "n" has been disconnected from the bus (or an inserter not found in the system configuration has been added)
	Bus Keyboard n	Keyboard "n" has been disconnected from the bus (or a keyboard not found in the system configuration has been added)
	Bus Expansion n	Expansion "n" has been disconnected from the bus (or an expansion not found in the system configuration has been added)
BATT. FAILURE		Control unit booster battery failure
	LOW BATTERY	Control unit booster battery low
	BATTERY CHARGED	Control unit booster battery charged
FUSE FAILURE		
	EXP. "n" FUSE	Fuse blown in expansion "n"
NETWORK FAILURE		
	CONTROL UNIT NETWORK MISSING	No mains supply (230 V~) in the control unit
	EXPAN. "n" NETWORK MISSING	No mains supply (230 V~) in expansion "n" (in case of self-contained power supply)
	NETWORK RETURN	Mains supply (230 V~) return in the control unit and expansions. The event is recorded in the event memory file after the mains supply has been available for 30 minutes in a row, both in the control unit and the expansions
AUX. "n" FAILURE		Auxiliary input "n" failure
	EXP "n" Aux. Input	Expansion "n" auxiliary input failure
FAILURE		
	NO CONT. UNIT INPUT SUPPLY	No power supply to control unit terminals "S"
	NO OUTPUT POWER	No power supply to control unit outputs +SIR –SIR
	NO SERIAL INPUT POWER	No bus power supply
	Poor exp. "n" power supply	Poor expansion "n" power supply
	Input "n" FAILURE	Expansion "n" input failure
	TEL. LINE TAMPERING	Telephone line failure

I/D _ _ _ _ _		Status change (actuation and deactivation); “_” indicates a sector OFF, whereas a digit indicates a sector ON. The sector status shown is the final one.
	u nn xxxx	Status change made through the keyboard by user “nn”, named “xxxx”
	Mechanic key	Status change made through the mechanic key
	KEY:nn xxxx	Status change made through key “nn”, named “xxxx”
	Daily Planner	Status change made by the time programmer
	ON/OFF remotely	Status change made remotely, through the telephone or remote control
IN : K : 05		Status change with specialized control unit input “KEY”
Set Time		Control unit time change
	unn xxxx	User making the time change: “nn” is the number identifying the user, “xxxx” is the respective uncoded description (Installer or Master)
Set Date		Control unit date change
	unn xxxx	User making the date change: “nn” is the number identifying the user, “xxxx” is the respective uncoded description (Installer or Master)
SYS SelfTest	Cyclic call	Automatic system event, self-test cyclic call
SYS CallBack	Centre call	Automatic system event, remote surveillance centre call-back from the control unit
SYS Start TLG	Remote control start	Automatic system event, remote control starting
SYS End TLG	Remote control end	Automatic system event, remote control ending (appears only if carried out remotely)
Daily Planner ON		Time programmer actuation
Daily Planner OFF		Time programmer deactivation
unn Start TST	Input test start	Input test starting
unn End TST	Input test end	Input test ending

Refer to paragraph **Errore. L'origine riferimento non è stata trovata.** for the input identification codes.

3.7.3 ADDITIONAL INFORMATION FROM THE LEDS

When the event memory file is referred to, the keyboard LEDs will show the state in which the system was at the time when the stored event being displayed occurred (refer to paragraph 1.1 Keyboard for LED behaviour).

The break-in, panic, technological and fire alarms will cause the alarm memory LED to light up.

Tampering will cause only the tampering alarm LED to light up: if the latter LED lights up together with the Open Input LED, detector tamper tampering will be under way.

3.8 TELEPHONE COMMUNICATOR

3.8.1 PROGRAMMING A TELEPHONE NUMBER

To modify a vocal telephone number, proceed as follows:

1. type in the Master code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Press ►: the following message will appear on the display:

Phone Number PRG

Press **ENTER** to confirm.

3. The first telephone number will appear on the display:

Tx: nnnnnnnn

where “Tx” indicates the first vocal telephone number, and “nnnnnnnn” indicates the previously stored telephone number (if any).

4. Press, if necessary, ▼ to select another memory location for the vocal telephone numbers, then press **ENTER** to confirm.
5. The existing number, if any, will be deleted on the display:

Tx: _____

and the cursor will start blinking on the first location. Type in the telephone number, which may be up to 23 digits long. To delete a digit, press ▼; to enter a 2 seconds' pause, press C (a comma will appear on the display: to extend the pause, press C several times. Each comma corresponds to 2 seconds, and the pauses will fall within the count of the 23 digits). If the number is longer than 13 digits, the exceeding digits will be displayed as «>nnn ». When the entry has been completed, confirm the number by pressing **ENTER** (if you press **ENTER** without typing in any digit, the previously stored telephone number will be deleted).

6. If you wish to enter other telephone numbers, repeat the procedure by starting from step 4, or leave the menu by pressing **EXIT**.

3.8.2 VOCAL CALL BLOCK

To remotely block the vocal telephone calls, type in, at the end of the vocal message, “12” on the telephone that is receiving the call, immediately after two beeps in a row are received.

The receiving telephone shall use the DTMF tones to dial code “12”.

3.9 REMOTE CONTROL USER



WARNING! User remote control is possible only if the control unit is equipped with the PSTNO interface.

Remote control shall be enabled - see § 3.3.10.

User remote control allows the Master user to remotely interact with the control unit through a telephone with DTMF tones. The following actions may be taken:

- actuate and deactivate, either fully or partially, the alarm sectors;
- actuate and deactivate PO-type outputs;
- interrogating the system about its own status.

In the event that an alarm event occurs during remote control, the MP120 control unit will interrupt remote control communication to send out the programmed telephone alarms.

To enable remote control, refer to paragraphs 3.3.10 *ENABLING REMOTE CONTROL THROUGH THE TELEPHONE* and 3.3.12 *ENABLING SECTOR DEACTIVATION THROUGH remotE CONTROL*.

3.9.1 REMOTE CONTROL PROCEDURE

To actuate a remote control session, proceed as follows:

Step	User	MP120 control unit
1	Dial the telephone number to which the control unit is connected (if an answering machine is available on the line, make the connection by following the procedure described in paragraph 3.9.2 bypass answer)	
2		When it receives the call, it will respond by beeping twice
3	Type in the Master code (followed by “#”) on the telephone	
4		It will emit a high beep if the code is right (go to step 7) or a low beep if the code is wrong (go to step 5)
5	If you receive the “wrong code” beep, enter the code again, followed by “#”	
6		It will emit a high beep if the code is right (go to step 7) or a low beep if the code is wrong (go to step 5); after a wrong code is entered for the third time in a row, it will disable the remote control function for 15 minutes
7	Type in the command within 30 seconds, in the format shown in the table below	
8		It will emit a high beep if the command is recognized, or a low beep if the command is not recognized (with the “System status” command, pre-recorded messages will be heard, too)
9	Type in a new command, or end communication by entering * #.	



NOTE. You may send as many commands as you wish during a remote control session, provided that the interval between two sending instances does not exceed 30 seconds.

Command	Format	Description
System status request	0 #	The control unit will respond by using pre-recorded alarm messages (see paragraph Errore. L'origine riferimento non è stata trovata.). Below is the information provided: <ul style="list-style-type: none"> • system status (ON/OFF) • mains supply 230 V~ (available/not available) • battery status (charged/low). The control unit will also send the “System failure”, “Stored break-in alarm” and “Stored tampering alarm” messages if such events occur.
Full system actuation	3 0 1	
Sector actuation	3 n 1	“n” indicates the number (1-8) of the sector to be actuated
Full system deactivation	3 0 0	
Sector deactivation	3 n 0	“n” indicates the number (1-8) of the sector to be deactivated
Output actuation	5 nn 1	“nn” indicates the 2-digit code (including the initial 0, if any) that identifies the output to be actuated
Output deactivation	5 nn 0	“nn” indicates the 2-digit code (including the initial 0, if any) that identifies the output to be deactivated

3.9.2 BYPASS ANSWER

If an answering machine is available on the telephone line used by the control unit, a higher number of answering rings than the one set for the answering machine shall be programmed in the control unit. Moreover, the "Jump" function shall be enabled (refer to paragraph **Errore. L'origine riferimento non è stata trovata.**).

In this case, you may get connected to the control unit and perform remote control as follows:

1. call the telephone number of the line to which both the control unit and the answering machine are connected.
2. Wait for the third answering ring.
3. End communication.
4. Allow 5 seconds to elapse, then call back the telephone number: after the first ring, the MP120 control unit will answer the incoming call. **WARNING!** The wait time before calling back shall not exceed 30 seconds; otherwise, the procedure shall be repeated starting from step 1.
5. Perform remote control as described in paragraph 3.9.1 *remote control*.

3.10 POSTPONING AUTOMATIC SYSTEM ACTUATION

During pre-actuation, i.e. during the 5 minutes preceding the automatic actuation of the antitheft system by the time programmer, such actuation may be postponed by 1 hour **ONLY ONCE**. The pre-actuation time will be signalled by the keyboards through the buzzer sound, the P.O. LED blinking, and the «Pre-actuation» message appearing on the display. During this phase, the outputs programmed as "Pre-actuation" will be actuated too.

To postpone, i.e. delay, the automatic actuation of the antitheft system, type in a user code through the keyboard during the pre-actuation time.

3.11 KEYS



Warning! To be able to use the DK20 electronic keys, at least one DK2000M inserter (or one DK3000M inserter, for transponder keys DK30) shall be available in the system.

3.11.1 PROGRAMMING NEW KEYS

Prior to using an electronic key or transponder key, the latter shall be acquired, i.e. a unique code shall, if necessary, be generated and stored in the control unit memory.

To acquire a new key, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Read New Key

Press **ENTER** to confirm.

4. The following message will appear on the display:

Insert Key

The system status LED for all the available inserters will blink slowly.

Procedure by means of electronic key



- Put the key to be programmed into an inserter (if the key has a code previously stored in the control unit, the «KEY already mem.» message will appear on the display. The control unit will randomly generate a new code and write it into the key; then it will read it again. If the code matches, it will be validated by the control unit, and the following message will appear on the display after approximately 3 seconds:

KEY nn:

where “nn” indicates the first free key address. The system status LED will blink fast.

- Take out the programmed key and repeat the procedure starting from step 4 if you wish to program other keys, or press **ESC** several times to exit the menu.

Procedure by means of transponder key



Move the transponder key near an inserter transponder: the control unit will recognize that the code is valid even though it does not match with the programmed one, and will then store the unique factory-set key code. The following message will appear on the display after approximately 3 seconds:

KEY nn:

where “nn” indicates the first free key address. The system status LED will blink fast.

Repeat the procedure starting from step 4 if you wish to program other keys, or press **ESC** several times to exit the menu.

3.11.2 ACQUIRING EXISTING KEYS

One single electronic key (or transponder key) may be used with two separate and compatible systems (e.g. home and office systems). To allow the control unit to recognize the code of a key previously programmed in another system, proceed as follows:

- type in the Master code or the Installer code, then press **ENTER** twice.
- The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

- The following message will appear on the display:

Read New Key

Use button ▼ to select the following menu:

Read Key Code

Then press **ENTER** to confirm.

- The following message will appear on the display
-

Insert KEY n°n

where **n** indicates the new free location that will be occupied by the key. The system status LED for all the available inserters will blink slowly.

- Put the key to be programmed into an inserter (or keep the transponder key near an inserter transponder for 3 seconds). The keyboard buzzer will beep twice to confirm that acquisition has been carried out successfully, and the system status LED will blink fast.
- Take out the key and repeat the procedure by starting from step 4 if you wish to acquire other keys, or press **ESC** several times to exit the menu.

This procedure may be used to acquire the transponder keys even though they are not used in any other system (transponder keys are delivered from the factory with a unique code stored).

If a previously recognized key is moved near, the "KEY ALREADY MEM." message will appear and the buzzer will be heard.

3.11.3 KEY SPECIALIZATION

After a key is acquired, it shall be configured in order to:

- assign the operative sectors to the key;
- provide the key with a descriptive name. NOTE. Always assign an uncoded name to the key: this will allow the key to be identified more immediately, e.g. in the event memory file.

This procedure may be performed even if the key to be specialized is not available.

To specialize a key, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Read New Key

Use button ▼ to select the following menu:

Prog.Key Param.

Then press **ENTER** to confirm. The following message will appear on the display:

KEY 01 : ON

4. Use button ▼ to select the key to be specialized, then press **ENTER** to confirm your choice.
5. Letter "K" will blink, and the sectors correlated to the key will appear on the display.

KEY nn : _____

where "nn" indicates the key number.

To modify the list, press **ENTER**, type in the numbers of the sectors to be correlated (if the number is already displayed, it will be deleted), then press **ENTER** to confirm.

6. Press ▼. The following message will appear on the display:

KEY nn : _____

where "nn" indicates the key number. To modify the name, press **ENTER** and use the keyboard to type in the new name (max. length: 8 characters; to enter characters through the keyboard, refer to paragraph 2.2 *ENTERING ALPHANUMERIC CHARACTERS THROUGH THE keyboard*). Then, press **ENTER** to confirm.

7. Repeat the procedure by starting from step 4 if you wish to configure other keys, or press **ESC** several times to exit the menu.

3.11.4 KEY CHECK

It allows you to check the name assigned to a key and the sectors on which the key has been enabled to operate. To check a key, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Read New Key

Use button ▼ to select the following menu:

Key Verification

Then press **ENTER** to confirm. The following message will appear on the display:

Insert Key

The system status LED of all the inserters will start blinking slowly.

4. Insert the key into an inserter (or move the transponder key near an inserter transponder). The display will alternately show the following:
 - key number and name;
 - key number and correlated sectors.If the key code does not correspond to any of the stored codes, all the inserter LEDs will blink fast, and the «Unknown key!» message will appear on the display.
5. Repeat the procedure by starting from step 4 to check other keys, or press **ESC** several times to exit the menu.

3.11.5 ERASING ALL KEYS

To erase all the stored keys from the control unit, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Read New key

Use button ▼ to select the following menu:

Delete All Keys?

Then press **ENTER** to confirm.

4. The following message will appear on the display:

Are you sure??!

- Press **ENTER** to confirm deleting or **ESC** if you do not wish to delete the keys.
5. Press **ESC** several times to exit the menu.

3.11.6 ERASING ONE SINGLE KEY

To erase one single key from the control unit, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Key Programming

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Read New Key

Use button ▼ to select the following menu:

Prog. All Key Param.

Then press **ENTER** to confirm. The following message will appear on the display:

KEY 01 :ON

4. Use button ▼ to select the key to be deleted, then press **ENTER** to confirm your choice.
5. Letter “K” will blink, and all the sectors correlated to the key will appear on the display. Use button ▼ to select the following menu:

Delete Key nn

where “nn” indicates the key number, then press **ENTER** to confirm.

6. The following message will appear on the display:


Are you sure??!

Press **ENTER** to confirm deleting, or press **ESC** if you do not wish to delete the key.


7. Press **ESC** several times to exit the menu.

3.12 INPUT EXCLUSION AND INCLUSION

Under certain circumstances, it may be necessary to temporarily exclude an input from the system, e.g. to carry out a test or because the connected detector is broken and signals a false alarm.

 **Warning!** In case of dual-balancing connection, the opening of an excluded circuit tamper will generate no alarm, yet it will in any case be recorded in the event memory file.

3.12.1 INPUT EXCLUSION

 **Warning!** Any type of input may be excluded (break-in, fire, panic, technological), except for the ones programmed as “Key”.

To exclude an input, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Input Exclusion

Then press **ENTER** to confirm.


3. The following message will appear on the display:

Inn INC xxxxxxxx

where “nn” indicates the input code, and “xxxxxxx” indicates the respective descriptive name (if any).

Use button ▼ to select the desired input, then press **ENTER** to confirm.

4. Use button ▼ to select input exclusion (ESC), then press **ENTER** to confirm your choice.
5. Repeat the procedure by starting from step 3 to exclude another input, or press **ESC** several times to exit the menu.

The presence of disconnected inputs in the system is signalled on the keyboard by the red LED  blinking.

3.12.2 INPUT INCLUSION

To include an input, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Input Inclusion

Then press **ENTER** to confirm.

3. The following message will appear on the display:

Inn ESC xxxxxxxx

where “nn” indicates the input code, and “xxxxxxx” indicates the respective descriptive name (if any). If the «All Inputs Incl.» message appears, no input will be excluded.

Use button ▼ to select the desired excluded input, then press **ENTER** to confirm.

4. Use button ▼ to select input inclusion (INC), then press **ENTER** to confirm your choice.
5. Repeat the procedure by starting from step 3 to include another input, or press **ESC** several times to exit the menu.

The absence of disconnected inputs in the system is signalled by the keyboard red LED  OFF.

3.13 PERIODICAL TESTS

It is recommended that you check correct operation of the antitheft system at regular intervals. Refer to the procedures described below to check perfect operation of each system element.



Important!: Test the MP120 system prior to any prolonged absence, e.g. prior to leaving on summer holidays.

3.13.1 INPUT TEST

To check correct operation of the inputs, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Input Test

Then press **ENTER** to confirm. The keyboard system status LED will start blinking.

3. Browse all the environments by actuating all the system detectors (e.g. by passing in front of volumetric detectors and opening the doors with magnetic contacts). Every time a detector is actuated, the keyboard buzzer will ring, and the number and name of the input in alarm condition will appear on the display.
4. Press **ESC** several times to exit the menu.

You may verify whether all the inputs have signalled an alarm with the displaying of the alarms stored (refer to paragraph 1.4.1 *stored break-in alarm displaying*). If any input (about whose actuation you are sure) has not signalled the alarm, this may be due to the following:

- the detector is broken;
- the 4 minutes' timeout has elapsed, and the test procedure has been interrupted automatically (every time an input is actuated, the timeout will be reset to 4 minutes).

Excluded inputs are stored, yet they will generate no acoustic signals.

3.13.2 OUTPUT TEST

To check correct operation of the outputs, proceed as follows:

1. type in the Master code or the Installer code, then press **ENTER** twice.
2. The following message will appear on the display:

Event Memory

Use button ▼ to select the following menu:

Output Test

Then press **ENTER** to confirm. The keyboard system status LED will start blinking.

3. Press **ENTER**: all the outputs (control unit and expansions) will be actuated for 5 minutes. To deactivate the output prior to 5 seconds, press **ENTER** again.
4. Press **ESC** several times to exit the menu.

4 – PROGRAMMING SUMMARIZING TABLES

4.1 USERS

	Number	Name	Enabled / Disabled	Related sectors	Code
Installer	0				
Master	1				
User 2	2				
User 3	3				
User 4	4				
User 5	5				
User 6	6				
User 7	7				
User 8	8				

4.2 MAIN PARAMETERS

Parameter	Seconds
Alarm time (break-in, tampering, panic, with relay)	
Input time	
Output time	Input time + 10
No mains supply	
Alarm count	

4.3 CENTRAL INPUTS

Address	Name	Type (NC, SB, DB)	Specialization*	Correlation to sectors	Chime
01					
02					
03					
04					
05					
06					
07					
08					

* Not used, Instant break-in, Delayed break-in, Final exit break-in, Robbery, Panic, Technological, Fire, Key.

4.4 CENTRAL OUTPUTS

Address	Name	Specialization														
		Break-in	Tampering	Robbery	Panic	Technological	Fire	Chime	Failure	Battery	Network	Reset	Tel. line status	Buzzer	TC	System status
01		■	■	'	■	'		'	'	'	'	'	'	'	'	'
02																
03																
04																
05																

4.5 EXPANSION INPUTS

EXPANSION 1					
Address	Name	Type (NC, SB, DB)	Specialization*	Correlation to sectors	Chime
11					
12					
13					
14					
15					
16					
17					
18					
1A			**		

EXPANSION 2					
Address	Name	Type (NC, SB, DB)	Specialization*	Correlation to sectors	Chime
21					
22					
23					
24					
25					
26					
27					
28					
2A			**		

EXPANSION 3					
Address	Name	Type (NC, SB, DB)	Specialization*	Correlation to sectors	Chime
31					
32					
33					
34					
35					
36					
37					
38					
3A			**		

EXPANSION 4					
Address	Name	Type (NC, SB, DB)	Specialization*	Correlation to sectors	Chime
41					
42					
43					
44					
45					
46					
47					
08					
4A			**		

* Not used, Instant break-in, Delayed break-in, Final exit break-in, Robbery, Panic, Technological, Fire.

** only Failure or lack of 230 V~ network.

4.6 EXPANSION OUTPUTS

	Address	Name	Specialization															
			Break-in	Tampering	Robbery	Panic	Technological	Fire	Chime	Failure	Battery	Network	Reset	Tel. line status	Buzzer	Sector TC	System status	Open input
Exp. 1	11																	
	12																	
	13																	
	14																	
Exp. 2	21																	
	22																	
	23																	
	24																	
Exp. 3	31																	
	32																	
	33																	
	34																	
Exp. 4	41																	
	42																	
	43																	
	44																	

4.7 INSERTER AND KEYBOARD INPUTS

Device	Address	Name	Specialization*	Correlation to sectors	Chime
Inserter 1	A1				
	A2				
Inserter 2	A3				
	A4				
Inserter 3	A5				
	A6				
Inserter 4	A7				
	A8				
Keyboard 1	B1				
	B2				
Keyboard 2	B3				
	B4				
Keyboard 3	B5				
	B6				
Keyboard 4	B7				
	B8				

* Not used, Instant break-in, Delayed break-in, Final exit break-in, Robbery, Panic, Technological, Fire.

4.8 AREA-SECTOR CORRELATION

	Name	Inserter 1			Inserter 2			Inserter 3			Inserter 4		
		A1	A2	A3	A1	A2	A3	A1	A2	A3	A1	A2	A3
Sector 1													
Sector 2													
Sector 3													
Sector 4													
Sector 5													
Sector 6													
Sector 7													
Sector 8													

4.9 TELEPHONE COMMUNICATOR

Address		T1	T2	T3	T4	T5	T6
Telephone number							
Type of sending (vocal/numeric protocol used)							
Event	Break-in						
	Break-in end						
	Tampering						
	Technological						
	Fire						
	Silent panic						
	Rescue						
	System ON						
	System OFF						
	Maintenance						
	Input Esc/Inc						
	Low battery						
	Lack of network						
	Network return						

4.10 TIME PROGRAMMER

Day	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Table							

TABLE 1							
Command						h. : min.	Concerned sectors / outputs
No.	Actuation	Deactivation	Output act.	Output deact.	OFF		
1						:	
2						:	
3						:	
4						:	
5						:	
6						:	
7						:	
8						:	

TABLE 2							
Command						h. : min.	Concerned sectors / outputs
No.	Actuation	Deactivation	Output act.	Output deact.	OFF		
1						:	
2						:	
3						:	
4						:	
5						:	
6						:	
7						:	
8						:	

TABLE 3							
Command						h. : min.	Concerned sectors / outputs
No.	Actuation	Deactivation	Output act.	Output deact.	OFF		
1						:	
2						:	
3						:	
4						:	
5						:	
6						:	
7						:	
8						:	

TABLE 4							
Command						h. : min.	Concerned sectors / outputs
No.	Actuation	Deactivation	Output act.	Output deact.	OFF		
1						:	
2						:	
3						:	
4						:	
5						:	
6						:	
7						:	
8						:	

ELKRON



ELKRON S.p.A.
Via G. Carducci, 3 – 10092 Beinasco (TO) – ITALY
Tel. +39 (0)11.3986711 – Fax +39 (0)11.3499434
www.elkrono.it – e-mail: info@elkrono.it

