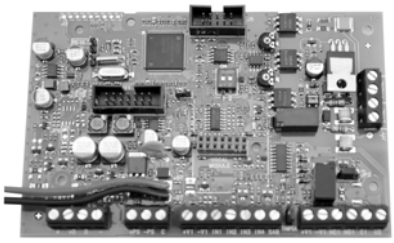
GB

MP504TG

Remote management alarm control panel



User Manual

CE

ELKRON

DS80MP1J-007 LBT80689

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PREFACE

STANDARDS USED IN THIS MANUAL

For the sake of clarity, the following conventional standards are used throughout this manual:

For example **120 OK** means “enter 120 and then press the OK key”.

▲, ►, ▼ and ◄ indicate the corresponding navigation arrow keys on the keypad.

Finally, take care of the following symbols:

This symbol indicates an important warning.

This symbol indicates an suggestion.

STAY – AWAY MODE

The two arming modes of the system are:

- **STAY Mode: The system is partially armed, it is useful, for example, when you only want to arm the external perimeter part. In this case, only persons inside the coverage area of the system are permitted.**

- **AWAY Mode: The system is totally armed, which means that both the external perimeter part and all other foreseen internal protections are armed. A presence detected anywhere in the coverage area of the system will generate an alarm.**

For details about the arming/disarming modes of the system, see sections 4.1, 4.2 and 4.3.

NAVIGATION THROUGH MENUS

MP504 system provides for 4 menus:

- **Technical menu** which can be accessed by entering ***Technical Code*** (default 0000) **OK** **MENU**
  this menu is dedicated to system installer.
- **Master menu** which can be accessed by entering ***Master Code*** (default 1111) **OK** **MENU**
  this menu is dedicated to system main user and described in User Manual.
- **User menu** which can be accessed by entering a ***User Code*** (es. default 0020) **OK** **MENU**
  this menu is dedicated to system users and described in User Manual.
- **Free access menu** which can be accessed by directly entering **MENU**
  from this menu, some information on system status can be achieved.

The menus are organised in a tree-like structure, that is with more or less deep submenus including more items.
Typically, on display 1st line, the item appears of menu being used and, on display 2nd line, the submenu items of the menu.

As an example:

```
EVENT LOG
READ EVENT LOG
```

To scroll through menu items, use vertical scrolling keys ▲ and ▼
To access a submenu, press **OK**
To confirm a choice within a menu, press **OK** otherwise press **ESC**
To go back by one level, press **ESC**
To quit a menu, press **ESC** more times

If no key is pressed, after one minute the system automatically exits the menu.

Pressing any key is signalled by a short *beep* sound.
E.g. valid code confirmation is signalled by *beep-beep!*.
Entering a parameter which is wrong, e.g. owing to a not valid code, is signalled by a low tone.

The displaying of the STAY and AWAY mode status and of their assignations to other functions during programming is graphical.

Example:

On display 2nd line, graphic symbols appear matching digits 1 and 2 present on the mask:
the symbol near number 1 (left) relates to STAY mode;
the symbol near number 2 (right) relates to AWAY mode;

The meaning during programming is:

- □ = STAY or AWAY mode is not assigned to the function
- ■ = STAY or AWAY mode is assigned to the function

The meaning during use is:

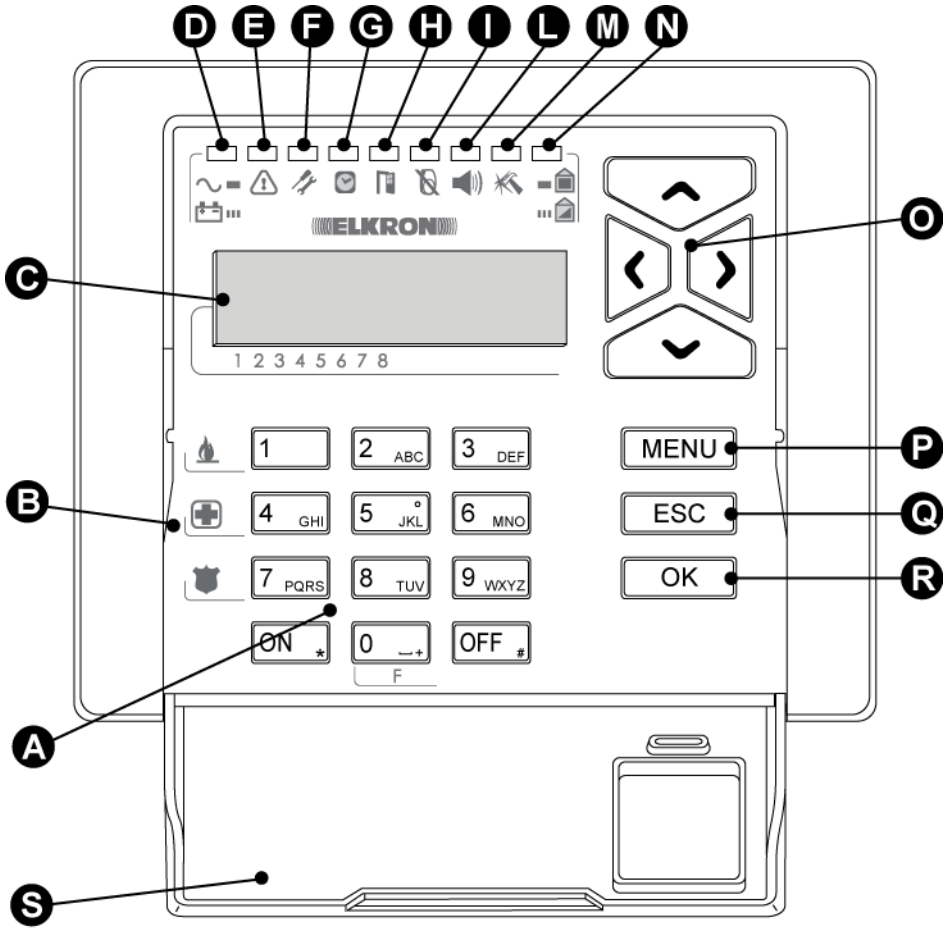
- □ = STAY or AWAY mode is disarmed
- 0 = STAY or AWAY mode is disarmed with one or more open inputs
- ■ = the mode is armed

In the first line, the STAY or AWAY mode on which the cursor is positioned is indicated.

Further information is reported in paragraph describing single functions.

1 COMMAND DEVICES

1.1 KP500D/EN DISPLAY KEYPAD



Ref.	Description	Use or provided indications
A	Keypad	Used to enter the access code, to select some functions and to program the control panel
B	Function Keys	Used to activate additional system functions - see § 4.1.7
C	LCD 2x16 characters display	Shows date and time when in stand-by mode, detailed information on system status, the event log and the programming menus
D	Control panel mains voltage and battery charge green LED	**On** = mains power supply 230 V~ available and battery charged **Off** = mains power supply 230 V~ not available and battery charged **Blinking** = low battery charge See Installation Manual
E	Yellow LED failures	**Off** = normal operation **On** = Failure present see § 1.1.6
F	Yellow LED maintenance	**Off** = normal operation **On** = system in maintenance
G	Green LED Timing programmer status	**Off** = Timing Programmer (P.O.) disabled **On** = Timing Programmer (P.O.) enabled **Blinking** = automatic arm warning see § 4.1.8
H	Yellow LED Open inputs	**Off** = inputs in stand-by mode **On** = open inputs see § 1.1.2
I	Yellow LED Excluded inputs	**Off** = all inputs included **On** = excluded inputs see § 1.1.3
L	Red LED alarm memory	**Off** = no alarms **On** = alarm memory see § 1.1.4
M	Red LED tamper memory	**Off** = no tamper **On** = tamper memory see § 1.1.4

Ref.	Description	Use or provided indications
N	Green LED System status	**On** = system totally armed - AWAY **Off** = system disarmed **Blinking** = system partially armed - STAY see § 1.1.1
O	Arrow keys	Scroll the menu items; change the value of some parameters
P	MENU key	Access to the menu
Q	ESC key	Back to the upper level menu
R	OK key	Confirms the access code or any other entered data; confirms the selected menu item and goes to its submenu.
S	Cover	It protects numerical keys

1.1.1 System status display

System status is shown by summarising LED present on keypads and key readers.
Every user, included Master and Installer, can display in detail the system status.

To display the system status, enter its code followed by the **OK** key, then **MENU,** then the «SYSTEM STATUS» option, and then confirm it with the **OK** key.

For example:

On display 2nd line, graphic symbols appear matching digits 1 and 2 present on the mask;
Their meaning is the following:

- □ = the mode is disarmed
- 0 = the mode is disarmed with one or more open inputs
- ■ = the mode is armed

With the ◄ and ► keys, you can move between the two STAY (partial arming) and AWAY (total arming) modes, whose name appears on the top line.

Note: if desired, it is possible to arm the status display of the STAY and AWAY mode in place of the Date-Time, for details see § 5.1.18 Display Info .

1.1.2 Open inputs display

The presence of one or more open inputs is signalled by the turning on of the yellow LED (H) of the keypad and LED key readers (A).

Note: these LEDs also signal the opening of excluded inputs.

To display input addresses in detail, directly press **MENU**, then, by keys, ► and ◄, select «OPEN INPUTS». and confirm with **OK**. Scroll through the list by keys ▲ and ▼; inputs are identified as “logical address: physical address”.

1.1.3 Display excluded inputs

The presence of one or more inputs that are excluded is signalled by the turning on of the yellow LED (I) of the keypad.
An input can only be excluded if it was programmed with bypass allowed.
An input can be excluded manually – see § 5.1.16, or exceeded its alarm count.
To display the excluded inputs in detail, directly press **MENU**, then using the ► and ◄ keys, select «EXCLUDED INPUTS», press the **OK** key, enter a valid code and confirm with **OK**. On the display the "READ LIST” appears, confirm with **OK** and scroll through the list of excluded inputs with the ▲ and ▼ keys.

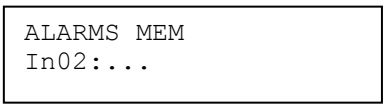
1.1.4 Examine alarm and tamper memory

In case of tamper or alarm, events are signalled by appropriate LEDs (on keypad or readers) and stored in the control panel. Afterwards it is possible to see in the keypad display the details of events causes.

To display details follow the instructions below:

1. Press on the keypad **MENU** key.
2. Press ► key until “TAMPERS MEM” or “ALARMS MEM” appears. Press **OK** key on the selected item.

3. Scroll with ▲ and ▼ keys the list of tamper or alarm causes.
4. To exit from the menu press **ESC** key repeatedly.



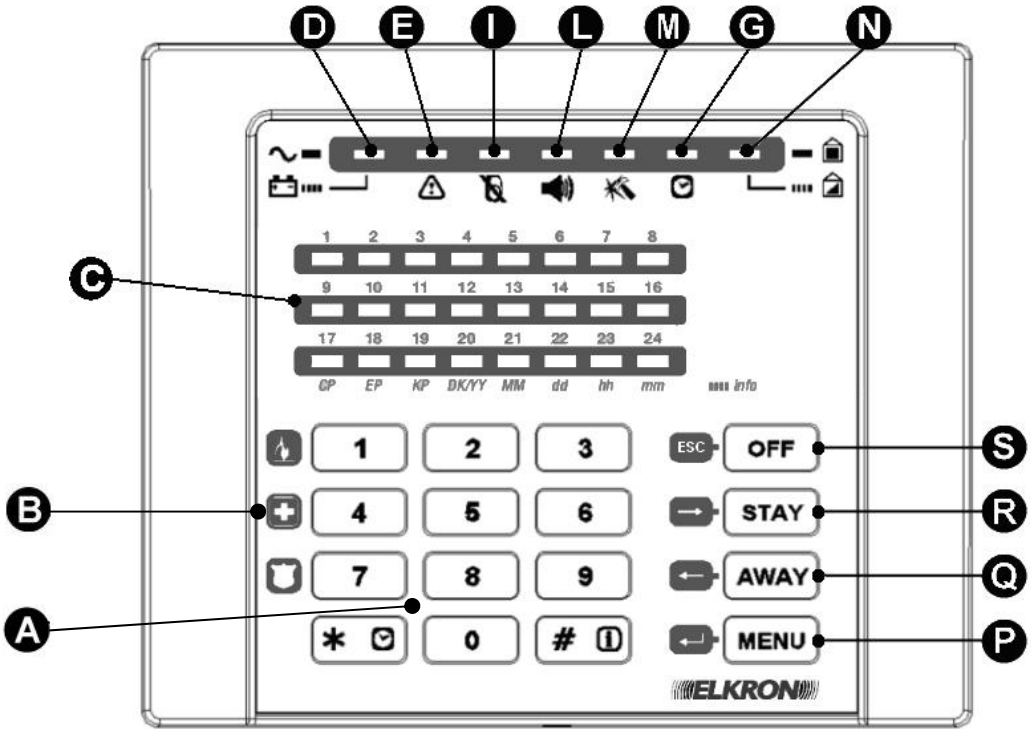
1.1.5 Alarm and tamper memory deleting

When the cause that has generated the event has been restored, the alarm/tamper memory is deleted (LED OFF) upon the subsequent arming in the AWAY mode (total).

1.1.6 Display failures and faults

The presence of a failure or fault, such as a breakdown in telephone line, is signalled by special yellow LED (E) on keypad and LED (A) on key readers.
To display details of faults detected, directly press **MENU**, then, by keys, ► and ◄, select «FAILURES».

1.2 KP500L LED KEYPAD



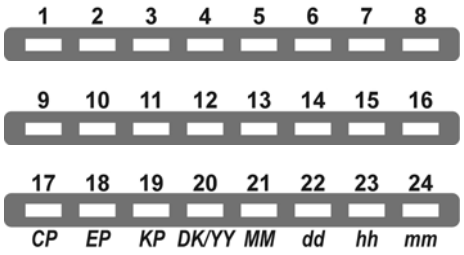
Ref.	Description	Use or provided indications
A	Keypad	Used to enter the access code, to select some functions and to program the control panel
B	Function keys	Used to activate additional system functions - see § 4.2.7
C	Yellow LED inputs	Show the state of the inputs (idle or open), and other information see below
D	Green LED Control panel mains voltage and battery charge	**On** = mains power supply 230 V~ available and battery charged **Off** = mains power supply 230 V~ not available and battery charged **Blinking** = low battery charge see Installation Manual.
E	Yellow LED failures	**Off** = normal operation **On** = Failure present see § 1.2.7
I	Yellow LED Excluded inputs	**Off** = all inputs included **On** = excluded inputs see § 1.2.3
L	Red LED alarm memory	**Off** = no alarms **On** = alarm memory see § 1.2.4
M	Red LED tamper memory	**Off** = no tamper **On** = tamper memory see § 1.2.5
G	Green LED Timing programmer status	**Off** = Timing Programmer (P.O.) disabled **On** = Timing Programmer (P.O.) enabled **Blinking** = automatic arm warning see § 4.2.8
N	Green LED System status	**On** = system totally armed - AWAY **Off** = system disarmed **Blinking** = system partially armed - STAY **Fast Blinking** = system in maintenance
S	Key ESC OFF	To disarm; to exit a menu
R	Key STAY	To arm in STAY mode; to scroll forward through the menus
Q	Key AWAY	To arm in AWAY mode; to scroll backward through the menus
P	Key MENU	To access the menu; to confirm the access code or other data entered

1.2.1 Display the system status

The status of the system is shown by the green :

- LED on system totally armed - AWAY
- LED off: system disarmed
- LED slowly blinking: system partially armed - STAY
- LED quickly blinking: system in maintenance.

1.2.2 Display the open inputs



The 24 yellow LEDs are used to display the input status:

- LED OFF: idle inputs
- LED blinking: open or tamper inputs.

1.2.3 Display the excluded inputs

The presence of one or more inputs that are excluded is signalled by the turning on of the yellow LED .

Per visualizzare gli ingressi esclusi in dettaglio premere il tasto info

then with the and keys, select that it start to blink, and confirm with MENU

then enter its code and confirm with MENU

The excluded inputs are shown on the 24 yellow LEDs.

1.2.4 Examine the alarms memory

The turning on of the LED indicates that there are alarms stored.

To display the details press the info key , then with the and keys, select that it starts blinking and confirm with MENU. .

With the and keys, you can scroll through all the alarms in memory:

The inputs that have generated an alarm are shown on the 24 yellow LEDs: the LEDs are constantly turned on.

If LED 19 KP blinks it means that the alarm has been generated by the pressing of a function key of a keypad (fire alarm, emergency or audible panic).

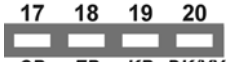
1.2.5 Examine the tamper memory

The turning on of the LED indicates that there are alarms stored.

To display the details press the info key [# ⓘ], and then with the keys and select that it starts blinking and confirm with [MENU].

With the and keys, you scroll through all the tampers in memory.

The inputs that have generated a tamper are shown on the 24 yellow LEDs, if present. the LEDs are constantly turned on.

The LEDs 17÷20 

if blinking, indicate instead the type of device that has generated the tamper.

The LED corresponding to the device blinks, as shown in the following table:

LED		Tampering source
17	*CP*	Control panel
18	*EP*	Expansion
19	*KP*	Keypad
20	*DK*	Reader

The LEDs 1÷8 

indicate the number of the device that has generated the tamper,

The LEDs 9÷11 

indicate the cause of the tamper, as shown in the following table:

LED	Cause of the tamper:
9	Tamper
10	Lock of communication with the device
11	Wrong code

1.2.6 Deletion of the alarm and tamper memories

When the cause that has generated the event has been restored, the alarm/tamper memory is deleted (LED OFF) upon the subsequent arming in the AWAY mode (total).

1.2.7 Display the failures

The turning on of the LED ⚠ indicates the presence of a failure or abnormality.

To display the details press the info key # ⓘ, and then with the keys ◄ and ► select ⚠ that it starts blinking and confirm with ◄ MENU.

With the ◄ and ► keys, you scroll through the failures and anomalies present.

The LEDs 17÷20 

if blinking indicate the type of device that has generated the tamper, as shown in the following table:

LED		Abnormality source
17	*CP*	Control panel
18	*EP*	Expansion
19	*KP*	Keypad
20	*DK*	Reader

The LEDs 1÷8 

indicate the number of the device that has generated the tamper.

The LEDs 9÷16 

indicate the cause of the failure, as shown in the following table:

LED	Failure type:
9	PSTN failure
10	LAN or Ipervoice failure
11	Abnormality +PS
12	Abnormality +SR
13	Abnormality +V1
14	Abnormality +V2
15	Abnormality +D
16	Failure data memory

For further information, see Installation Manual – Troubleshooting.

Press ► to display the next abnormality and ◄ to display the previous one.

1.2.8 Display telephone numbers and system codes

With the LED KP500L keypad, it is possible to display the telephone numbers and the system codes with the appropriate command codes (see below).
The display occurs with the turning on in sequence of the corresponding LEDs (LED 1 to 10), the LED 10 corresponds to the number "0".
If no key is pressed, the display is repeated for 60 seconds.
At the end of each display you will hear a short beep, which is especially useful when a telephone number is not present and no LED turns on.

1.2.9 Display date and time

To show date and time:

1. Enter Master or User code # , *bip-bip and* then press ↵ MENU
2. Enter function code **83** *and* then press ↵ MENU

The display is in 5 phases (year, month, day, hour, minute) starting from the display of the year.

The LEDs blinking indicate the detail that is being displayed:

LED		Show detail
20	*YY*	year
21	*MM*	month
22	*dd*	day
23	*hh*	hour
24	*mm*	minute

Use the arrow keys → and ← to pass from one detail to another.

The last 2 numbers of the year are displayed (e.g. 2011 -> 11).

The display of the detail occurs with the turning on in sequence of the corresponding LEDs (LED 1÷10), the LED 10 corresponds to the number "0". The tens are shown with a long blink, and the units with a short one.
At the end of each display a short beep will be heard.

Example:
to display the date 25th April 2011 and a time of 2.15

while 20 *DK/YY* blinks, the year is shown 1 + 1

press →

while 21 *MM* blinks, the month is shown 4

press →

while 22 *dd* blinks, the day is shown 2 + 5

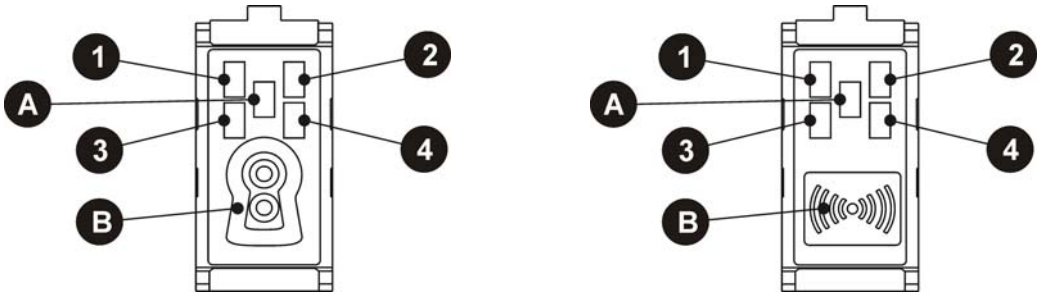
press →

while 23 *hh* blinks, the time is shown 2

press →

while 24 *mm* blinks, the minutes are shown 1 + 5.

1.3 ELECTRONIC KEY READER DK500M-E AND PROXIMITY KEY READER DK500M-P



	Description	Use or provided indications
1	Green LED STAY status	**Off** = system disarmed **On** = with 2 led turned off, system partially armed - STAY
2	Green LED AWAY status	**Off** = see LED 1 **On** = system totally armed - AWAY
3 - 4	LED (verde)	**Non utilizzati**
A	Red LED summarising alarms and signalling	**Off** = no signalling **On** = stored alarm or tampering signalling or system failure (the LED turns off upon the next arming of the system, if in the meantime the alarm has ceased or until the fault is not repaired). **Blinking** = presence of at least one open input If alarms or failures and open inputs are present at the same time, the LED is on steady. **In general, putting on this LED is for suggesting to control signalling details on system keypad.**
B	Keyhole or Transponder	DK500M-E: hole to insert electronic key DK50 DK500M-P: detector for proximity key DK30

Note: LEDs 3 and 4 are not used.

2 ACCESS CODE

2.1 SYSTEM ACCESS CODES

For MP504 system management it is possible to use up to 24 different access codes: 1 Installer code, 1 Master code and 22 User codes. The access code can be freely programmed, from a minimum of 4 digits up to 6 digits max. According to its type, the code allows specific system functions. Every user can change its own access code as he wants; the system will automatically assign him a code for hold-up function; this new code is the same as the previous + 1 (for example: if I choose 789456, the hold-up code will be 789457).

Suggestion: every user, included Master and Installer, should change their code before the system start-up.

The Master code is always enabled and it is the only code authorized to enable the other codes; it can also reset the other access codes to the factory value (if someone forgets them).
The entered access code must be confirmed by pressing **OK** key.

Warning: if any user enter his code, the Installer that might be enabled will automatically be disabled; he is also disabled after electronic or proximity key insertion.

2.1.1 Codici predefiniti

Code type	Default code	Assigned mode	Enabled
Installer	0000	STAY/AWAY	Yes
Master	1111	STAY/AWAY	Yes
User (2 ÷31)	0020-0230	STAY/AWAY	No

The control panel installer code is enabled by default; the code is automatically disabled after entering for the first time a new valid code.

Note: The codes are assigned exclusively to the AWAY mode, to ensure full operability throughout the system.

2.1.2 Access to functions

The various functions of system MP504 are collected into 4 separate Menus:

FREE ACCESS MENU
Directly accessed by pressing MENU key without entering any codes and including following functions:

- Displaying failures
- Displaying Timing Programmer preinsertion status
- Displaying open inputs list
- Displaying excluded inputs list (followed by code entry)
- Looking at Alarm Memory
- Looking at Tamper Memory
- Setting “Info display” wording being displayed in rest conditions (followed by code entry)
- Regulating buzzer volume
- Regulating display contrast
- Regulating display backlight

MASTER MENU
Accessed byentering Master code, confirmed with OK, and by pressing MENU key; it includesfollowing functions:

- Activating / partitioning the system
- Deactivating the system
- Displaying system status
- Displaying event log
- Excluding / including inputs
- Setting Date and Time
- Modifying its own code
- Setting the users
- Setting and programming the keys
- Setting Timing Programmer
- Enabling / disabling technician and users
- Enabling / disabling keys
- Enabling / disabling time commands
- Enabling / disabling remote access
- Enabling / disabling remote disarming
- Testing inputs
- Testing outputs
- Testing the battery
- Testing telephone items
- Entering / modifying telephone numbers
- Listening vocal messages

USER MENU
Accessed by entering a valid user code, confirmed with OK, and by pressing MENU key; it includes following functions:

- Activating / partitioning the system
- Deactivating the system
- Displaying system status
- Displaying event log
- Excluding / including inputs
- Modifying its own code
- Modifying its own name

NOTE: All functions are accessible when the system is disarmed, when the system is armed, it is only possible to disarm / split.

Some functions can be also accessed from remote location via phone, through menu with tone line guide:

TONE LINE GUIDE MENU (see § 7.1.2)
Accessed via telephone with the DTMF keys, the entry of a valid code is required, and the following functions provided:

- Activating / deactivating the system
- Requesting system status summary

3 ALARMS, EVENTS AND SIGNALLING

3.1 DESCRIPTION OF ALARMS, EVENTS

The MP504 system manages different types of alarms, described below with their characteristics.

3.1.1 Burglar Alarm

It is the alarm of anti-burglar system. System MP504 manages one burglar alarm for each mode, to each single partition there can be paired its own output actuators, such as sirens.
Various possibilities are provided for to determine when burglar inputs have to generate an Alarm: burglar inputs can be either single or clustered (e.g. combined in AND mode, owing to double release….) - see “Input programming”.
Note: by activating function “Alarm count”, maximum number of alarms can be determined caused by a detector in one day and as long as competence mode is activated.

Generated if...	• a burglar input is open and the mode assigned to it is active
activates...	• the programmed Burglar and Burglar/Tamper outputs that are assigned to the same input mode that has generated the event • the communicator for voice, numerical or modem sending of the respective Burglar alarm message (if programmed)
Is stored...	• In the event log • in alarm volatile memory
Is displayed...	• on the keypads • on the readers
Is held...	• for Burglar/Tamper/Panic Alarm Time
Is stopped by...	• entering a valid code on a keypad • insertion of a valid key • a disarming command from the input key assigned to the same input mode that has generated the event • a disarming DTMF command after a phone call through the control panel

3.1.2 Pre-alarm

In anti-burglar system, a Pre-alarm can be used, as an example, to ring a buzzer all the times when detectors relating to an outer area, such as a yard, detect the presence of a person.

Generated if...	• a Pre-alarm input is open and the mode assigned to it is active
activates...	• the programmed Pre-alarms outputs that are assigned to the same input mode that has generated the event • the communicator for voice, numerical or modem sending of the respective Burglar alarm message (if programmed)
Is stored...	• In the event log • in alarm volatile memory
Is displayed...	• on the keypads • on the readers
Is held...	• For Pre-alarm time
Is stopped by...	• entering a valid code on a keypad • insertion of a valid key • a disarming command from the input key assigned to the same input mode that has generated the event • a disarming DTMF command after a phone call through the control panel

3.1.3 Tamper alarm

It is the alarm which is generated if somebody tries to tamper the system. It is always (24H) active and is temporarily disabled by putting the system to maintenance status.

Generated if...	• a Tamper is opened (control panel, keypads) • The SAB line of the control panel or expansions is opened or unbalanced • a double balancing input is unbalanced (short circuit or wires cut) • an input programmed as Tamper is opened • a device connected on the bus does not answer for many consecutive times The alarm is generated regardless of the system status (24h).
Activates...	• The outputs programmed as Tamper and Burglar/Tamper • the communicator for voice, modem or numerical sending of the respective event Tamper alarm message (if programmed)
Is stored...	• In the event log • in volatile tamper memory
Is displayed...	• on keypads • on readers
Is held...	• For burglar/tamper/panic alarm time
Is stopped by...	• Entering of a valid code in the keypad • insertion of a valid key • a disarm command given by a Key input • a disarming DTMF command after a phone call through the control panel

3.1.4 Wrong code alarm

It is the alarm which is generated if somebody tries to identify a valid code to deactivate the system. It is always (24H) active and is temporarily disabled by putting the system to maintenance status.

Generated if...	• A wrong code is entered four consecutive times (the count is reset by entering a valid code) The alarm is generated regardless of the system status (24h).
activates...	• The outputs programmed as Tamper and Burglar/Tamper • the communicator, modem or numerical sending of the respective event and detailed wrong code (if programmed)
Is stored...	• In the event log • in tamper volatile memory
Is displayed...	• on the keypads • on the readers
Is held...	• For burglar/tamper/panic alarm time
Is stopped by...	• Entering of a valid code in the keypad • insertion of a valid key • a disarm command given by a Key input • a disarming DTMF command after a phone call through the control panel

3.1.5 Panic alarm

It is an alarm which can be triggered by a user in a situation of danger. It is always (24H) active and is temporarily disabled by putting the system to maintenance status.

Generated if...	• A Panic input is opened The alarm is generated regardless of the system status (24h).
activates...	• The outputs programmed as Panic • the communicator for voice, modem or numerical sending of the respective Panic alarm message (if programmed)
Is stored...	• In the event log • in alarm volatile memory
Is displayed...	• on the keypads • on the readers
Is held...	• For burglar/tamper/panic alarm time
Is stopped by...	• Entering of a valid code in the keypad • insertion of a valid key • a disarm command given by a Key input • a disarming DTMF command after a phone call through the control panel

3.1.6 Silent panic alarm

It is an alarm which can be triggered by a user in situations of danger and must not draw wrongdoer's attention. It is always (24H) active and is temporarily disabled by putting the system to maintenance status.

Generated if...	• a Silent panic input is opened • the silent panic function key is pressed for at least 3 seconds on a keypad The alarm is generated regardless of the system status (24h).
activates...	• the communicator for voice, modem or numerical sending of the respective panic alarm message (if programmed)
Is stored...	• In the event log

3.1.7 Hold-up alarm

It is an alarm which can be triggered by a user when he/she is forced by a wrongdoer to deactivate the system. It is always (24H) active and is temporarily disabled by putting the system to maintenance status.

Generated if...	• A hold-up code is entered from the keypad (code + 1) The alarm is generated regardless of the system status (24h).
activates...	• The outputs programmed as Hold-up • the communicator for voice, modem or numerical sending of the respective Hold-up alarm message (if programmed)
Is stored...	• In the event log
Is held...	• For a fixed time of 30 seconds
Is stopped by...	• Entering of a valid code in the keypad • insertion of a valid key • a disarm command given by a Key input • a disarming DTMF command after a phone call through the control panel

3.1.8 Emergency alarm

System MP504 provides the capability to generate service signalling for an "emergency request" owing to either actuating a dedicated Key.

Note: An "emergency request" is only to be considered as an anti-burglar system ancillary function; therefore, system MP504 cannot be used as a remote emergency system according to regulations in force.

Generated if...	• A emergency input is opened • the emergency function key is pressed for at least 3 seconds on a keypad The alarm is generated regardless of the system status (24h).
activates...	• The outputs programmed as Emergency • the communicator for voice, modem or numerical sending of the respective Emergency alarm message (if programmed)
Is stored...	• In the event log • in alarm volatile memory
Is displayed...	• on the keypads • on the readers
Is held...	• For Emergency alarm time
Is stopped by...	• Entering of a valid code in the keypad • insertion of a valid key • a disarm command given by a Key input • a disarming DTMF command after a phone call through the control panel

3.1.9 Fire alarm

System MP504 provides the capability to manage fire detectors (smoke, keys, …) connecting them to properly programmed inputs, to generate service signalling of "fire alarm" type.

Note: "Fire alarm" is only to be considered as an anti-burglar system ancillary function; therefore, system MP504 cannot be used as a fire detection system according to regulations in force.

To implement a system which fully meets the requirements of a fire detection system, please see Elkron general catalogue at Fire section.

Generated if...	• A fire input is opened • the fire alarm function key is pressed for at least 3 seconds on a keypad • The alarm is generated regardless of the system status (24h).
activates...	• The outputs programmed as Fire • the communicator for voice, modem or numerical sending of the respective Fire alarm message (if programmed)
Is stored...	• In the event log • in alarm volatile memory
Is displayed...	• on the keypads • on the readers
Is held...	• until a reset fire alarm input is opened, which is assigned to the same mode as the fire alarm that has generated the event.

3.1.10 Fire reset event

Generated if...	• A fire reset input is opened
activates...	• for 1 second the outputs programmed as fire reset
Is stored...	• In the event log
besides...	• Stops the respective fire alarm • resets the fire alarm volatile memory • turns off the LED on the keypads and readers that signalled the event.

Warning: in case of "fire alarm" signalling and subsequent alarm manual resetting, environmental conditions have to be restored in premises where the alarm was generated and the detector has to be checked to have been armed again in order to be able to detect a new alarm situation.

3.1.11 Technological event type 1 (Status)

System MP508 provides the capability to manage some domotics (heating activation, garden irrigation management, etc.) functions through "technological events" of types 1, 2 and 3.

"Technological events" are always active (24H).

Generated if...	• A technological type 1 input is opened
activates...	• The outputs programmed as Technological type 1 • the communicator for voice, modem or numerical sending of the respective technological Service message (if programmed)
Is stored...	• In the event log
Is held...	• so that at least one of the inputs programmed as Technology type 1 assigned to the same output mode with the output remaining open

3.1.12 Technological event type 2 (Pulsed)

Generated if...	• A technological input type 2 is opened
activates...	• The outputs programmed as Technological type 2 • the communicator for voice, modem or numerical sending of the respective technological Service message (if programmed)
Is stored...	• In the event log
Is held...	• 1 second

3.1.13 Technological event type 3 (Latch)

Generated if...	• A technological input type 3 is opened
activates...	• The outputs programmed as Technological type 3 • the communicator for voice, modem or numerical sending of the respective technological Service message (if programmed)
Is stored...	• In the event log
Is held...	• until a valid code is entered on the keypad and all inputs programmed as Technologies type 3 assigned to the same output mode are returned to idle

3.1.14 Telephone failure alarm

Generated ...	• after 3 automatic and consecutive failed PSTN tests • if, with tones control enabled, after an event to be sent, when the line is seized the dial tone is not detected for 3 consecutive times The alarm is generated regardless of the system status (24h).
activates...	• The outputs programmed as Telephone failure • the communicator for the digital, modem, vocal sending of the message corresponding to the phone failure Alarm (if vocal, a generic *"system failure"* message is sent).
Is stored...	• In the event log • Into failure and fault list
Is displayed...	• With the failure yellow LED on the keypads • with the red LED on the readers
Is stopped by	• when the telephone failure has been repaired, that is with a successful call on PSTN line, or with a successful automatic PSTN test.
After the solution of the problem the control panel...	• activates the communicator for voice, modem or numerical sending of the respective message of telephone failure alarm end (if programmed) • turns off the failure LED on keypads and readers • stores in the event log the telephone failure end • deactivates the outputs programmed as telephone failure

3.1.15 LAN failure alarm

Generated ...	• after 3 consecutive failed tries to send the event on LAN Ethernet channel The alarm is generated regardless of the system status (24h).
activates...	• the communicator for the digital, modem, vocal sending of the message corresponding to the LAN failure alarm (if vocal, a generic *"system failure"* message is sent).
Is stored...	• into Event log • Into failure and fault list
Is displayed...	• With the failure yellow LED on keypads • With the red LED on readers
Is stopped by	• LAN failure restore, that is with a successful communication on LAN Ethernet channel
After the solution of the problem the control panel...	• activates communicator for numerical sending of relating event end of LAN Failure Alarm message (if programmed) • puts off failure LED on keypads and readers • stores end of LAN Failure into Event Log

3.1.16 System failure alarm

Generated if...	• a fault occurs on system supply voltages The alarm is generated regardless of the system status (24h).
activates...	• The outputs programmed as System failure • the communicator for voice, modem or numerical sending of the respective system failure alarm message (if programmed)
Is stored...	• In the event log • Into failure and fault list
Is displayed...	• With the failure yellow LED on the keypads • with the red LED on the readers
Is stopped by...	• The solution of the problem
After the solution of the problem the control panel...	• arms the communicator for the digital or modem sending of the end event of the alarm failure (if programmed) • turns off the failure LED on keypads and readers • stores in the event log the failure end • deactivates the outputs programmed as System failure

3.1.17 Lack of power event

Generated if...	• the mains voltage is off for a shorter time than the programmed "Lack of power time" The event is generated regardless of the system status (24h).
Is stored...	• In the event log
Is displayed...	• by the turnoff of the green LED on the keypads indicating the lack of power presence • by the "POWER" LED on the control panel board, that turns off
Is stopped by...	• the lack of power return
After the mains return the control panel...	• Turns on again the green LED on the keypads indicating the lack of power presence • Turns on the "POWER" LED on the control panel board • stores in the event log the temporary lack of power end

For more information, see Installation Manual.

3.1.18 Alarm generated by continuous lack of power

Generated ...	• After the Event generated by an lack of power, if the mains voltage fails for a time equal or longer than the programmed lack of power time The alarm is generated regardless of the system status (24h).
Activates...	• The outputs programmed as Lack of power • the communicator for voice, modem or numerical sending of the respective lack of power alarm message (if programmed)
Is stored...	• In the event log
Is displayed...	• on keypads, as lack of power event • with the red LED on the readers
Is stopped by...	• The mains return for at least 5 consecutive minutes
5 minutes after the return of the mains voltage the control panel...	• activates the communicator for voice, modem or numerical sending of the respective event lack of power alarm message (if programmed) • stores in the event log the lack of power end • deactivates the outputs programmed as lack of power

For more information, see Installation Manual.

3.1.19 Low battery alarm

Generated if...	• The control panel battery is flat or absent The alarm is generated regardless of the system status (24h).
activates...	• the communicator for voice, modem or numerical sending of the respective low battery alarm message (if programmed)
Is stored...	• In the event log
Is displayed...	• By the blinking of the green LED indicating mains presence/battery charging on the keypads • with red LED on readers
When the battery is charged, the control panel...	• activates the communicator for voice, modem or numerical sending of the respective event low battery alarm message end (if programmed) • restore the indication of charged battery on the keypads (green LED on) • stores in the event log the low battery condition end

For more information, see Installation Manual.

3.1.20 Maintenance event

generated if...	• “Maintenance” menu is accessed • maintenance status is activated
activates...	• the communicator for numerical or modem sending of the respective event Maintenance message (if programmed)
Is signalled...	• with the yellow maintenance LED on the KP500D/EN keypads • with the green fast-blinking system status LED on the KP500L keypads
inhibits...	• alarm outputs • the communicator for vocal, modem or numerical sending of alarm calls
Is stored...	• into Event log (start of maintenance)
Is held...	• as long as you are in “Maintenance” menu, provided that maintenance status was not activated • at control panel tamper closing again, provided that maintenance status was activated

For more information, see Installation Manual.

3.1.21 Input exclusion event

generated if...	• inputs are manually excluded • if the system excludes inputs or owing to “alarm count” overflow (if programmed)
activates...	• the communicator for numerical or modem sending of the respective event Input excluded message (if programmed)
Is signalled...	• by excluded inputs yellow LED on keypads
Is stored...	• into Event log • into excluded inputs list
at input reinsertion, control panel...	• activates the communicator for numerical or modem sending of the respective event Input included message (if programmed) • stores input reinsertion into Event log • puts off excluded inputs yellow LED on keypads

3.2 ACOUSTIC SIGNALLING

On the keypads buzzer can be activated the following signalling.

3.2.1 Entry/exit time signalling

Generated if...	• arming takes place and the keypads have enabled the acoustic signal (buzzer) for the time entry/exit time
Is held...	• for the delay times of the delayed inputs (in case of multiple inputs with different times the largest is considered)
Activated on...	• Enabled keypads • the Buzzer programmed outputs assigned to the same arming mode carried out

3.2.2 System arm warning

Generated if...	• the programmed Pre-warning time for carrying out a STAY or AWAY arming command from the timing programmer
Is held...	• until the system is armed, or a “postponement” has been entered
Activated on..	• Enabled keypads with one beep per minute

3.2.3 Gong

Generated if...	• an Input is opened for which the Gong auxiliary function has been enabled and the mode with which it is associated is disarmed
Activated on...	• Enabled keypads with 2 consecutive beeps • for 1 second the Gong programmed outputs assigned to the same input mode that has generated the event

4 SYSTEM MANAGEMENT

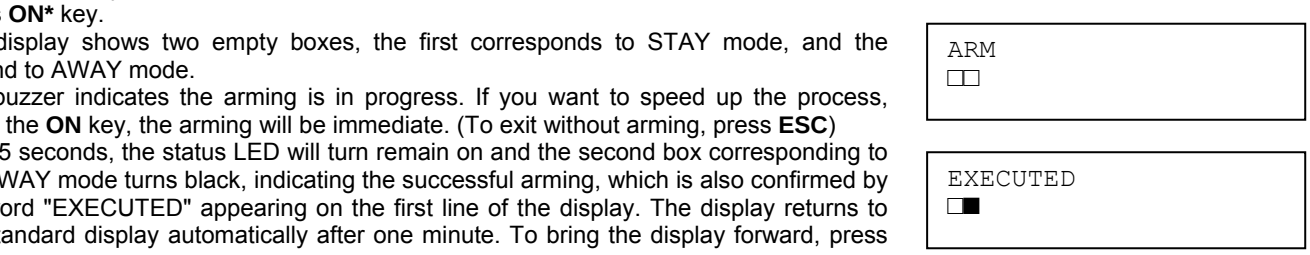
4.1 USE OF THE KP500D/EN LCD KEYPAD

The plant can be armed either totally in AWAY mode, or partially in STAY mode. Arming with the keypad is more flexible, while doing it with electronic or proximity key is more simple and immediate.
If at the time of arming, there are inputs open, the system behaves as established in the programming (arming mode Standard or Block type arming).

4.1.1 Total arming (AWAY) with the LCD keypad

To arm the entire burglar alarm system (AWAY mode), starting from the disarmed system, do the following:

1. Enter on the keypad the Master code or a valid User code.
2. Press **ON*** key.
3. The display shows two empty boxes, the first corresponds to STAY mode, and the second to AWAY mode.
4. The buzzer indicates the arming is in progress. If you want to speed up the process, press the **ON** key, the arming will be immediate. (To exit without arming, press **ESC**)
5. After 5 seconds, the status LED will turn remain on and the second box corresponding to the AWAY mode turns black, indicating the successful arming, which is also confirmed by the word "EXECUTED" appearing on the first line of the display. The display returns to the standard display automatically after one minute. To bring the display forward, press **ESC**.

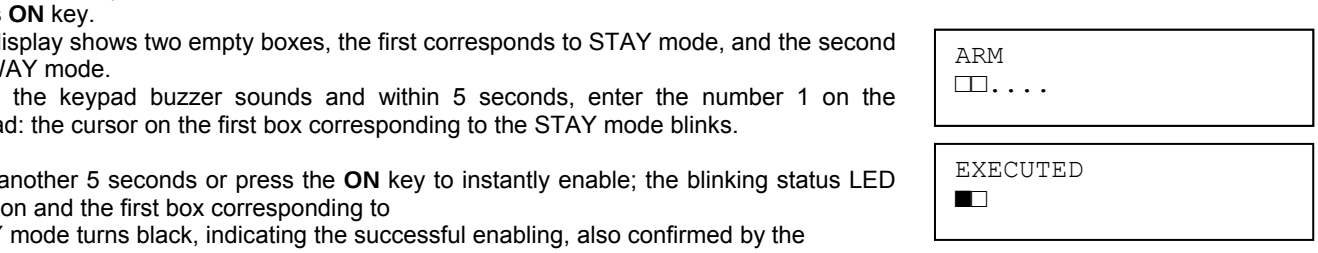


Warning: if instead of an empty box is an "O", it means that there is at least one open input assigned to the corresponding mode. See the details of which input it is via the menu item «OPEN INPUTS», and take action to close it or to exclude it.

4.1.2 Partial arming (STAY) with the LCD keypad

To partially enable the system (STAY mode), starting from the disarmed system, do the following:

1. Enter on the keypad the Master code or a valid User code.
2. Press **ON** key.
3. The display shows two empty boxes, the first corresponds to STAY mode, and the second to AWAY mode.
4. While the keypad buzzer sounds and within 5 seconds, enter the number 1 on the keypad: the cursor on the first box corresponding to the STAY mode blinks.
5. Wait another 5 seconds or press the **ON** key to instantly enable; the blinking status LED turns on and the first box corresponding to
   STAY mode turns black, indicating the successful enabling, also confirmed by the message “EXECUTED” appearing on the first line of the display.
6. The display automatically turns back to the standard screen after one minute. In order to obtain in advance the standard screen, press **ESC** key.

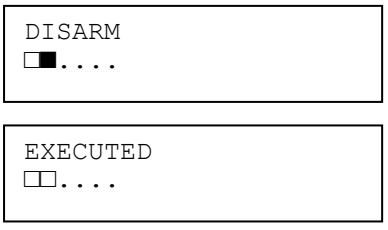


Warning: if the red LED on the reader blinks, it means that there is at least one input open in the system. Before carrying out the arming, identify which input it is and take action to close it or exclude it.

4.1.3 Total disarming (AWAY) with the LCD keypad

To disarm the entire system, starting from any previously armed mode, STAY or AWAY, do the following:

1. Enter on the keypad the Master code or a valid User code.
2. Press **OFF** key.
3. The display for a moment shows which mode (AWAY or STAY) is armed and proceed directly to total disarming.
4. The buzzer signals the disarming in progress, the two boxes turn white, the message "EXECUTED" appears on the display and the status LED turns off.
5. The display automatically turns back to the standard screen after one minute. In order to obtain in advance the standard screen, press **ESC** key.



4.1.4 Disarming from the keypad under hold-up

When you are threatened and forced by a criminal and there is a risk to your life, it is possible to disarm the system from a keypad by generating the hold-up alarm at the same time, which if programmed, can be sent via telephone communicator as a vocal, digital and modem message. The hold-up event is not detectable locally in any way (no sirens, no optical signals, etc.).
To disarm the system under hold-up, just increase the last number of your user code and then proceed with the disarming. For example, if the user code is 0021, just type 0022; if the user code is 29, just type 30; if it is 39 just type 40, etc.

4.1.5 Stop of the active alarms

The modes to stop an alarm in progress are described in § 3.1.
However, remember that:

- generally the outputs that have switched to an alarm event (sirens, etc..) return to idle, by entering a valid code on a keypad;
- the vocal alarm calls cycle can be interrupted by the phone that he has received the call by entering the numbers "1 2" after the message has finished and a beep is heard (it is necessary for the telephone to use the DTMF tone keypad);
- the vocal alarm calls cycle can be cancelled by entering a valid code on a keypad, as long as it is entered with 30 seconds of the start of the even and the call time delay is armed.
- The vocal calls for burglar events can also be interrupted by disarming the system. This service can be useful in case of false alarms, for example. Keep in mind that the call immediately started on the first available phone number cannot be interrupted and continues on that number until the attempts have ended. No further calls will be made on any successive numbers.

4.1.6 Wrong code entering

If a wrong access code is entered for 4 consecutive times, the control panel considers that event as a tamper attempt and generates a tamper alarm, by activating all the configured alarm outputs and telephone calls, if present.
Once a correct code is entered, the wrong code counter is reset.

4.1.7 Function keys with direct access

The keypad has 3 keys preprogrammed for the following alarms:

- fire 
- emergency 
- silent panic 

By pressing every key for 3 seconds at least, the control panel generates the respective event without entering any code.
Each single function key must be enabled in advance.

4.1.8 Deferred automatic system arm

During the warning time (configured by the programming procedure) before the burglar system automatic arm with the time programmer, it is possible to defer for 30, 60 or 90 minutes the arm; this operation can be performed several times, **but within midnight**.
Warning time is signalled by keypads with buzzers ringing and TIME PROGRAMMER (P.O.) LEDs flashing
To defer automatic arm its during this step necessary to:

- Press **MENU**: «MOVE COMMAND» appears »,
- press **OK**: Master code (default 1111) **OK**
- Select, by keys ▲ and ▼, deferred time; and confirm with **OK.**

4.2 USE OF THE KP500L LED KEYPAD

4.2.1 Total arming (AWAY) with the LED keypad

To enable the entire burglar alarm system (AWAY mode), starting from the disarmed system, do the following:

Enter the user code, confirm by pressing [MENU] , press [AWAY]

4.2.2 Partial enabling (STAY) with the LED keypad

To partially enable the system (STAY mode), starting from the disarmed system, do the following:

Enter the user code, confirm by pressing [MENU], press [STAY]

4.2.3 Total disarming with the LED keypad

To disarm the entire system, starting from any previously armed mode, STAY or AWAY, do the following:

Enter the user code, confirm by pressing [MENU], press [OFF]

4.2.4 Disattivazione da tastiera sotto coercizione

When you are threatened and forced by a criminal and there is a risk to your life, it is possible to disarm the system from a keypad by generating the hold-up alarm at the same time, which if programmed, can be sent via telephone communicator as a vocal, digital and modem message. The hold-up event is not detectable locally in any way (no sirens, no optical signals, etc.).
To disarm the system under hold-up, just increase the last number of your user code and then proceed with the disarming.
For example, if the user code is 0021, type 0022; if the user code is 29, type 30; if it is 39 just type 40, etc.

4.2.5 Block of the alarms in progress

The modes to interrupt an alarm are detailed in section 3.1.

4.2.6 Entry of an invalid code

If you enter 4 consecutive invalid access codes, the control panel interprets this as an attempt to sabotage and generates a tamper alarm, by arming all the alarm outputs in place and any phone calls.
As soon as you enter the correct code, the count of the wrong codes is cleared.

4.2.7 Function keys and direct access

The keypad has 3 pre-programmed keys for the following alarms:

- Fire alarm [1]
- Emergency [4]
- Silent panic [7]

By holding a key for 4 seconds or more, the control panel generates the corresponding event without the need to type any code..

4.2.8 Postponement of the automatic arming of the system

Warning: the postponement of the automatic arming of the system can only be performed with the KP500D/EN display keypad.

4.3 USE OF THE READERS

4.3.1 Total arming (AWAY) with the electronic or proximity key

To arm the entire burglar alarm system , starting from the disarmed system, do the following:
1. Enter the electronic key into the reader, or bring the proximity key closer to the transponder of the proximity reader.
2. LEDs 1 and 2, which correspond the STAY and AWAY modes, remain on , then remove or push away the key.
3. LEDs 1 and 2 remain on, indicating that the AWAY mode has been armed.

Warning: if the red LED on the reader blinks, it means that there is at least one input open in the system. Before carrying out the arming, identify which input it is and take action to close it or exclude it.

4.3.2 Partial arming (STAY) with the electronic or proximity key

To partially arm the system (STAY mode), starting from the disarmed system, do the following:
1. Enter the electronic key into the reader, or bring the proximity key closer to the transponder of the proximity reader.
2. LEDs 1 and 2 remain on. Keep the key in position.
3. After 5 seconds, both LEDs turn off, and after another 5 seconds the rolling is armed, which offers the possibility of choosing which mode to arm, STAY or AWAY.
4. When LED 1 corresponding to STAY mode starts to blink, remove, then remove or push away the key; LED 1 will remain on, confirming the successful arming of STAY mode.

Note: If the system is armed in AWAY mode, the only possible operation is disarming, therefore the rolling will not start and the system will be disarmed upon the extraction of the key.

4.3.3 Total disarming with the electronic or proximity key

To disarm the entire system, starting from any previously armed mode, STAY or AWAY, do the following:
1. Enter the electronic key into the reader, or bring the proximity key closer to the transponder of the proximity reader.
2. When the LEDs corresponding to the armed STAY or AWAY mode turn off, remove or push away the key.

5 ADVANCED FUNCTIONS

5.1 ADVANCED FUNCTIONS WITH LCD KEYPAD KP500D/EN

5.1.1 Alphanumeric characters input

With the KP500D/EN keypad it is possible to enter alphanumeric characters to store names describing users, inputs, outputs. Each name can be made up of 24 characters as a maximum. Keys allow to scroll and select several characters, as shown in the following table. The position of the new entered character is indicated by a cursor blinking on the display.
To write a name:

- press repeatedly the key associated to the desired character until it appears;
- use ► and ◄ keys to go to the next or previous position (to delete unwanted characters press **0** character [blank]);
- at the end press **OK** key to store the name or **ESC** key to exit from the procedure without saving it.

Key	Character
1	. / : ; ! ? 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	[blank] 0 + -

5.1.2 LANGUAGE SELECTION

The language selection is performer by the installer during the installing procedure.

5.1.3 Time/Date Setting – Summer Time

Date and time can be shown on keypad in display in rest conditions (see “Info display) and are used in recording events into the log and for Timing Programmer functions.
To modify date and time displayed on the display, access, from either Master menu or Technician, menu at item « SETTING »/ « TIME-DATE »

- «SET HOUR» directly enter time in 24-hour format by numerical keys
- «SET DATE» directly enter day / month / year by numerical keys
- «SUMMER TIME» set “ENABLE” if you wish solar / summer time to be updated automatically, otherwise, set “DISABLE”
- «SOLAR MONTH» by keys ▼ and ▲, set the month when solar time comes into force
- «SUMMER MONTH» by keys ▼ and ▲, set the month when summer time comes into force
- «SUNDAY» by keys ▼ and ▲, set the Sunday when change of time occurs, precisely, either “LAST SUNDAY” or “FIRST SUNDAY”

5.1.4 Read the event log file

The Event log stores the last 1,000 events (arming, disarming, alarms, tampers, etc.) that have affected the system.
Events are stored from the most recent to the oldest, that is to say the most recent event is the one with the lowest identification number. As you add a new event, all the events stored slide one position.
When the event log reaches its maximum size (1,000 events), each new event will cause the deletion of the oldest event stored in the memory.
The event log can be checked either by the Master user, or by the other users.

To read the event log file follow the instructions below:

1. Enter the Master code or a valid User code on the keypad and press the **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “EVENT LOG” appears on the display. Press **OK** key to confirm.

```
Ut01:MASTER
EVENT LOG
```

4. “READ EVENT LOG” appears. Press **OK** key to confirm.

```
EVENT LOG
READ EVENT LOG
```

5. Appear the 'list of the stored events', that is brows able with ▼ and ▲ keys. To understand information on the display see paragraph 5.1.5.
6. After reading press **ESC** key repeatedly to exit from the menu.

```
001 10:47 22/08
VALID CODE
```

5.1.5 Meaning of event data

In the event log an event is displayed as follows:
where

- **xxxx** is the event progressive number (0001 is the most recent event)
- **hh:mm** indicate event hour and minutes
- **dd/MM** indicate event day and month
- **<< Text >>** is the event description

```
xxxx hh:mm dd/MM
<< Text >>
```

According to the event type are available further information that can be displayed in cyclic mode by pressing **OK** key one or more time. For example: bus device and user.

5.1.6 Installer enabling

In order to operate on the system, the Installer must be enabled. For security reasons, the Installer enabling expires after inserting a user or Master code or a Key.
Note: at the first system power-on and after every reset, the Installer is automatically enabled.
To enable the Installer follow the instructions below:

1. Enter on the keypad the Master code (default 1111) and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “ENABLE” appears on the display.

```
Us01: MASTER
ENABLE
```

4. Press **OK** key to confirm.

```
ENABLE
INSTALLER
```

5. Press **OK** key to confirm.

```
INSTALLER
DISABLE
```

6. Press ▼ key to select ENABLE and confirm with **OK** key**.**

```
ENABLE
INSTALLER
```

7. Press **ESC** key repeatedly to exit from the menu.

```
INSTALLER
ENABLE
```

5.1.7 Installer disabling

The installer is automatically disabled when a user or master code is entered key, or after inserting a key.

5.1.8 User enabling

In order to operate on the system, users must be enabled. According to factory settings all users are disabled.

To enable a user follow the instructions below:

1. Enter on the keypad the Master code (default 1111) and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “ENABLE” appears on the display.

```
Us01: MASTER
ENABLE
```

4. Press **OK** key to confirm.

```
ENABLE
INSTALLER
```

5. Press ▼ key until “USER” appears and confirm with **OK** key.

```
ENABLE
USER
```

6. Select with ▲ and ▼ keys the user to be enabled confirm the selection with **OK** key.

```
USER
Us02:...
```

7. Press **OK** key**.**

```
Us02:...
ENABLE/DIS USER
```

8. Select with ▲ and ▼ keys ENABLE and confirm the selection with **OK** key.

```
ENABLE/DIS USER
ENABLE
```

9. Press **ESC** key to go to the upper level of the menu and follow the same procedure from step 6 for the other users to be enabled, or press **ESC** key repeatedly to exit from the menu..

```
USER
Us02:...
```

5.1.9 User disabling

The procedure to disable a user is similar to the user enabling procedure.
When a user is disabled, his configuration and his parameters are not deleted; these data will be valid again as soon he will be enabled again. By entering a disabled user code, the access to the menu is forbidden, but this event is not considered by the counter that generates the wrong code alarm, where present.

5.1.10 Key enabling

To use an electronic or proximity key it is necessary to enable it.
However, after acquisition keys are automatically enabled.

To enable a key follow the instructions below:
1. Enter on the keypad the Master code (default 1111) and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “ENABLE” appears on the display.
4. Press **OK** key to confirm.

```
Us01:MASTER
ENABLE
```

5. Press ▼ key until “KEY” appears and confirm with **OK** key.

```
ENABLE
KEY
```

6. Select with ▲ and ▼ keys the key to be enabled and confirm the selection with **OK** key.

```
KEY
Key01:...
```

7. Press **OK** key**.**

```
Key01:...
ENABLE/DIS KEY
```

8. Select with ▲ and ▼ keys ENABLE and confirm the selection with **OK** key.

```
ENABLE/DIS KEY
ENABLE
```

9. Press **ESC** key to go to the upper level of the menu and follow the same procedure from step 6 for other keys to be enabled, or press **ESC** key repeatedly to exit from the menu.

```
ENABLE
KEY
```

5.1.11 Key disabling

The procedure to disable a key is similar to the procedure used for enabling.
When a key is disabled, its configuration and its parameters are not deleted; they will be valid again as soon it will be enabled again.

Enabling and disabling functions can be very useful, especially if combined with the time programmer to allow temporary entering to domestic helps or cleaners.

5.1.12 Timing programmer enabling

To activate the timing programmer it is necessary to enable it.
Enabling is possible only if there are programmed timed commands.
To enable the timing programmer follow the instructions below:

1. Enter on the keypad the Master code (default 1111) and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “ENABLE” appears on the display.
4. Press **OK** key to confirm.

```
Us01:MASTER
ENABLE
```

5. Press ▼ key until “TIMED COMMANDS” appears and confirm with **OK** key.

```
ENABLE
TIMED COMMANDS
```

6. Press ▼ key to select ENABLE and confirm with **OK** key**.**
7. Press **ESC** key repeatedly to exit from the menu.

```
TIMED COMMANDS
ENABLE
```

If enabling is accepted, the green LED “clock” on the keypads will turn on.

5.1.13 Timing programmer disabling

The procedure to disable the timing programmer is similar to the enabling procedure.
The only difference consists in selecting “DISABLE” at step 6.
By disabling the timing programmer any timed commands will be carried out. However timed commands are kept in memory and will be active after the next Timing Programmer (P.O) enabling.

5.1.14 Code change

Every user can freely change his access code.
To change the code follow the instructions below:

1. Enter on the keypad the code of the user (included Master and Installer) that wants to change the code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “SETTINGS” appears on the display. Press **OK** key to confirm

```
Us02:...
SETTINGS
```

4. Press ▼ key until “CHANGE CODE” appears and confirm with **OK** key.

```
SETTINGS
CHANGE CODE
```

5. “NEW” appears. Enter a new code (from 4 to 6 digits) and press **OK** key to confirm.

```
CHANGE CODE
NEW:------
```

6. Enter again the new code to confirm.
7. Press **ESC** key repeatedly to exit from the menu..

```
CHANGE CODE
CONFIRM:------
```

5.1.15 User code reset

When a user has forgotten his code, it is possible to reset the code to default.
To reset a code to default follow the instructions below:

1. Enter on the keypad the Master code (default 1111) and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until "SETTINGS" appears on the display. Press **OK** key to confirm.

```
Us01:MASTER
SETTINGS
```

4. Press ▼ key until "USERS" appears and confirm with **OK** key.

```
SETTINGS
USERS
```

5. Press ▼ key until "DEFAULT CODE" appears and confirm with **OK** key.

```
USERS
CONFIGURE USER
```

6. Select with ▲ and ▼ keys the user to be configured and confirm the selection with **OK** key.

```
DEFAULT CODE
Us02:...
```

7. Confirm the selection with **OK** key**.**

```
Ut02:...
SEI SICURO?
```

8. The code of the selected user is reset to default value. Press **ESC** key repeatedly to exit from the menu.

```
USERS
DEFAULT CODE
```

5.1.16 Excluding input

In particular circumstances it may be necessary to temporarily exclude an input from the system, for example to carry out a test or because the connected detector is damaged and signals a false alarm, preventing the system arm. The exclusion of an input can reduce the safety provided by the system.
If the input is double balancing type, its exclusion prevents both alarm and tamper. However, its opening is signalled by the lighting of the open inputs LED of associated keypads.

Warning: can be excluded only inputs with EXCLUDABLE parameter, enabled with the programming procedure.

To exclude an input follow the instructions below:

1. Enter on the keypad a user code or the Master code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until "SETTINGS" appears on the display.

```
Ut01:MASTER
SETTINGS
```

4. Press **OK** key to confirm. "INCLUDE/EXCLUDE" appears.

```
SETTINGS
INCLUDE/EXCLUDE
```

5. Press **OK** key. Appears the list of inputs that can be excluded.

```
INCLUDE/EXCLUDE
Inxx:...
```

6. Select with ▲ and ▼ keys the input to be excluded and confirm the selection with **OK** key.

```
Inxx:...
EXCLUDE          OK?
```

7. Confirm with **OK** key**.**
   Exclusion message will appear and also "excluded inputs" LEDs on the keypads will turn on.
8. Press **ESC** key repeatedly to exit from the menu

```
EXCLUSION
Inxx:...
```

5.1.17 Input inclusion

To include again an input follow the instructions below:

1. Enter on the keypad a user code or the Master code (default 1111) and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “SETTINGS” appears on the display.

```
Ut01:MASTER
SETTINGS
```

4. Press **OK** key to confirm. “INCLUDE/EXCLUDE” appears.

```
SETTINGS
INCLUDE/EXCLUDE
```

5. Press **OK** key. Appears the list of inputs that can be included.

```
INCLUDE/EXCLUDE
Inxx:...
```

6. Select with ▲ and ▼ keys the input to be included and confirm the selection with **OK** key.

```
Inxx:...
INCLUDE           OK?
```

7. Confirm with OK key. The input has been included in the system again.
8. Press **ESC** key repeatedly to exit from the menu.

```
EXCLUSION
Inxx:...
```

5.1.18 Display Info

In stand-by condition, the keypad display can show date and time or the system status. For each system keypad it is possible to select the displaying mode.

```
(((ELKRON)))
dd/mm/yyyy hh:mm
```

```
SYSTEM STATUS
□□....
```

To change the stand-by screen of the keypad display follow the instructions below:

1. On the keypad press **MENU** key.
2. Press ▼ key until “LCD INFO” appears on the display.
3. Press **OK** key to confirm.

```
SYSTEM STATUS
LCD INFO
```

4. Enter a valid User code or the Master or Installer code and press **OK**.

```
ENTER CODE
```

5. With ▼ and ▲ keys select between DATE / HOUR and SYNOPTIC (for system status) and confirm the selection with **OK** key.
6. Press **ESC** key repeatedly to exit from the menu.

```
LCD INFO
DATE / HOUR
```

5.1.19 Buzzer volume adjustment

It is possible to change the buzzer volume of every single keypad. For buzzer volume adjustment no user codes are needed.

To change the buzzer volume follow the instructions below:

1. On the keypad press **MENU** key.
2. Press ▼ key until “SET BUZZER” appears on the display.
3. Press **OK** key to confirm.

```
SYSTEM STATUS
SET BUZZER
```

4. Press ◄ and ► keys for adjustment; every time a key is pressed, the buzzer will emit a sound at the corresponding volume. Confirm the new volume by pressing **OK** key.
5. Press **ESC** key repeatedly to exit from the menu.

```
SET BUZZER
- ■■□□ +
```

Warning: if the volume level is decreased to 0 (no squares on) the buzzer will not signal any more the entry-exit time, gong and key pressing.

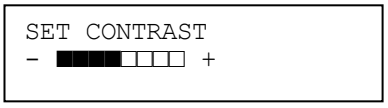
5.1.20 Display contrast adjustment

It is possible to modify the display contrast of every single keypad, in order to optimize it for the viewing angle relatively to the physical position of the keypad.
For contrast adjustment no user codes are needed.

To modify display contrast follow the instructions below:

1. On the concerned keypad press **MENU** key.
2. Press ▼ key until "SET CONTRAST" appears on the display.
3. Press **OK** key to confirm.

4. Press ◄ and ► keys to adjust the contrast. Confirm the new display contrast by pressing **OK** key.
5. Press **ESC** key repeatedly to exit from the menu..



5.1.21 Back-lighting adjustment of keypad and display

It is possible to change the brightness of display, keys and LEDs of every single keypad. For brightness adjustment no user codes are needed.

To change the keypad backlight brightness follow the instructions below:

1. On the concerned keypad press **MENU** key.
2. Press ▼ key until "SET BACKLIGHT" appears on the display
3. Press **OK** key to confirm.

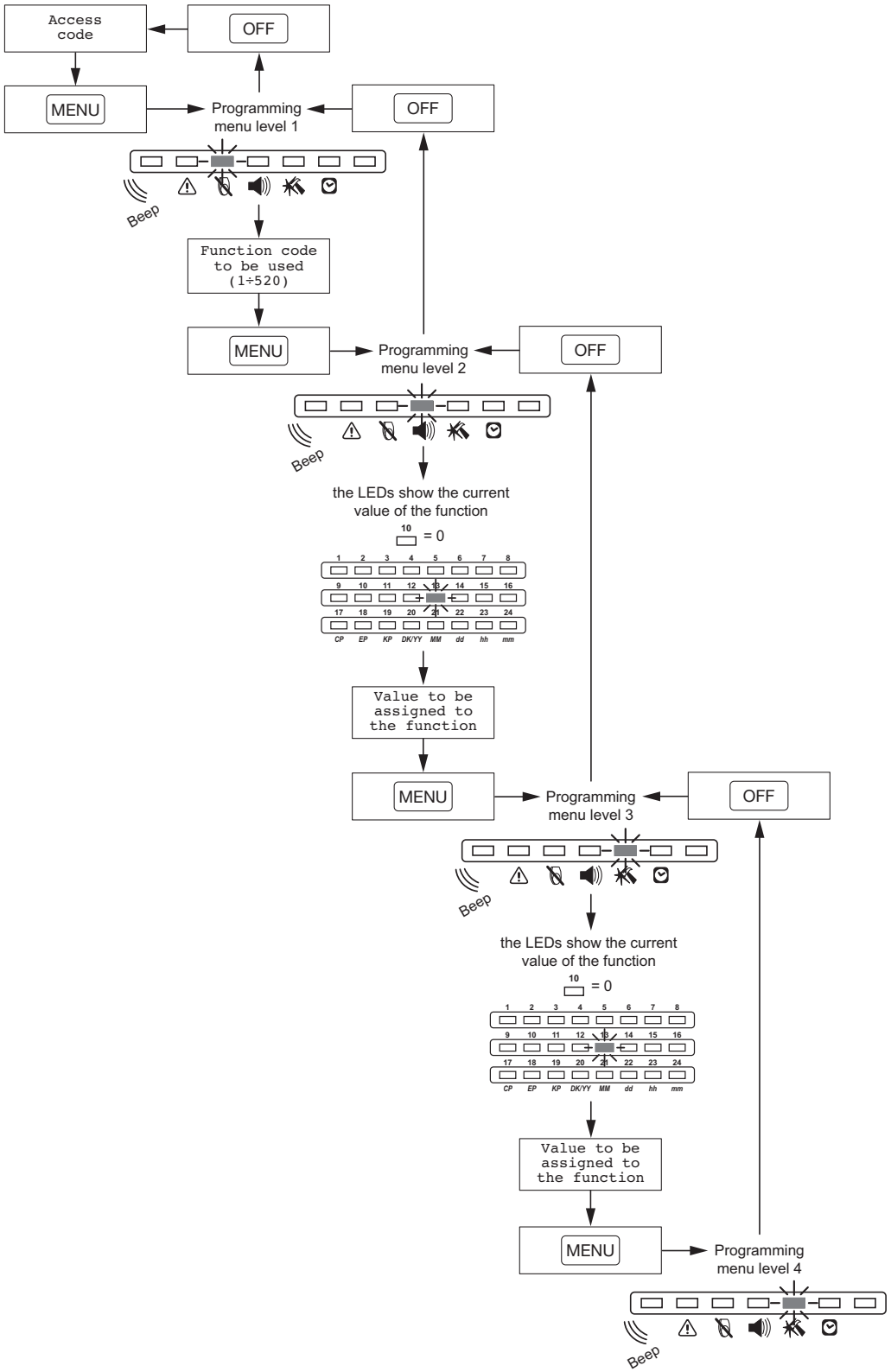
4. Press ◄ and ► keys to adjust the brightness. Confirm the new brightness by pressing **OK** key.
5. Press **ESC** key repeatedly to exit from the menu.

Warning: if the level is decreased to 0 (no squares on), back-light will be totally turned off.

Warning: Back-light adjustment also affects status LEDs intensity (but they are not turned off by setting level 0); this adjustment affects keypad current consumption.

5.2 ADVANCED FUNCTIONS WITH LED KEYPAD KP500L

To access the programming, follow the procedures described in the following table:



After entering the programming mode, the operations to be carried out are indicated in the tables for each programming.

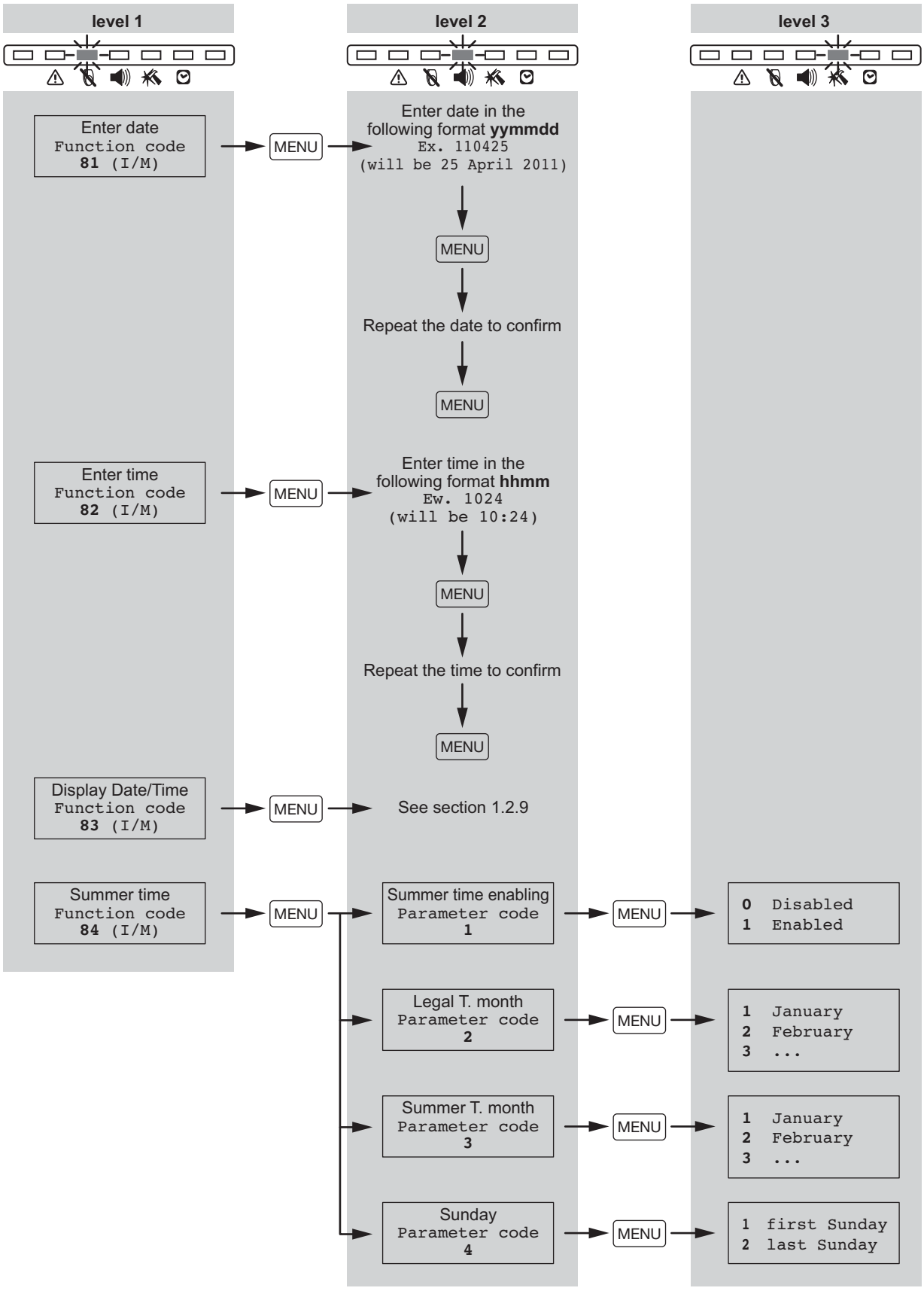
The various functions / programming are available only to enabled users. In the following table, the enabled users are shown as follows:

(I) = Installer **(M) = Master (main user)** **(U) = User**

5.2.1 Setting of the date and time – summer time

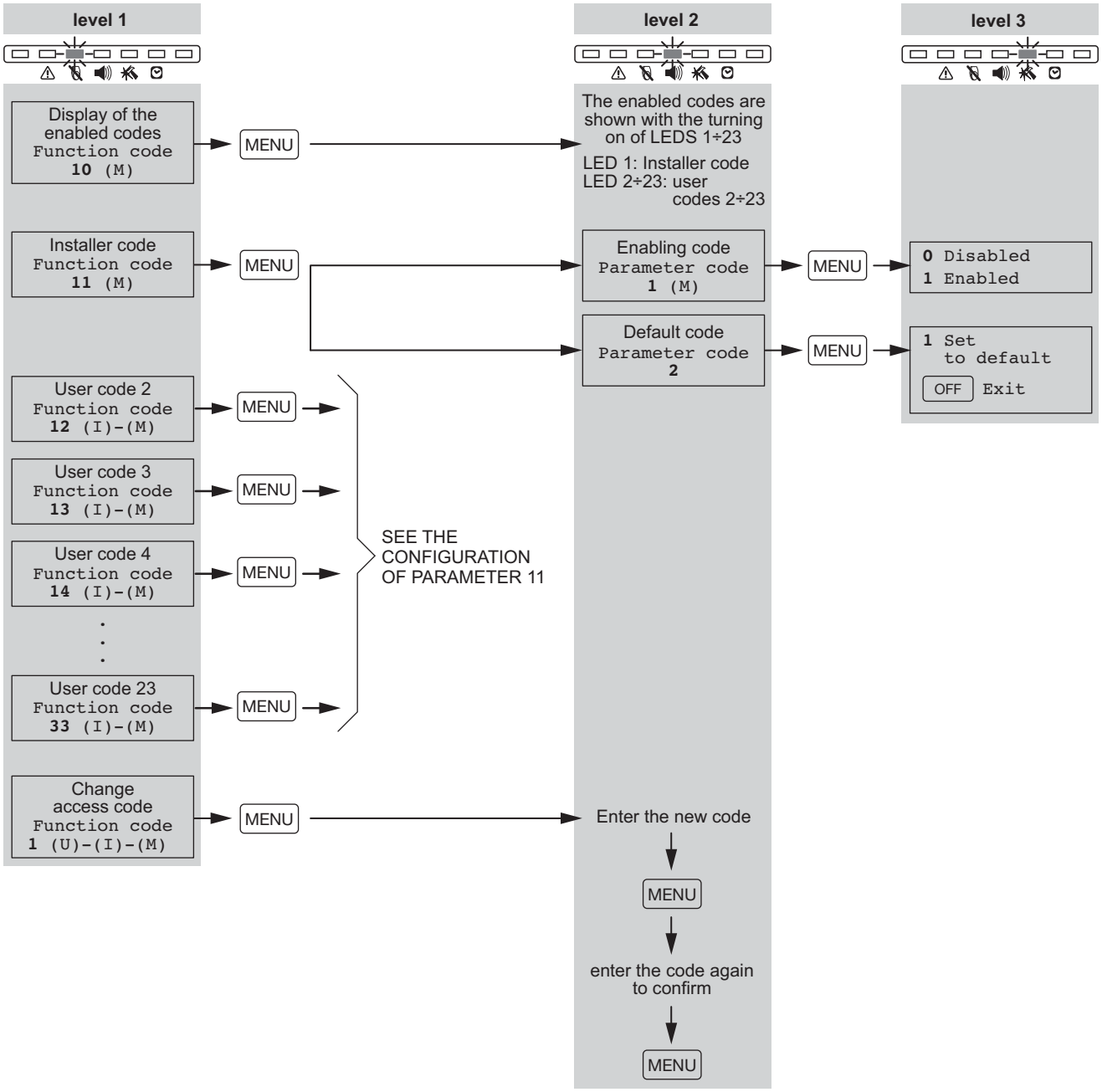
The date and time are used in the recording of in the log and for Time programmer functions.

To enter the date and time, refer to the following table:



5.2.2 Installer and users enabling

Refer to the following table:



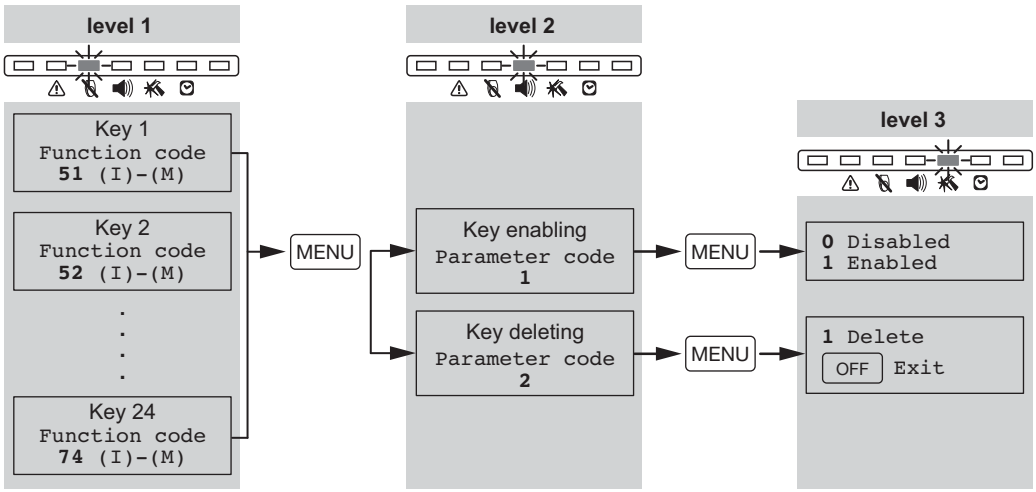
EXAMPLES

1. To enable the installer code:
   Enter the ***Master Code*** (default 1111) ↵ MENU, 11 ↵ MENU, 1 ↵ MENU, 1 ↵ MENU.

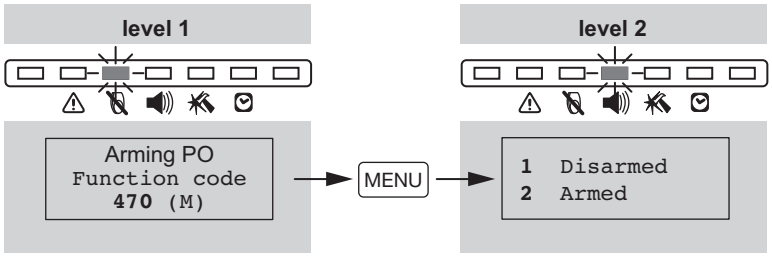
2. To change your access code:
   Enter your access code ↵ MENU, 1 ↵ MENU, new code ↵ MENU, new code ↵ MENU.

5.2.3 Keys

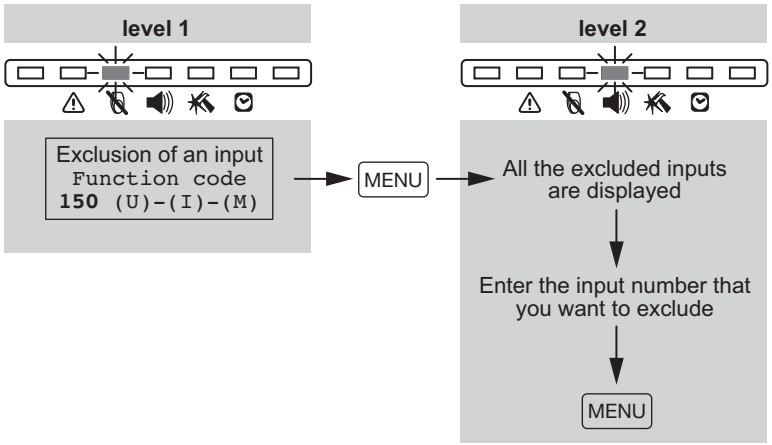
Refer to the following table:



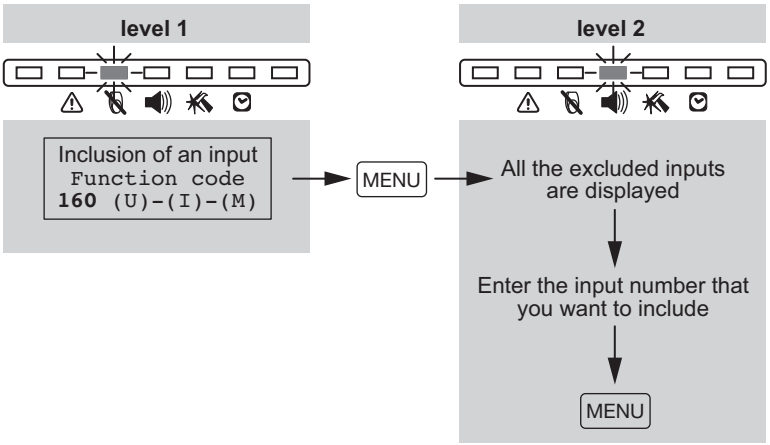
5.2.4 Arming and disarming the timing programmer (P.O.)



5.2.5 Exclusion of an input

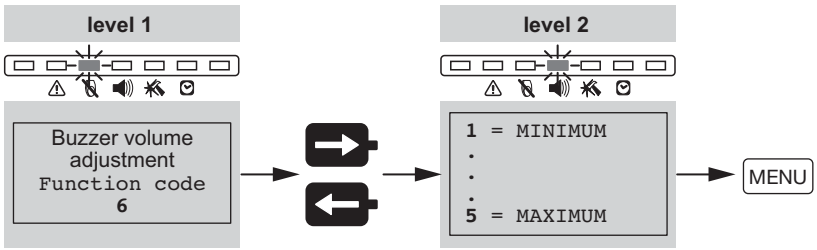


5.2.6 Inclusion of an input



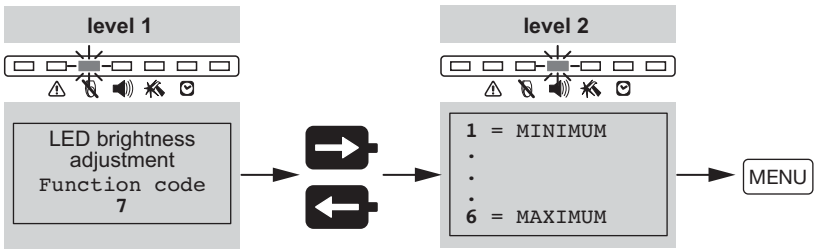
5.2.7 Buzzer volume adjustment

It is not necessary to enter a code to adjust the buzzer.



5.2.8 LED Adjustment

It is not necessary to enter a code to adjust the brightness of the LED.



6 COMMUNICATOR

Warning: information contained in this chapter assumes that control panel MP504TG is connected to at least one PSTN telephone line or to an ADSL connection through interface Ethernet (LAN) – see Installation Manual at paragraph System Connection Capability.

6.1.1 Sequence of alarm message sending and block of calls

When one or more alarm events occur, the communicator:

1) In case of different and simultaneous events identifies the event with the highest priority.
2) calls the telephone number configured for that alarm event.
3) For each telephone number and sending mode, the communicator performs up to 3 call attempts
4) It is possible to block the vocal calls cycle to any successive numbers by entering the code 12 in DTMF from any telephone that has answered, played the message and received the dial tone to the block code.
   The vocal calls for burglar events can also be interrupted by disarming the system. This service can be useful in case of false alarms, for example. Keep in mind that the call immediately started on the first available phone number cannot be interrupted and continues on that number until the attempts have ended. No further calls will be made on any successive numbers.

WARNING! If an answering machine answers a telephone number configured for voice sending, and the answer check is enabled (both for fixed telephone and mobile), the communicator can receive an “answer” that will be considered as a successfully delivered alarm message and so no other call attempts will be tried. In this case, if alarm sending mode is voice only, with a single telephone number, it is possible that the receiver does not receive the message or listens to it too late (the same situation can occur, even if seldom, if there are several telephone numbers and each one has an answering machine). In this case it is suggested to disable the answer check.

6.1.2 Vocal messages

In the presence of vocal synthesis module (SV504) the control panel is capable of sending appropriate vocal messages via the communicator following alarm, failure, status change and technological events.
All vocal messages must be previously recorded by the installer.

Example:
Burglar event detected from any input.
In this case, the communicator will send to the programmed phone numbers with vocal send type and with the burglar event enabled, the following message::

BASE MESSAGE (10”)	EVENT MESSAGE (5”)
Residential complex “Pink Port ” apartment 5	BURGLAR

The following table shows all recordable vocal messages for the foreseen events:

Event / alarm	i.e. recorded messagge	Generated for
Burglar alarm	*Burglar alarm*	opening burglar input
Tamper alarm	*System tamper*	tamper device (Tamper, SAB or lack of communication)
		imbalance of double bal. input, tamper Input opening
Panic	*Panic*	
Silent panic		silent panic input opening
		keypad function key pressed
Hold-up alarm	*Attack in progress*	
		hold-up code entered
Fire alarm	*Fire alarm*	fire input opening
		keypad function key pressed
Emergency Alarm	*Emergency request*	emergency input opening
		keypad function key pressed
Technological event type	*Technological service*	technological inputs 1 – 2 – 3 opening
PSTN telephone line Failure alarm (*)	*System failure*	fault detected on PSTN telephone line
LAN network failure alarm (*)	*System failure*	abnormality detection on the LAN network
System failure alarm (*)	*System failure*	abnormality detection on the system
Continued mains voltage absence alarm (*)	*Mains voltage failure*	the mains voltage in the control panel is off for a longer time than the programmed "Lack of power time"
Battery low alarm	*Battery failure*	control panel battery low or missing
Arming	*Arming executed*	STAY or AWAY arming
Disarming	*Disarming executed*	STAY or AWAY disarming

(*) The recordable vocal message for failure events is unique and valid for PSTN failure, LAN failure, System failure.

6.2 DISPLAY AND MODIFICATION OF TELEPHONE NUMBERS BY MEANS OF LCD KEYPAD KP500D/EN

6.2.1 Telephone numbers

MP504TG control panel communicator can store up to 4 telephone numbers and/or IP addresses, each number can contain up to 28 digits or pauses, in any configuration.
Each pause lasts 2 seconds; for longer times, put several pauses in sequence. Pauses are entered with ▼ key and are indicated with a “P” in the display.
It is also possible to choose which telephone network (channel) will use the communicator for external connections: the urban phone line (PSTN) or via ADSL (LAN). The choice is of course possible only if the lines are available (PSTN phone line connected, Ethernet interface connected and configured).

ENTERING IP ADDRESSES
In calls on LAN channel, telephone number corresponds to the fixed IP address of remote PC provided with Hi-Connect.
To enter IP address, following syntax has to be observed:

nnn**.**nnn**.**nnn**.**nnn**:**ppppp

where: the 12 digits ***n***, separated by a dot in 3-digit groups, correspond to IP address
the 5 digits ***p*** correspond to port address
dots “**.**” And colon “**:**” can be entered by repeatedly and rapidly pressing key 1.

For more information refer to Ethernet interface and Hi-Connect SW Instruction Manual.

6.2.2 Telephone number change

To change a stored telephone number follow the instructions below:

1. Enter on the keypad the Master code or the Installer code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “TELEPHONE DIALER” appears on the display.

```
Us01: MASTER
TELEPHONE DIALER
```

4. Press **OK** key to confirm.

```
TELEPHONE DIALER
PHONE NUMBERS
```

5. Press **OK** key to confirm.

```
PHONE NUMBERS
TEL.NUMBER
```

6. Press **OK** key to confirm.

```
TEL.NUMBER
T01:xxxxxx
```

7. Select with ▲ and ▼ keys the telephone number to be changed and confirm the selection with **OK** key. The display cursor blinks.
8. Press **ESC** key to delete the number and enter the new telephone number. To rectify a digit, position the cursor on it using keys ◄ and ► and overwrite it. Press **OK** key to store entered number.
9. Press **ESC** key repeatedly to exit from the menu..

```
TEL.NUMBER
T01:■xxxxx
```

6.2.3 Telephone number deleting

To delete the stored telephone number follow the instructions below:

1. Enter on the keypad the Master code (default 1111), or the Installer code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “TELEPHONE DIALER” appears on the display.

```
Ut01: MASTER
TELEPHONE DIALER
```

4. Press **OK** key to confirm.

```
TELEPHONE DIALER
PHONE NUMBERS
```

5. Press **OK** key to confirm.

```
PHONE NUMBERS
TEL.NUMBER
```

6. Press **OK** key to confirm.

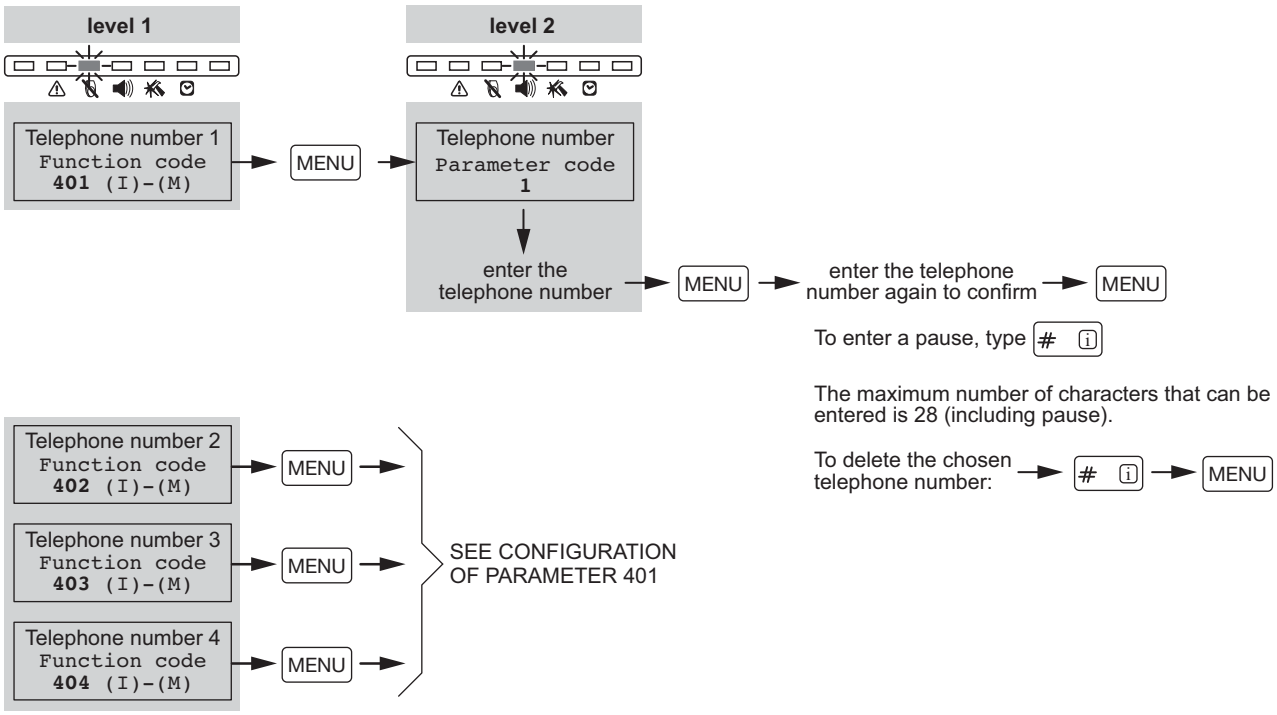
```
TEL.NUMBER
T01:xxxxxx
```

7. Select with ▲ and ▼ keys the telephone number to be changed and confirm the selection with **OK** key. The display cursor blinks.
8. Press **ESC** key to delete the number. Press **OK** key to confirm deleting.
9. Press **ESC** key repeatedly to exit from the menu.

```
TEL.NUMBER
T01:■xxxxx
```

6.3 DISPLAY AND MODIFICATION OF TELEPHONE NUMBERS BY MEANS OF LED KEYPAD KP500L

Refer to the following table:



EXAMPLES

1. To enter the telephone number 0113986711:
   Enter the ***Installer Code*** (default 0000) or the ***Master Code*** (default 1111) ↵ MENU, 401 ↵ MENU,
   1 ↵ MENU, 0113986711 ↵ MENU, 0113986711 ↵ MENU.

2. To delete the 1st telephone number:
   Enter the ***Installer Code*** (default 0000) or the ***Master Code*** (default 1111) ↵ MENU,
   401 ↵ MENU, 1 ↵ MENU, # i , ↵ MENU.

7 USER REMOTE MANAGEMENT

Warning: The information contained in this chapter consider that the MP504TG control panel has been connected to PSTN line and that SV504 module (Vocal synthesis card) has been correctly inserted

7.1.1 Skipping the answer machine

To call the MP504TG control panel for remote management, using the PSTN line if there is an answer machine or a fax, it is necessary that the answer machine or fax answers after 2 rings. It is also necessary to enable the Answer machine function of the control panel, by planning a number of rings higher than that of the answer machine.

You can then call the MP504TG control panel for remote management using the following procedure:

- Call the control panel and hang up after the first ring. The control panel detects the incoming call without answering, because the number of rings is less than the one previously set.
- Call the control panel again within 30 seconds.
- The control panel engages the line immediately, after the first ring, without further considering the count of programmed rings. In this way, the answering machine or fax will receive only one ring and will not be able to engage the line in the place of the control panel.

This procedure is also carried out automatically by the Remote Management Centres with Hi-Connect software and function enabled.

7.1.2 Remote management with tone line guide

The call for remote management can be carried out either by landline phone, equipped with tone keypad (DTMF) or by cellular phone. To make use of all the functions, it is also necessary that on the control panel, the PSTN answer machine and the remote disarming are enabled (Master Menu - Enable – Advanced).

Using the remote management it is possible to:

- arm the STAY and/or AWAY modes. (menu number: 0)
- totally disarm the system (menu number: 1)
- request for system status summary (menu number: 9)

The system status summary emits vocal messages related to the system status and eventual failure(lack of power, battery low…).

In the remote management, the "*" (asterisk) key allows you to go back to the previous menu.

To carry out the remote management, do the following:

1. Via a landline or cellular phone, call the telephone number of the control panel.
2. In response, the communicator of the MP 504TG generates a double beep. Within 10 seconds, enter the master code or user code on the phone's keypad, and wait for the beep for confirmation after each number entered before entering the next. At the end of the number, press "#". If the code is recognized, it takes you to the selection menu indicated by a double beep and you can proceed with the appropriate commands. If the user does not send any command, the control panel waits for 30 seconds during which it periodically sends a double beep to indicate the presence of a communication. After the waiting time expires, the control panel closes the communication.
3. At the end of each command, the control panel plays back any other request by the caller, emitting a double beep for 30 seconds. You can perform a new command within this time. After the waiting time expires, the control panel closes the communication.
   To exit the remote management without waiting for the automatic time-out and close the communication when a command has just finished, press the * key until you hear the control panel hang up.

Note: If after 10 seconds from the response of the control panel, the user does not send any DTMF note, the communicator automatically switches to modem mode.

7.1.3 DTMF commands list table with tone line guide

Function	Menu	Accepted numbers	Action	Vocal Messages
Arm	**0**	**1 #**	STAY arming (Partial)	• Arming message
		#	AWAY Arming (Total)	
Disarm	**1**	**#**	Total disarming	• Disarming message
System status summary	**9**		List: • Staus Arm / disarm • Failures present	• Arming or Disarming message • Failure or warming messages

8 SYSTEM TEST

It is a good practice to verify correct running of the antintrusion system.
The principals test to be performed are:

- Inputs Test
- Outputs Test
- Vocal call Test
- Alarm reception centre test (if present)

Suggestion: perform a system test before every long period of absence, for example before the summer holidays.

8.1 SYSTEM TEST BY KP500D/EN LCD KEYPAD

8.1.1 Inputs test

To verify if inputs are working properly follow the instructions below:

1. Enter on the keypad the Master code or the Installer code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until "TEST" appears on the display.

```
Us01:MASTER
TEST
```

4. Press **OK** key to confirm.

```
TEST
TEST INPUTS
```

5. "INPUTS TEST IN PROGRESS..." appears.

```
TEST INPUTS
IN PROGRESS ...
```

6. Prompt all system detectors (for example, walk in front of volumetric detectors and open the doors with magnetic contacts). Every time a detector is activated, on the keypad the inputs LED turns on.
7. At the end press **OK** key to display the test result. Two different lists are available: the first list, i.e. "TEST OK INPUTS", signals all those inputs which were prompted during the test, while the second list, i.e. "TEST KO INPUTS", signals those inputs which were subjected to variations. If all inputs opened regularly, no input must be present in the second list.

```
TEST INPUTS
TEST RESULT
```

8. At the end press **ESC** key repeatedly to exit from the menu.

8.1.2 Outputs test

To verify if outputs are working properly follow the instructions below:

1. Enter on the keypad the Master code or the Installer code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until "TEST" appears on the display.
4. Press **OK** key to confirm.

```
Ut01:MASTER
TEST
```

5. Press ▼ key until "TEST OUTPUT" appears.

```
TEST
TEST OUTPUT
```

6. Press **OK** key. "CONTROL PANEL" appears.

```
TEST OUTPUT
CONTROL PANEL
```

7. Confirm with **OK** key. The outputs list appears.
8. Select with ▲ and ▼ keys an output and press **OK** key. Press again **OK** to activate the output; after verifying that the output is working properly, press **OK** key to deactivate it.

```
CONTROL PANEL
UC.U1: U01
```

9. Follow the same procedure from step 7 for all the outputs.
10. If there are EP508 expansions, follow the same procedure from step 6 by selecting every time a different bus device, whose outputs must be controlled.

```
TEST OUTPUT
EXPANSIONS
```

11. After controlling all the outputs of all devices, press **ESC** key repeatedly to exit from the menu.

8.1.3 Battery test

To control the control panel battery state follow the instructions below:

1. Enter on the keypad the Master code or the Installer code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “TEST” appears on the display.
4. Press **OK** key to confirm.

5. Press **OK** key. “TEST BATTERY” appears.
6. Press **OK** key to confirm.

7. “TEST BATTERY IN PROGRESS...” appears.

The battery test lasts for about 1 minut after which the system updates information about the battery state indicated by the LEDs and in the event log (if there are changes)

8. At the end press **ESC** key repeatedly, to exit from the menu.

8.1.4 Vocal call test

To verify if vocal calls are working properly follow the instructions below:

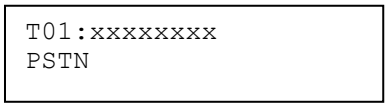
1. Enter on the keypad the Master code or the Installer code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “TEST” appears on the display.
4. Press **OK** key to confirm.

5. Press ▼ key until “ADVANCED” appears on the display.

6. Press **OK** key. “VOCAL CALL” appears.

7. Confirm with **OK** key. Appears the list of the telephone numbers programmed as vocal sending. NOTE: also appear telephone number digits.

8. Select with ▲ and ▼ keys the telephone number to which the test call must be sent and press **OK** key. The communicator performs the call with the channel programmed for the selected telephone number and sends the basic message for three times.
9. Follow the same procedure from step 8 for all the telephone numbers to be tested.
10. Press **ESC** key repeatedly to exit from the menu.



8.1.5 Alarm reception centre call test

To verify if numerical calls are properly carried out, follow the instructions below:

1. Enter on the keypad the Master code or the Installer code and press **OK** key.
2. Press **MENU** key.
3. Press ▼ key until “TEST” appears on the display.
4. Press **OK** key to confirm.

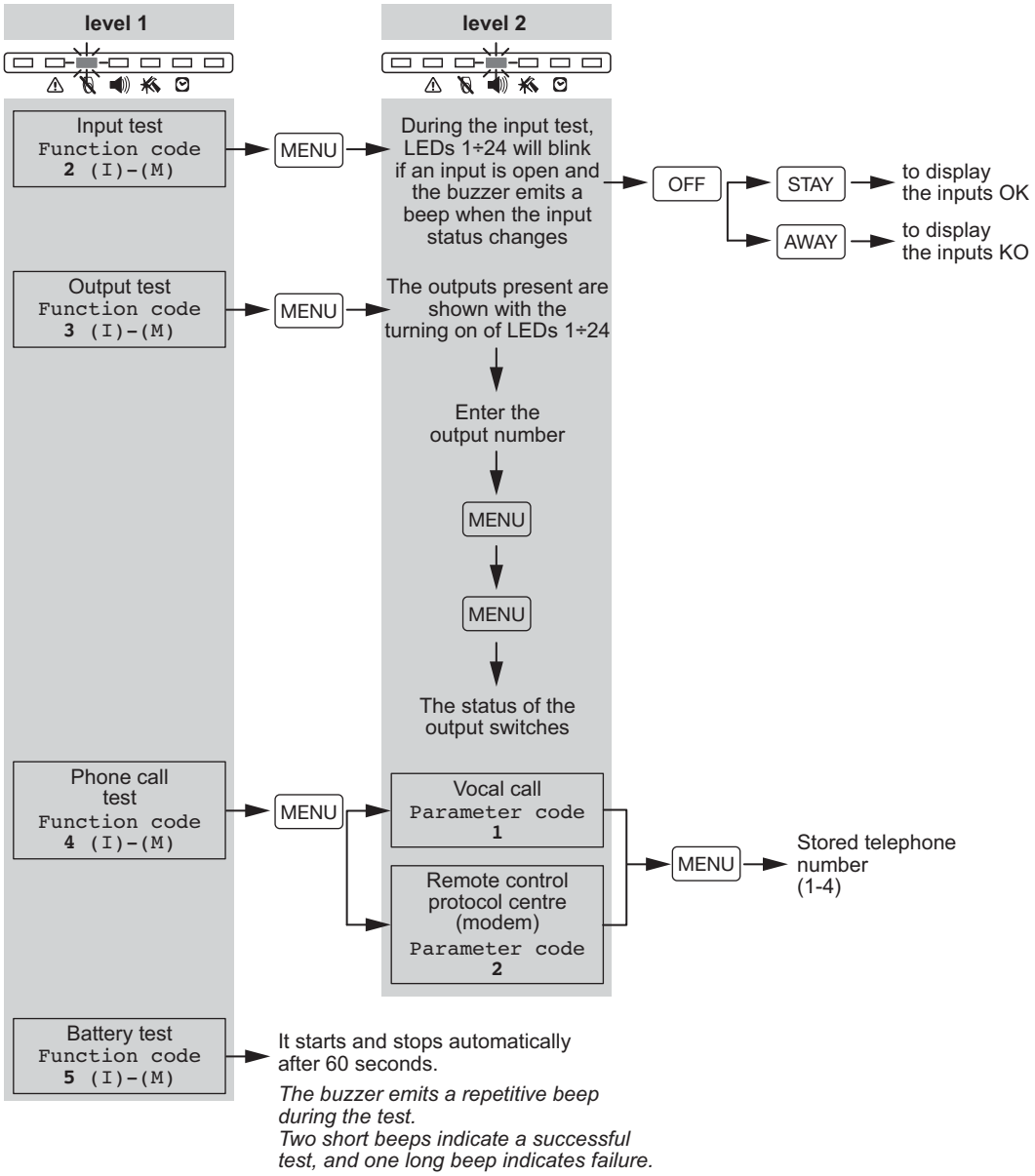
5. Press ▼ key until “ADVANCED” appears on the display.

6. Press **OK** key. “VOCAL CALL” appears.

7. Press ▼ key until “PROTOCOL CALL” appears on the display. Confirm with **OK** key.
8. Appears the list of the telephone numbers programmed with numerical or modem sending.
9. Select with ▲ and ▼ keys the telephone number to which the test call must be sent and press **OK** key. The communicator calls the Alarm reception centre and sends the test call parameters for a correct identification of the event.
10. Follow the same procedure described in the previous step for all the numbers to be tested.
11. Press **ESC** key repeatedly to exit from the menu.

8.2 SYSTEM TEST BY KP500L LED KEYPAD

Refer to the following table:



9 REMOTE MANAGEMENT QUICK REFERENCE GUIDE

In order to have the list of commands for the remote management always available, cut along the lines one of the quick reference guides printed below.

Answering machine skip

1. Call the control panel and hang up after the first ring.
2. Call again the control panel within 30 seconds.

Menu

1. Call the control panel
2. After the answer *bip-bip*
3. Within 10 seconds, type the **Master** or **User code** # , *bip-bip*
   - To arm STAY (partial) : **0 1 #**
   - To arm AWAY (total) : **0 #**
   - To disarm : **1 #**
   - To listen System status : **9**
   - To exit : *** ***

Warning: after each key, wait for the *bip-bip.*

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