MP 200

User's Manual

BUS Control Unit

ELKRON

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1.0 KP200D Keypad

The KP 200D keypad is the main instrument for the user to interface the control unit. The number keys are used for keying in codes. Automatically generated optical/acoustic warnings are shown on the keypad display.

According to how the installer programs the system during installation, a keypad can be associated with the entire system, i.e., with all the sectors in the system, or only to specific sectors.

Each keypad associated with the system can be used to activate/deactivate the entire system and to show optical and acoustic warnings, etc. The keypad functions associated with a sector are valid for the relevant sector only.
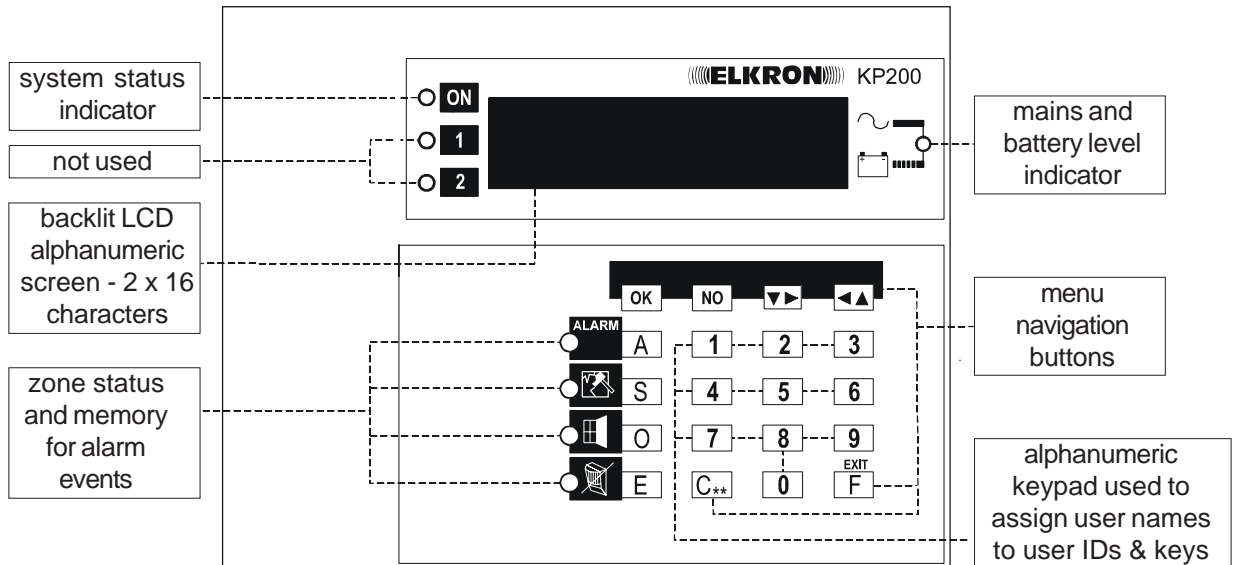
LED ○ **ON**　　　　- system status indicator (indicates the on/off status of the sector associated with the keypad)
　　　　　　1) OFF............................ = all sectors are disactivated
　　　　　　2) ON .... = all sectors are activated
　　　　　　3) BLINKING .... = only some sectors are activated

LED ○ **A** (ALARM) - alarm event memory indicator
　　　　　　1) OFF............................ = no alarm events are present
　　　　　　2) BLINKING .... = 1 or more alarm events are present

LED ○ **S** - Sabotage / tampering memory indicator
　　　　　　1) OFF............................ = no tampering attempts are present
　　　　　　2) BLINKING .... = 1 or more tampering attempts are present

LED ○ **O** - open zone indicator
　　　　　　1) OFF............................ = all zones are off
　　　　　　2) BLINKING .... = some zones are on

LED ○ **E** - excluded zone indicator
　　　　　　1) OFF............................ = no zones are excluded
　　　　　　2) BLINKING .... = some zones are excluded

LED - level indicator for: mains, control unit battery, remote power sources for concentrators
　　　　　　1) ON .... = system is connected to mains
　　　　　　2) OFF............................ = system is running on battery (no mains)
　　　　　　3) BLINKING .... = battery is low

- The alphanumeric keypad can be used to assign names to new "user ID codes" which are programmable from the Master level (see paragraph 3.8). This procedure can be useful, for example, when reading the Event Log, because the names are associated with the codes indicating what operations were done and who did them.

- Repeatedly press a button to change the character.
  Ex.: press button 1 once for the letter A, twice for the letter B, etc.

- Press ▼► to move to the next character or for a blank space

- Press ◄▲ to go back to the previous character

- Press E to delete a character

- Press 0 to display a dot or a dash

- Press NO to delete an entire string

  NOTE: Names can only be written in CAPITAL LETTERS.

ABC1	DEF2	GHI3
1	2	3
JKL4	MNO5	PQR6
4	5	6
STU7	VW8	YZ9
7	8	9
E	C**	. - 0 / 0	EXIT / F

Menu navigation buttons:

OK	to confirm a choice
NO	to cancel a choice
▼►	to move to the right or to go forward
◄▲	to move to the left or to go back
F	to close a menu
C**	to cancel data

1.1 EVENT / SYSTEM MEMORY

1.1.1 ALARM EVENTS

- The 🔲 ALARM LED will blink to indicate that there are stored alarms to be viewed. Press A to view the memorized alarm data on the display. Press ▼► (forward) and ◄▲ (backward) to scroll the list.

- A long tone will be heard after ▼► is pressed when the last alarm has been reached.
- Only the alarms generated in the activated sectors associated with the keypad will be shown.
- A default name will appear if no names were assigned to the zones, eg., "**Intruder Zone #** ".

- Press F to quit the "alarm events" menu.
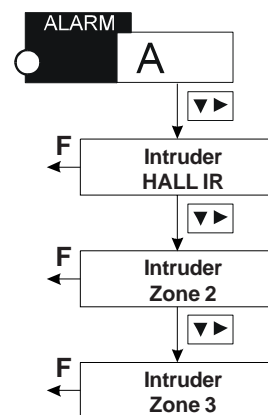
1.1.2 TAMPER / SABOTAGE ATTEMPTS

- The 🔲 LED will blink to indicate that there are stored tamper / sabotage attempts memorized. Press S to view the stored data. Press ▼► to scroll forward in the list.

- A long tone will be heard when ▼► is pressed and the last stored data has been reached.
- Only the events generated in the sectors associated with the keypad will be shown.
- A default name will appear if no names were given to the zones, e.g. **"Tamper / Sabotage Zone #"**.

- Press F to quit the "tamper / sabotage attempts" menu.

  NOTE: "**Zone #**" means that something triggered the alarm
  of the Control Unit in that Zone number (**#**).
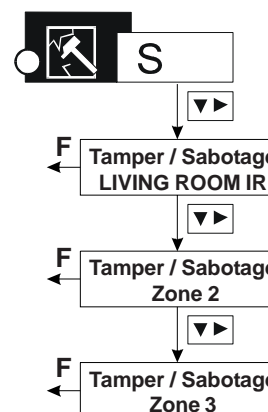
1.1.3 OPEN ZONES

- The ⬛ LED will blink to indicate that some zones are open.

  Press ☐O to access the "open zones" memory.

  Press ▼► (go forward) and ◄▲ (go back) to scroll the list.

- A long tone will be heard when ▼► is pressed and the last open zone has been reached.
- Only the alarms generated in the sectors associated with the keypad will be shown.
- A default name will appear if no names were assigned to the zones, eg., "**Open Zone in Zone #**".
- Press ☐F to quit the "open zones" menu.
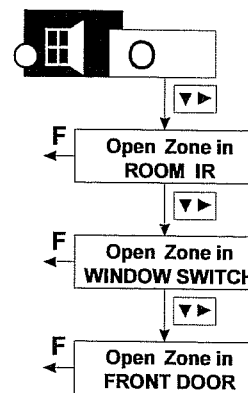
1.1.4 DISPLAYING AREA EXCLUSION AND TAMPERING

- Led ⬛ blinking indicates that area exclusions and/or tampering are present. To display Excluded Areas memory data on the screen, a valid code must be entered and the key ☐E pressed. To scroll displayed list, press keys ▼► (down) and ◄▲ (up).

- After exclusion list is over, when key ▼► is pressed again, a warning tone is issued via KP buzzer.
- If the keyboard is only associated to some sectors, only the excluded areas that are present in those sectors will be signalled and displayed.
- If the areas were not named, a default name appears on the screen, e.g. "**Area 1 CU**".
- Press the ☐F key to exit excluded areas screen.

Case 1 "Excluded Area": LIVING ROOM IR area is excluded, but its tampering is included
Case 2 "Tampering": BED ROOM IR area is included, but its tampering is excluded.
Case 3 "Total": for ENTRANCE DOOR area – both alarm signalling and tampering signalling are excluded.
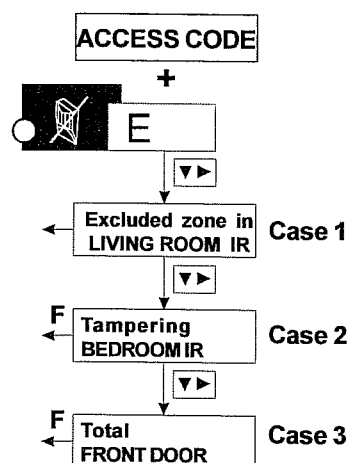
1.1.5 MESSAGES

- The indication "**Messages**" will automatically appear on the keypad display in the event of a system error. Enter a valid access code and press **[OK]** to confirm. A message menu will appear to accurately pinpoint the cause of the problem.
- Some possible examples are:
  "No CU mains"
  "Low CU battery"
  "CU fuses"
- Other messages which might be seen refer to the concentrators' backup power units AS02/S, AS07/S, AS15/S, AS27/S, namely:
  No serial network 1   Low serial battery 1
  No serial network 2   Low serial battery 2
  No serial network 3   Low serial battery 3
- Press OK to view further details.

NOTE: The appearance of an system message on the display will alter the user's menu. The "Activation / Deactivation" function, which normally appears after entering the access code, will be delayed but will appear after the present message.
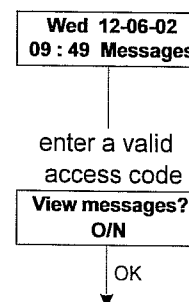
2.0 Turning System ON/OFF by Sectors

NOTE:The *ELKRON MP200 SYSTEM* is programmed into zones and sectors. A "zone" is an input on the "CU" or Control Unit associated with some type of sensor. A "sector" is a functional or logical grouping of zones, preprogrammed by the installer at the time of installation of the system.

2.1 TURNING SYSTEM ON: TOTALLY / PARTIALLY USING KEYPAD
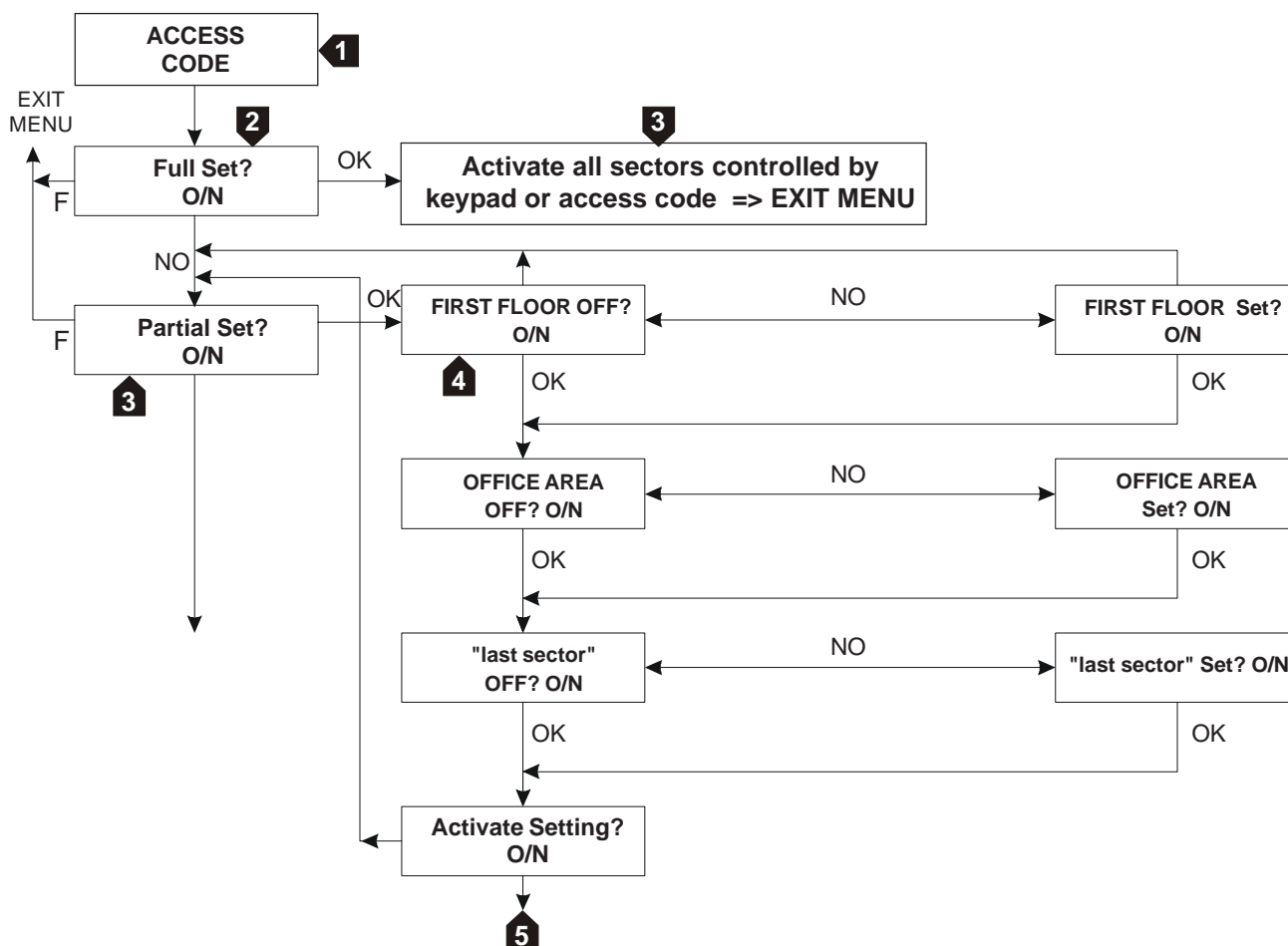
NOTE: "*Set*" = Turn ON / Activate & "*Unset*" = Turn OFF / Deactivate; "**O**" = OK & "**N**" = NO

1 Enter a valid 6 digit "access code".

2 The message "Full Set? O/N" will appear on the display, unless an automatic system message is seen (paragraph 1.1.5), in which case,

Press ▼► to reach the "Full Set? O/N" message.

3 Press OK to activate all sectors controlled by the keypad and/or by the access code.

Press NO for partial activation. The message "Partial Set? O/N" will appear on the display.

Press OK again to view the current situation in each sector. A default name will appear for each sector which has not been named, eg., Sector 1, Sector 2, Sector 3, etc.

4 Press OK to select / confirm the current configuration for each sector.

Press NO to change the current setting. Select the required configuration then,

Press OK to confirm the setting and then go on to the next sector.

Press ▼► to view all configurations in all the sectors controlled by the keypad and/or by the access code.

5 After setting all sectors, the system will prompt whether to confirm the settings: "Activate Setting? O/N"**.**

Press OK to activate the selected sector and go back to: "Activate Setting? O/N".

2.2 TURNING SYSTEM OFF: TOTALLY / PARTIALLY USING KEYPAD
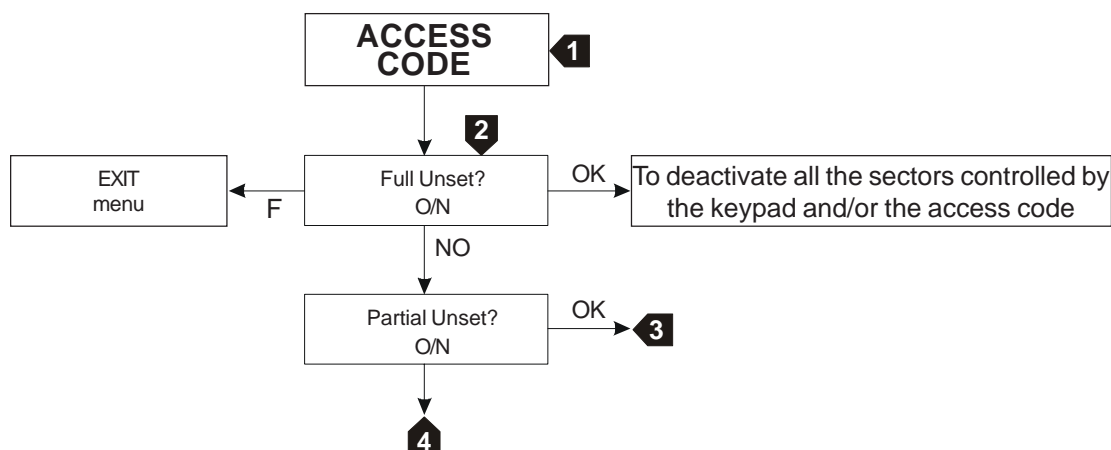
NOTE: "*Set*" = Turn ON / Activate & "*Unset*" = Turn OFF / Deactivate; "**O**" = OK & "**N**" = NO

1 Enter a valid 6 digit "access code".

2 The message "Full Unset? O/N" will appear on the display if at least one of the sectors controlled by the keypad is on.

If an automatic system message is shown (see paragraph 1.1.5),

Press │ NO │ to reach the "Full Unset? O/N" message.

Press │ OK │ to deactivate all the sectors controlled by the keypad and/or the access code.

The "Full Unset? O/N" message will appear again.

Press │ NO │ to go to the partial deactivation option.

3 The menu will appear in the same sequence already described in paragraph 2.1.
Scroll the sectors and deactivate as required, as shown in steps 3, 4 and 5 of the previous paragraph.

4 The menu interface will continue on to the next instruction.

2.3 TURNING SYSTEM ON AND OFF WITH "USER KEY" / READER

• Configured readers can be used to activate/deactivate the sectors that each authorized "user key" controls.

• **Important Note**: the controlled sectors are those associated with the reader during installation and those associated with the key in use. For example, if a *reader* is associated with the *system* (i.e., all sectors) and a *key* associated with *sector 1* is being used, then only sector 1 can be activated/deactivated. Similarly, if a *reader* is associated only with *sector 1* and a *key* associated with the *system* is being used, then only sector 1 can be activated/deactivated.

• Partial activation/deactivation is not possible using a reader. For example, if the reader and the key in use are associated with sectors 1, 2 and 3, then all three sectors will be activated/deactivated at the same time. Partial activation/deactivation is only possible by using splitters (see paragraph 2.4).
• **In case of activation with readers proximity readers AC200P, is necessary to wait at least 5 seconds between disarming and arming.**

DK4000 reader
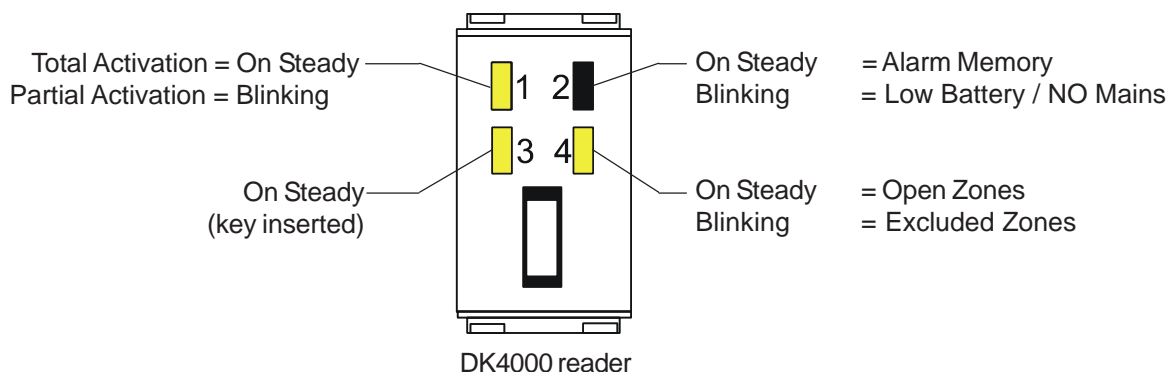
2.4 READING / SETTING ZONES WITH THE USER KEY / READER

There are two operating modes for zones controlled by a splitter, namely:
Mode A called "direct action" and *Mode B* called "pre-programmed action".
As mentioned in paragraph 2.0, the splitter is programmed by the installer.

Mode A: In this mode, leave the key inserted in the associated reader and press the buttons on the splitter to select the associated sectors to be activated or deactivated directly.

1. Insert the "user key" in the "user key" reader.

   Reader LED 1 will blink for approximately 5 secs.
   Reader LED 3 will then light up steady.
   The LEDs on the splitter will indicate the status of each associated sector.
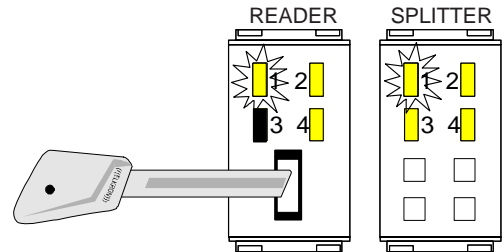
2. Press the splitter buttons corresponding to the sectors to be activated / deactivated.
   LED is on = sector is on

   LED is off = sector is off

3. Once you remove the key from the reader the settings will become functional.

   Reader LED 1 is blinking = partial activation (only some sectors will be activated).

   Reader LED 1 is on steady = total activation (all sectors will be activated).

   NOTE: The LEDs on the splitter will go out after approximately 30 seconds.
   Press any button on the splitter to switch them on again.

Mode B: In this mode, leave the key in the associated reader and press the buttons on the splitter to select whether to memorize the activation/deactivation of the associated sectors. You will later be able to set the system as programmed simply by inserting the key.

1. Insert the key in the associated reader.

   Reader LED 1 will blink for approximately 5 secs.
   Reader LED 3 will then light up steady.
   All LEDs related with the sectors that are about to be activated/deactivated will blink on the splitter.
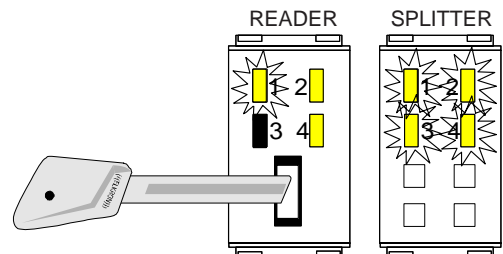
2. Press the buttons on the splitter corresponding to the sectors whose status you want to change.

   Splitter LED is on = sector is activated.
   Splitter LED is off = sector is deactivated.

3. Remove the key from the reader: the sector status will switch either to off (if it was on) or vice versa. As the key is removed, the settings become functional.
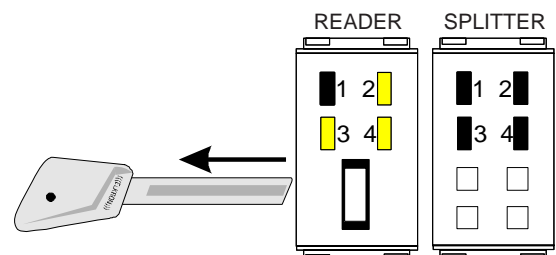
   Reader LED 1 is blinking = partial activation (only some of the sectors are activated)
   Reader LED 1 is on steady = total activation (all of the sectors are activated).

4. At this point, you can activate/deactivate the sectors simply by inserting and removing the key.

   NOTE: The LEDs on the splitter will go out after approximately 30 seconds.
   Press any button on the splitter to switch them on again.

3.0 User's Menu

- Authorized users can exploit the various functions offered by the *MP 200* control unit's user menu which is accessed after keying in your access code on the *KP 200D* keypad.

- The first menu instruction will appear on the *KP 200D* display, typically, "Full Set? O/N" (unless a message is viewed, in which case, see paragraph 1.1.5).

- Scroll the various menu instructions to reach the required option. Press **[OK]** to confirm. The user is guided during the navigation in the sub-menus by various instructions which appear on the keypad display during use.

- A single 6 digit access code exists when the system is installed for the first time (default code = 1 1 1 1 1 1). After installation, you are advised to personalize the default code with another code consisting of six digits in any sequence (see paragraph 3.1, "Changing the 'User ID' code").
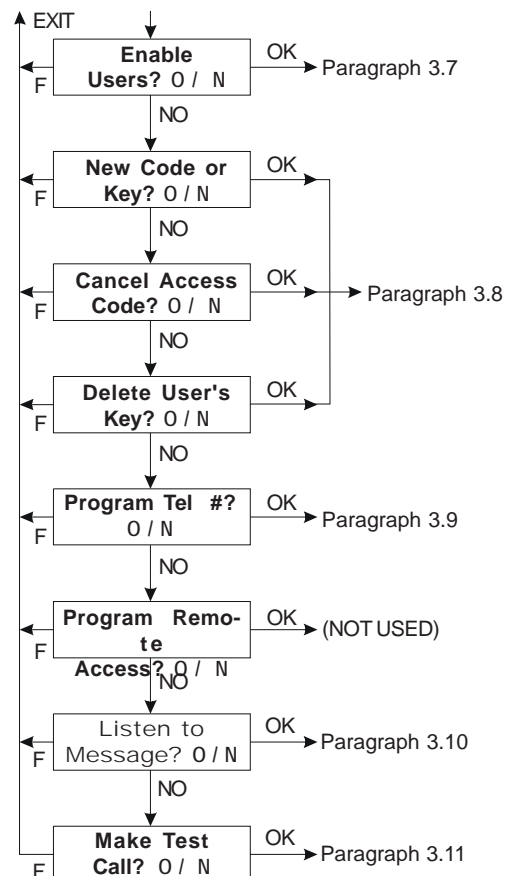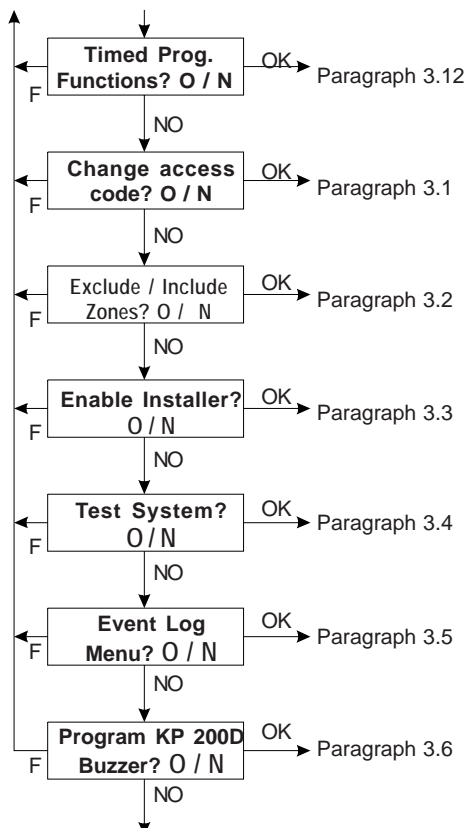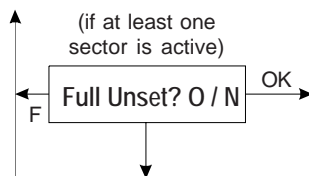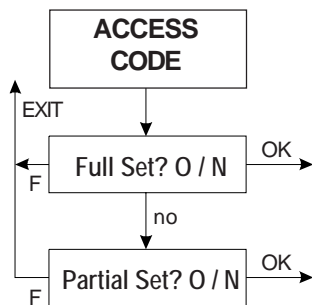
3.1 CHANGING THE "USER ID" ACCESS CODE

The procedure to change the "User ID" access code is as follows:

1 Enter the current 6 digit User ID access code.

2 Press either NO or ▼► until the "**Change Access Code?**" message
appears on the display.

3 Press OK until the message "**Enter New Code?**" appears on the
display. The current 6 digit code is displayed after the question mark "?".

4 Enter the new 6 digit code. The code will be displayed as it is entered.

5 Press OK to confirm and F to quit.

1 ACCESS CODE

↓

2 Change Access Code? O / N

OK ↓

3 Enter New Code ? 1 1 1 1 1 1

↓

4 Enter the new 6 digit access code.

OK ↓

5
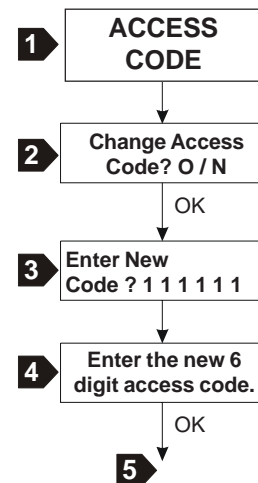
3.2 ACTIVATING / DEACTIVATING ZONES

Zone exclusion (deactivation) is useful for opening a zone without generating an alarm.
An excluded zone can be again included (activated) by following the same procedure.

1 ACCESS CODE

QUIT

2 Exclude / Include Zones? O / N

OK → **3** FIRST FLOOR ? O / N

NO ↓ SECOND FLOOR ? O / N

NO ↓ THIRD FLOOR ? O / N

F

OK → **4** Include HALL? O / N

NO ↓ Exclude HALL? O / N

F

OK → **5** Include LOUNGE? O / N

NO ↓ Exclude LOUNGE? O / N

OK → F
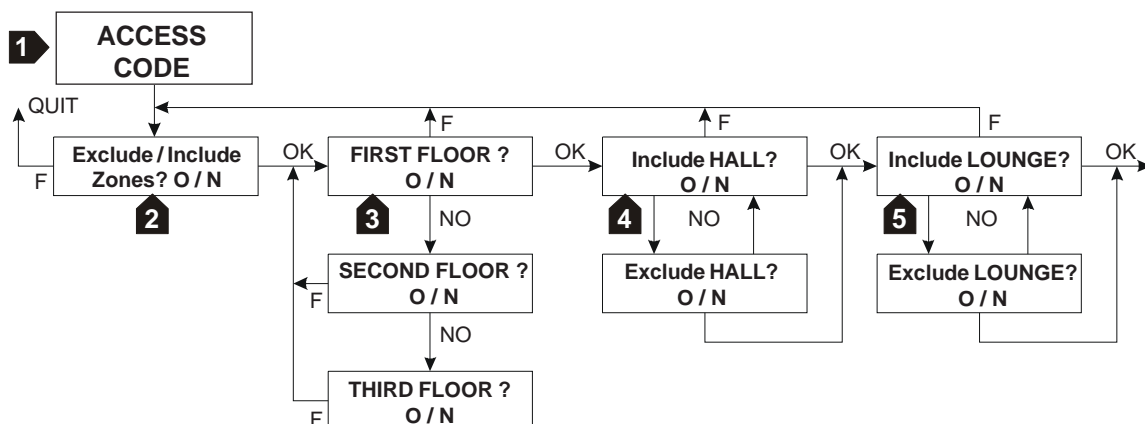
1 Enter a valid 6 digit User ID access code.

2 Press NO or ▼► until the message **"Exclude / Include Zones? O /N"** appears on the display.

3 Press OK until the first sector controlled by the keypad or user access code appears.

Press OK to program the first sector or press NO to set the next sector.

4 The first zone of the sector will appear by pressing OK.

Press NO / OK to exclude / include it.

5 The second zone of the sector will appear after setting and confirming the first zone.
Repeat the same operation for all zones and sectors.

Press F to quit.

The LED E on the associated keypad will blink to indicate that the zone has been excluded.

3.2.1 SELECTIVE ZONE ACTIVATION / DEACTIVATION

In this example of selective zone "Inclusion"=Activation/"Exclusion"=Deactivation, we'll include all of the rooms in a two-storey house, except for the lounge. This is because there is a pet in the lounge that would trigger the alarm as soon as it moves around. Obviously, the "LOUNGE" area (zone) will need to be excluded. (Here we assume that the Installer/Engineer named all of the zones during the installation/programming phase.) To exclude zone:

1. Go to the KP200D keypad and enter the access code.

2. Press [NO] until the message "**Exclude/Include zone? O / N**" appears on the display then,

    Press [OK].

3. Press [NO] until the name of the desired sector appears on the display ("FIRST FLOOR" in this case).

    Press [OK].

4. Press [NO] until the name of the zone to be excluded appears on the display ("LOUNGE" in this case).

    Press [OK] when the message "**Exclude LOUNGE? O / N**" appears on the display.

5. Press [F] to quit.

6. Follow the same procedure to re-include the zone, but in that case,

    Press [OK] in step 4 when the message "**Include LOUNGE? O / N**" appears on the display.
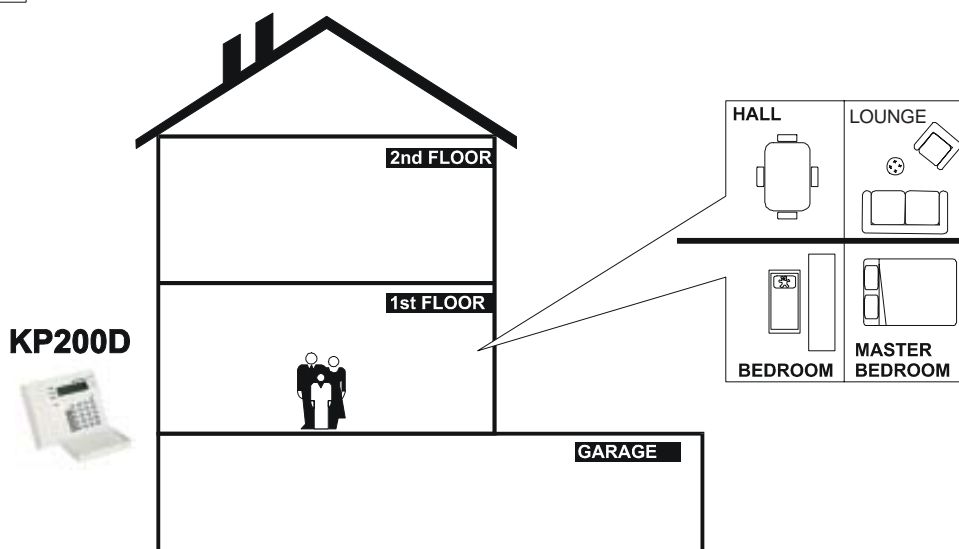
3.3 ENABLE SINGLE ACCESS BY SYSTEM ENGINEER

The User can enable temporary access by the System Engineer.

1▶ Enter a valid 6 digit "access code".

2▶ Press [▼►] or [▼►] until the message "**Enable Engineer? O / N**" appears on the display.

3▶

Press [▼►] to enable and quit automatically.
The buzzer will emit two confirmation beeps.

The installer is enabled at this point and can access the installation menu by entering the unique "installer's ID code". The enabled procedure will end the next time a user ID code is entered.
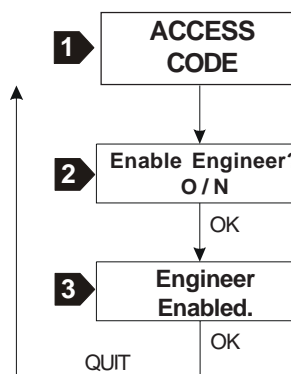
3.4 SYSTEM TESTING

The test procedure (which can be accessed by entering a valid user code) is useful for checking:
electrical output and relay switches, open zones, closed zones and the level of batteries in the system when the system is off. A system test should be run after the first installation, possibly by using a KP 200D keypad associated with the entire system so as to ensure maximum accessibility, because the test can only be run on the warning system devices and zones that are part of the sectors associated with the keypad in use.
This menu includes the "clear memory" procedure.
It is used to switch off the LEDs that indicate a memorized alarm on the keypads and the readers.

3.4.1 OUTPUTS TEST

This test is used to test all programmable outputs, with the exception of the programmed "system status" outputs. Select a sector to test all the respectively associated outputs. Warning system device elements associated with several sectors cannot be tested if even one of the sectors to which it is associated is on.

Access the warning system test function and select the sector to be tested. At this point, press ▼► and ◄▲ to scroll all the devices associated with the sector on the display. Press OK after selecting the required device to switch its status on. The status will remain on until the device is again selected and OK is pressed a second time.

After quitting the warning system test, all outputs switched on during the test will return to stand-by status.
The "TC OR" programmed devices associated with at least one sector being tested will change its status at the same time that a warning system device is switched.

3.4.2 ZONE TEST

The zone test can be used to test the correct operation of the break-in detection devices installed in each sector without generating alarms.

The menu provides a step-by-step guide. In brief, the operations are:
1. Access the "Zone Test" function menu.
2. Confirm the activation of the areas to be tested. Remember: This is a system test procedure, so the sectors will not really be activated! The associated "TC OR" outputs will change status for the duration of the test.

NOTE: If the zone to be tested belongs to a common area, for example, it is associated with two sectors, both sectors must be "activated" (turned on), as described above.

• "Zone Test" results: There are three ways to check the test results of the zones. They are:

1. Press A on the keypad and press ▼► and ▼► to scroll the list: the zones will appear in the order in which they were tested by the control unit followed by the zones of the concentrators (where relevant).
They will not be shown in chronological order.

2. View the event log: The "Alarm Test" message will appear next to the chronological event, the date and the time.
Press OK to view the name.

3. Connect a printer to the RS232 serial line: the information will include the date and time of the "input test", the serial line, the node, the zone and the conventional name.
The zone that was tested will appear only the first time it was tested in all of the three modes.

3.4.3 BATTERY TEST

The battery test is used to test the control unit battery and the remote concentrator power units.

Control unit LED 1, the Mains LED on the keypads and the red LED on the key readers will blink if the battery is low. Automatic messages will also appear on the display announcing this event.

Press | OK | to start the test which may last for a few minutes. The battery test ends automatically.

NOTE: The battery test is also automatically run every five hours by the MP200 central control unit.

3.4.4 DELETE MEMORY

The clear memory function is used to delete the alarm memory, switch off the ⦿ ALARM [A] and ⦿ [⚒] S LEDs on the keypads, as well as switch off the red LEDs present on the key readers.
In the below diagram, "ON" = "Set" and "OFF" = "Unset".
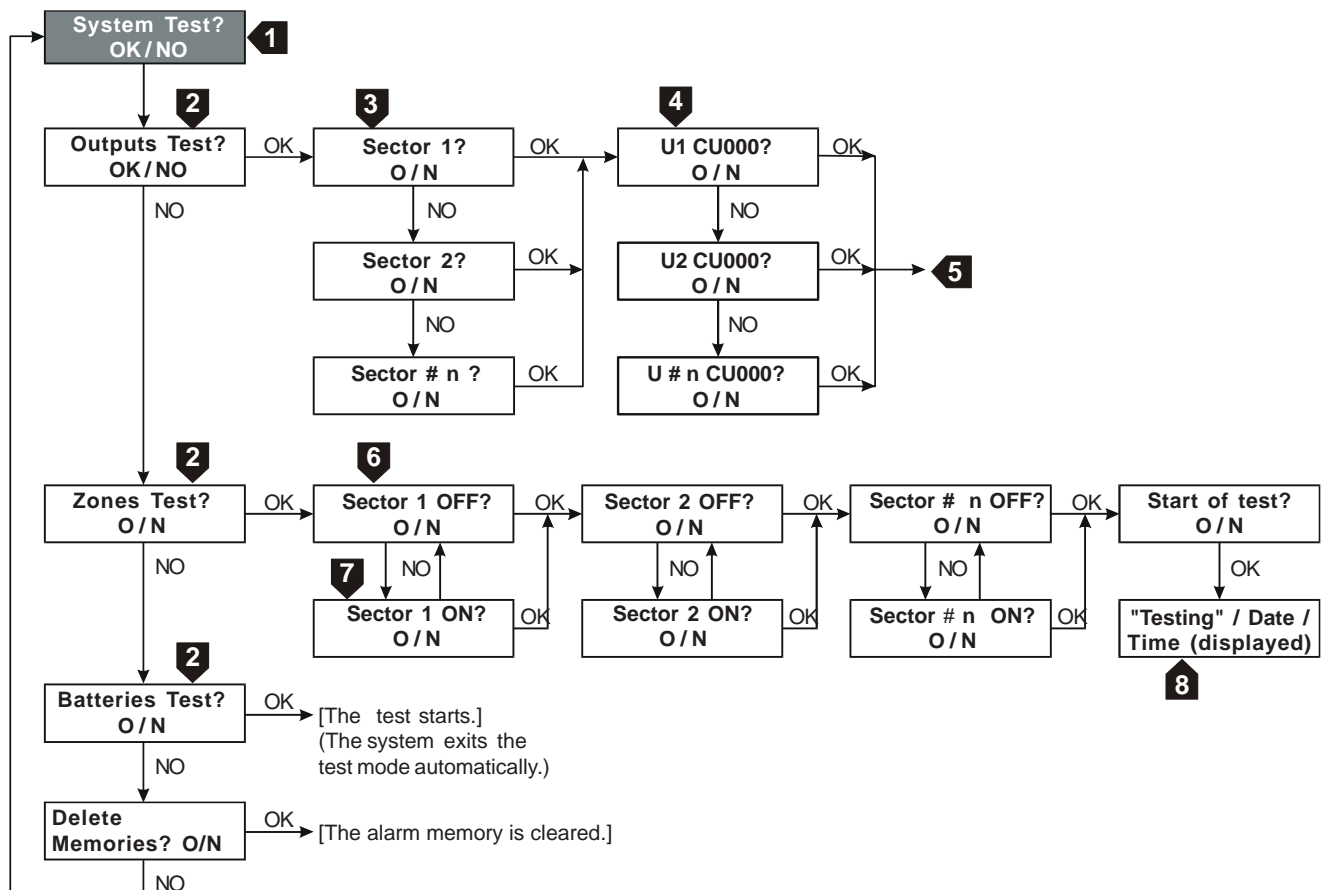
Enter a valid 6 digit access code.

1 Press | NO | or | ▼ ▶ | until the message "**System test? O / N**" appears.

2 Press | OK | to confirm and select the test type.

3 Press | NO | to scroll and select the sector where the warning devices will be tested.

Press | OK | to confirm, when the desired sector appears.

4 The first warning device associated with the selected sector will appear.

Press | NO | to scroll the list until the required device is reached.

5 When | OK | is pressed, the selected output will be switched. Press | F | to quit the test.

6 Press | OK | to scroll and select the desired sector for the zone test. The sector name will appear.

Press | OK | to confirm.

7 Press | NO | to virtually activate the selected sector and press | OK | to confirm. Repeat the operation for all the desired sectors and follow the menu prompts until the message "**Start of test? O / N**" appears.

8 Press | OK | to start the test. The word "**Testing**", the date and the time will appear on the display.

3.5 EVENT LOG MENU

The *MP 200* can automatically store all significant event types in chronological order by date and time.

The *MP 200-64* can store up to 300 events and the *MP 200-256* can store up to 1000. Once these limits are exceeded, the oldest events will be automatically deleted to make room for the new events.

The event log is structured as a menu which can be accessed by entered in valid user ID code on the *KP 200D* keypad. You can read and/or print the complete list or a list restricted to a certain period by stating the from and to period by day and month as required.

The information appears on the *KP 200D* LCD.

Connect a printer to the RS-232 serial line on the *MP 200* motherboard unit to be able to exploit the print option (see Installation Manual, paragraph 7.2, "Connection to a local printer").

Enter a valid 6 digit access code.

Press │ NO │ or │ ▼ ► │ to scroll the menu items until reaching "**Event log menu? O / N**".

Press │ OK │ to confirm and follow the menu prompts.
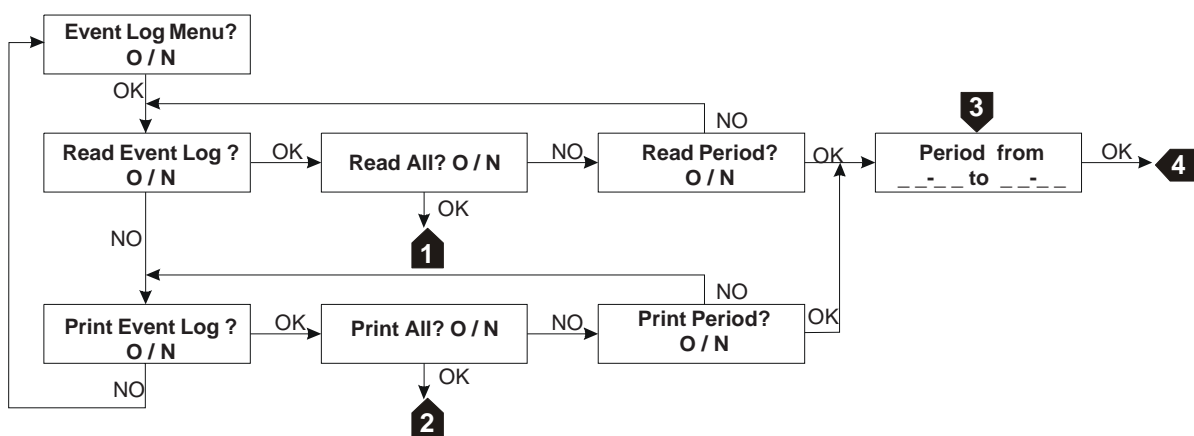
1 At this point, the most recent event in the "Event Log" will appear on the display.

Press │ ▼ ► │ and │ ◄ ▲ │ to scroll the list.

2 The printer will print the complete event list.

3 Enter the required period in a "day-month" format (dd-mm).

For example: for a period from 20 May to 23 May, type in, 21-05 23-05.

(The hyphen separator is already present).

4 The data referred to, in the selected period, is now available.

- -

Example: View a sector 3 deactivation event that used "John Doe's" key.
         We will assume that it is event # 5, occurring in the "Lounge".

```
     005  : event number
   14-05 : day and month of the event
08:32 am : time of the event
Deactivate: type of event
  "_ _ _ " : indicate the sectors
 "Lounge" : sector where the event occurred (3rd sector = "LOUNGE")
   DK 03 : "User's" Key #
1st Level : "User's" Level #
John Doe : "User's" name
```
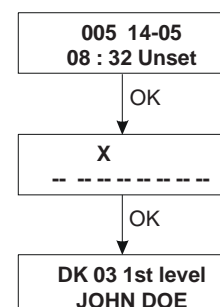
Press │ F │ to go back to the first page.

Press │ NO │ or │ ▼ ► │ and │ ◄ ▲ │ to scroll the events log backwards.

3.6 ACTIVATING / DEACTIVATING BUZZER AND/OR CHIME

It is possible to activate/deactivate the buzzer to signal a delay on each keypad at the entrance/exit.
It is also possible to activate the auxiliary function of the chime to signal the opening of a zone.
(see paragraph 2.2.2 of the <u>Functions and Programming</u> manual).
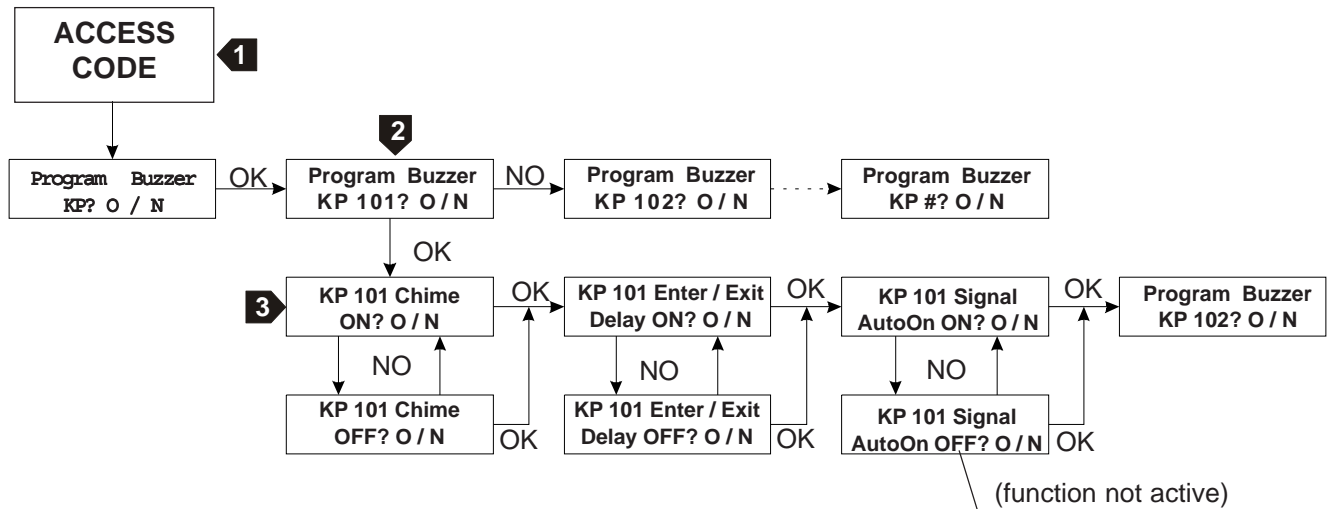
1 Enter a valid 6 digit user code.

Press | NO | or | ▼► | until the message "**Program buzzer KP? O / N**" appears on the display.

Press | OK | to confirm the buzzer on this keypad or else,

2 Press | NO | or | ▼► | to select the keypad to be programed.

Press | OK | to confirm the keypad selection.

3 At this point, you can program the keypad buzzer to turn ON / OFF either or both types of signals:

- chime tone (zone opening signal - auxiliary function), press | NO | to select and | OK | to confirm.

- entrance/exit delay signal, press | NO | to select and | OK | to confirm.

Repeat the operations from step 3 for the other keypads.

Press | F | to exit menu when you have finished.

3.7 ENABLING USERS

The Master User can disable any User ID access code or key, blocking its use temporarily, until it is re-enabled.

1 Enter a valid 6 digit access code.

Press | NO | or | ▼► | until the message
"**Enable users? O / N**" is displayed.

Press | OK | to confirm.

2 The first available code/key number will be displayed.

Press | NO | to change enable to disable and vice versa.

Press | OK | to confirm.

Repeat the enabling/disabling operations
for the other User's ID access codes/keys.
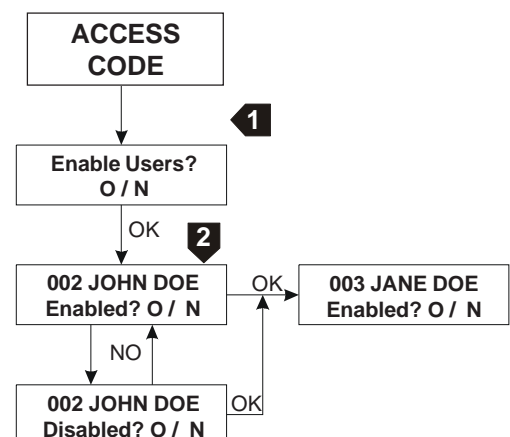
3.8 PROGRAMMING ACCESS CODES / KEYS

The Master user can program a new code or acquire a new key, assigning level, name and association to the sectors. The master can also delete some, or all, of the pre-existing keys or codes.

Note: Level assignment and sector association and naming a User ID (code) or a key is only possible during new code/key programming. The parameters cannot be changed directly by the user after programming. The code/key must be deleted by the Master user and the complete programming procedure must be repeated.
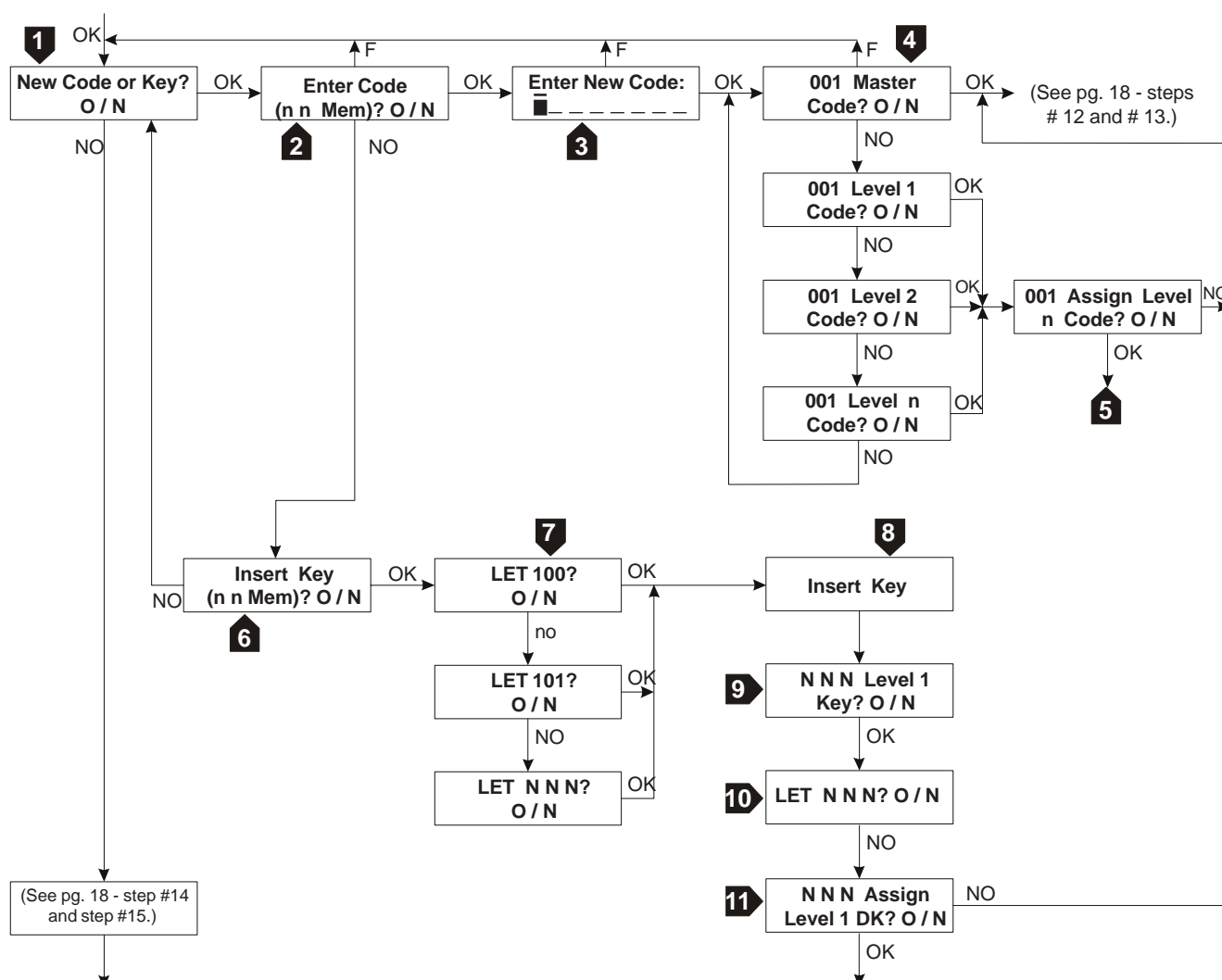
1 Enter a valid 6 digit User ID code.

Press [NO] or [▼►] until the message "**New Code or Key? O / N**" appears on the display.

Press [OK] to confirm and to program a new code/key or

Press [NO] to go on to the next instruction.

2 The message "Enter New Code" will appear on the display with the number of stored codes in brackets. Numbering is the same for Codes and Keys. The first available number will be "003", because "000" is the default user code, "001" is the installer code and "002" is the remote surveillance code.

3 Enter the new 6 digit numeric code using the keypad.

Press [OK] to confirm.

The next instruction will appear on the display if the code was accepted. Otherwise the keypad buzzer will sound (eg., if the code entered is already among those present in memory).

---

4 Select the level of access authority to be assigned to the new code from the *five* available user levels: Master User, Levels: 1 – 2 – 3 – 4 (see paragraph 2.8.1 of the Functions and Programming manual).

5 If the level is in the range, from "L1" to "L4", the system will ask what sectors are assigned to that code, i.e., the sectors in the system which can be activated/deactivated with the new code. Remember that the "master" level by definition can operate on the entire system, i.e., all sectors. Follow the prompts to assign sectors.

Press | OK | to confirm, when finished.

6 The message "Insert Key" will appear on the display followed by the number of memorized keys in brackets.

The numbering is in common for keys and codes. The first number is "003", because "000" is the default user code, "001" is the installer code and "002" is the remote surveillance code.

7 The program prompts the user to select which "reader" the key will be activated on.

Press | NO | to select the reader.

Press | OK | to confirm the selection.
The user is advised to select the reader closest to the keypad where data is being entered.

1 LED 4 will start blinking (slowly).
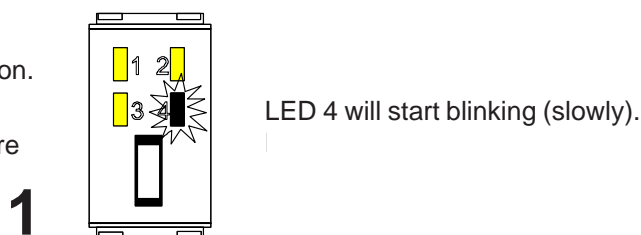
8 The message "Insert Key" will appear on the display. Follow the procedure to the right to acquire the new User ID key.

2 **Insert the key to be acquired**.
LED 1 will start blinking (fast).
LED 4 will continue blinking (slowly).

3 **Extract the key**.
If the procedure was carried out properly,
LED 1 will go out and
LED 4 will light up steady.

AC200P
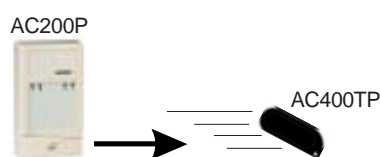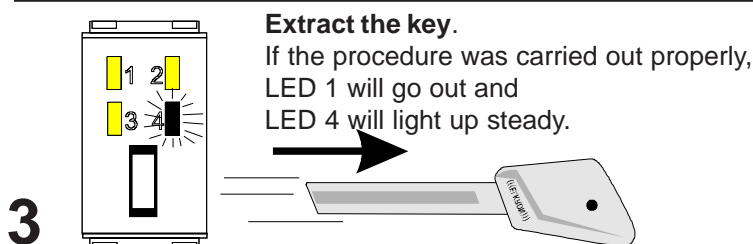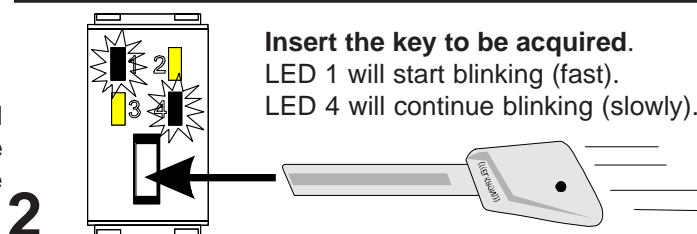
AC400TP

In case of transponder AC400TP programming, you must wait at least **5 seconds** between phase 3 and phase 4.

AC200P

AC400TP

4 **Reinsert the key**.
LED 1 will start blinking (fast) while
LED 4 will remain lit steady.

5 **Extract the key**.
If the procedure was carried out properly,
all the LEDs will turn off,
the keypad buzzer will beep twice,
the message "nnn Key Level #" will appear.
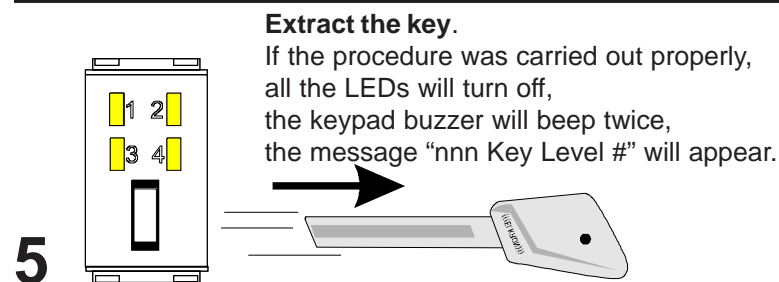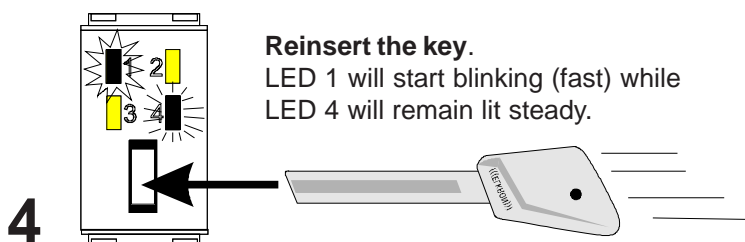
9 After the system accepts and memorizes the key, the message "### Key - Level #" will appear on the display, where ### is the sequential number assigned to the Key and the User ID (Keys and User ID codes have the same number) and # is the access authorization level number assigned to that User.

Press | OK | to confirm level 1.

10 ▸ The program will again prompt to select a reader.

Press ⌊ NO ⌋ to skip this request and go on to the next instruction.

11 ▸ The program will prompt to associate sectors, i.e., which sectors can be activated/deactivated by this key. Follow the prompts to make the required associations.

Press ⌊ OK ⌋ to confirm, when finished.

```
          ┌─────────────────┐
          │  CONTINUED FROM │
          │   PAGE # 16     │
          │   STEP #    4   │
          └────────┬────────┘
                   │          ◄──────────────────────────┐
    12▾            ▼                 13▾                  │
 ┌──────────────────────┐  OK   ┌──────────────────────┐ │ OK
 │ n n n Code n  Lev.   │──────▸│ n n n Code  n  Lev.  │─┘
 │      Name? O / N     │       │ ▁                    │
 └──────────┬───────────┘       │ ■__ __ __ __ __ __   │
            │ NO                 └──────────────────────┘
            ▼
```

[GO BACK TO PAGE # 16 - STEP # 1]
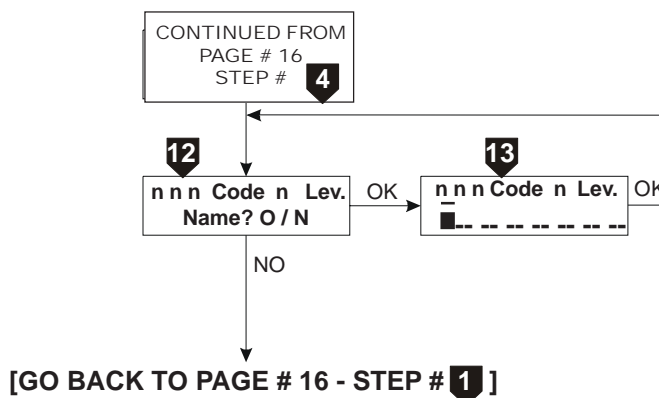
12 ▾ The program will prompt to associate a name to the new User (Code #) or Key (DK #).

Press ⌊ OK ⌋ to proceed or ⌊ NO ⌋ to accept the default name and go back to the initial instruction.

13 ▾ Enter the new Key name, max. 16 characters, eg., "CUSTODIAN", using the keypad (see paragraph 1.0).

Press ⌊ OK ⌋ to confirm, when finished.

```
          ┌─────────────────┐
          │  CONTINUED FROM │
          │   PAGE # 16     │
          │   STEP #    1   │
          └────────┬────────┘
    14▾            ▼
 ┌──────────────┐  OK  ┌──────────────────┐ OK  ┌──────────────────────┐
 │ Cancel Code? │─────▸│ Cancel All Codes?│────▸│ ALL CODES / KEYS ARE │
 │    O / N     │      │      O / N       │     │ CANCELED / DELETED.  │
 └──────┬───────┘      └─────────┬────────┘     └──────────────────────┘
        │ NO                     │ NO                   ▲
        │                        ▼                      │
        │              ┌──────────────────┐ OK          │
        │              │ n n n Code Level │─────────────┤
        │              │   n Delete? O/N  │             │
        │              └──────────────────┘             │
    15▾ │                                               │
 ┌──────▼───────┐  OK  ┌──────────────────┐ OK          │
 │ Delete Key?  │─────▸│ Delete All Keys? │─────────────┤
 │    O / N     │      │      O / N       │             │
 └──────────────┘      └─────────┬────────┘             │
                                 │ NO                    │
                                 ▼                       │
                       ┌──────────────────┐ OK           │
                       │ n n n DK Level n │──────────────┘
                       │   Delete? O / N  │
                       └──────────────────┘
```
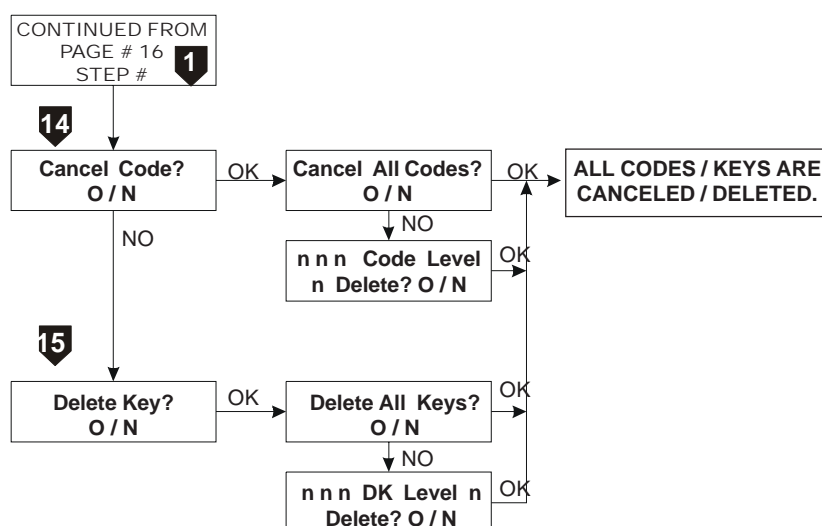
14 ▾ At this point, select either total or partial cancellation of existing codes.

For partial deletion, use ⌊ NO ⌋ to scroll the list of stored codes until reaching the code to be deleted.

Press ⌊ OK ⌋ to confirm the operation.

15 ▾ At this point, select either total or partial deletion of existing keys.

For partial deletion, use ⌊ NO ⌋ to scroll the list of stored keys until reaching the key to be deleted.

Press ⌊ OK ⌋ to confirm the operation.

3.9 MEMORIZING TELEPHONE NUMBERS

NOTE: This feature can only be used if the *MP 200* is equipped with an *STM 200 Modem Communicator Board* and an *SV 108 Voice Synthesis Board* for transmitting events via voice mode on the telephone line.

The Master User can access the programmed voice mode telephone numbers for adding, deleting or editing up to a maximum of six (6) telephone numbers.

1 Enter a valid 6 digit access code.

Press | NO | or | ▼ ► | until the message

"**Program Tel. Number? O / N**" appears on the display.

2 Press | OK | to store the desired telephone number in the first available position (1 to 6).

Press | NO | to go to the next position or | OK | to confirm.

3 The selected telephone number will appear or blank spaces will appear, if no number is memorized in that position. Enter the desired telephone number (max. 28 digits). The digits will overwrite the existing number, if any, and they will be shown as they are entered. To correct a digit:

Press | ◄ ▲ | to go back and re-enter the correct digit.

Press | C** | to enter a pause in the dialing sequence.

Press | NO | to cancel the entire telephone number.

Press | OK | to confirm the desired number.

Press | F | to exit when finished.
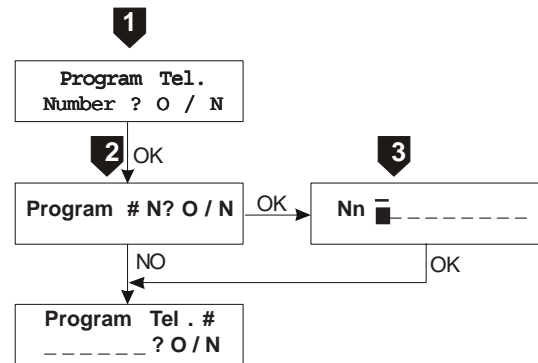
3.10 LISTENING TO VOICE MESSAGES

Note: This feature can only be used if the *MP200* is equipped with a *STM200 Modem Communicator Board* for transmitting events in voice mode on the telephone line and an *SV108 Voice Synthesis Board* with a connected speaker.

The Master User and Level 1 and 2 users can listen to voice messages stored in the memory of the "*SV108*".

1 Enter a valid 6 digit access code.

Press **NO** or **▼►** until the message

"**Listen to Message? O / N**" appears on the display.

2 Press **OK** . The message

"**Listen to message A? O / N**"
will appear on the display.

Press **NO** repeatedly to listen to other messages.

Press **OK** to confirm and listen to message.

Press **F** to exit when done listening to messages.

The message will be played on the SV108's speaker.
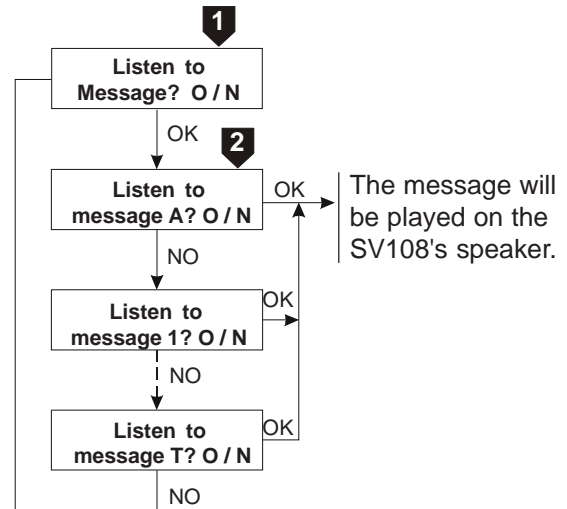
LIST OF 10 PRE-RECORDED VOICE MESSAGES

A = basic message	5 = panic message
1 = tamper/sabotage message	6 = rescue / help arriving message
2 = intruder message	7 = system on / off message
3 = fire message	8 = system breakdown message
4 = hardware message	T = test message

3.11 MAKING TEST CALLS TO MEMORIZED NUMBERS

NOTE: This feature can only be used if the *MP 200* is equipped with a *STM 200 Modem Communicator Board* for transmitting events in voice mode on the telephone line .

The Master User, Level 1 and Level 2 users can make test calls to any one or all of the six programmed telephone numbers, regardless of the functional mode (voice, numeric, modem) to check the correct operation of the "Communicator" modem and the telephone line.

1 Enter a valid 6 digit access code.

Press **NO** or **▼►** until the message

"**Test Call? O / N**" appears on the display.

2 Press **OK** . The message

"**Select Telephone #n? O / N**" will appear.

Press **NO** to select another telephone number.

Press **OK** to confirm and dial the number.

The selected number will be called to test it.
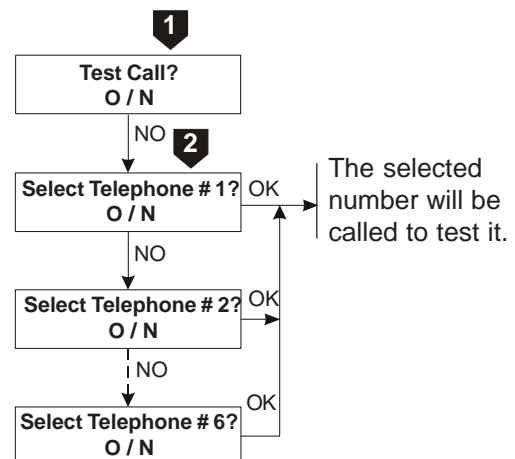
3.12 PROGRAMMING THE DATE / TIMER FUNCTIONS

The master user can access a "reserved menu" to program the date / timer functions. Refer to the <u>Functions and Programming</u> manual (paragraphs 8.0 and 9.0) for more detailed information.

1 Enter a valid 6 digit access code.

Press `NO` or `▼ ►` until the message, "**Timed Programming Functions**", appears on the display.

Press `NO` to access the first instruction in the menu.

1

```
┌─────────────────────┐
│  Timed  Programming  │
│  Functions? O / N    │
└─────────────────────┘
          │
          ▼
┌─────────────────────┐
│   Program Date /     │──────► Par. 9.1 ──────┐
│    Time? O / N       │                       │
└─────────────────────┘                       │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │
│  Program  Summer /   │──────► Par. 9.2 ──────┤
│  Winter Time? O / N  │                       │
└─────────────────────┘                       │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │
│  Program  Standard   │──────► Par. 9.4 ──────┤
│    Week? O / N       │                       │
└─────────────────────┘                       │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │
│  Program Over. Day   │──────► Par. 9.5 ──────┤
│    Tag? O / N        │                       │
└─────────────────────┘                       │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │        ┌─── <== Refer to the indicated
│  Name Day Tag Set? O /│─────► Par. 9.6 ──────┤        │    paragraphs in the Functions
│         N            │                       │        │    and Programming manual.
└─────────────────────┘                       │        │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │
│   Program  Time      │──────► Par. 9.7 ──────┤
│  Function? O / N     │                       │
└─────────────────────┘                       │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │
│ Program Special Dates? O│───► Par. 9.8 ──────┤
│        / N           │                       │
└─────────────────────┘                       │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │
│  Program  Current    │──────► Par. 9.9 ──────┤
│   Date? O / N        │                       │
└─────────────────────┘                       │
          │                                    │
          ▼                                    │
┌─────────────────────┐                       │
│ Auto Program Easter? O│─────► Par. 9.11 ─────┘
│        / N           │
└─────────────────────┘
```
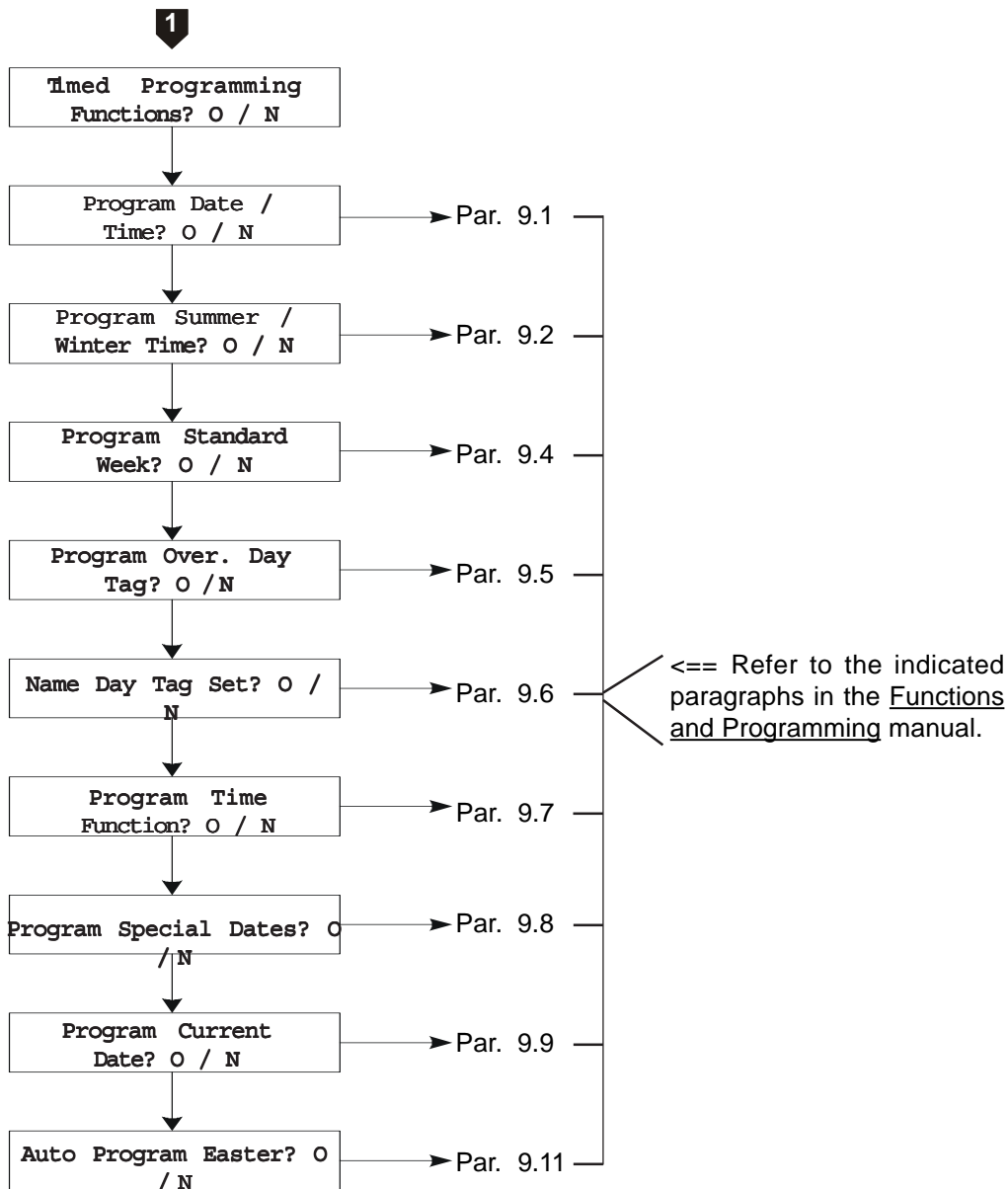
((((ELKRON))))
SICUREZZA PER TUTTI GLI AMBIENTI