GB

MP508M/TG
MP508TG

Remote manageable alarm control panel

User Manual

CE

ELKRON

IS0238-CA

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PREFACE

TARGET AUDIENCE FOR THIS MANUAL

This manual is specifically meant for the users in order to give them all the information needed for the daily use of the Elkron MP508 system.

STRUCTURE OF THIS MANUAL

The manual is divided in chapters. Depending on the need, you can concentrate only on some of them, skipping the others, but it is recommended to read them all, because they contain information useful to take advantage of the installed system.

STANDARDS USED IN THIS MANUAL

For the sake of clarity, the following conventional standards are used throughout this manual:
➔ divides the entries made using a keypad. For example **120 ➔ OK** means “enter 120 and then press the OK button”.
Words written in *non proportional italic font* indicate that You have to replace this term with the corresponding value. For example, if the installer access code is 000000, ***Code Installer*** ➔ **OK** means “enter 000000 and then press OK button”.

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

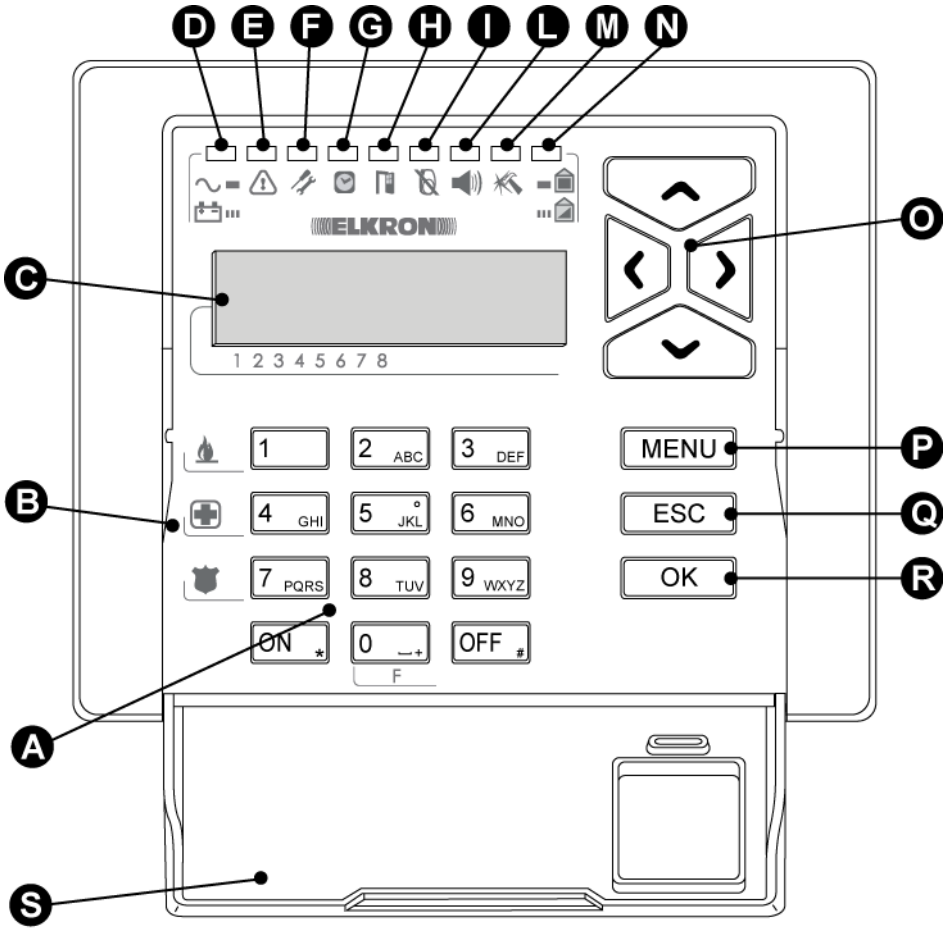
Finally, take care of the following symbols:


This symbol indicates an important warning.


This symbol indicates an interesting suggestion.

1 – COMMAND DEVICES

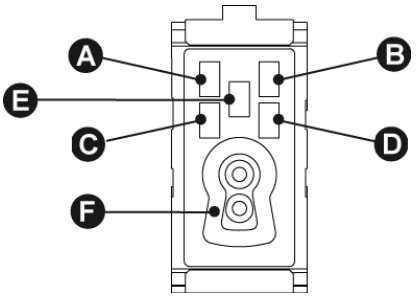
1.1 KP500D / KP500DV DISPLAY KEYPAD



Ref.	Description	Use or indications provided
A	Keypad	Used to enter the access code, to select some functions and to program the control panel
B	Function buttons	Used to activate additional system functions
C	LCD 2x16 characters display	Shows date and time when in stand-by mode, detailed information on system status, event log and the programming menus
D	LED indicating mains voltage and battery charge (green)	**On** = mains power supply 230 V~ available and battery charged **Off** = mains power supply 230 V~ not available and battery charged **Blinking** = low battery
E	Failures signalling LED (yellow)	**Off** = normal operation **On** = failure memory **Blinking** = display details
F	Maintenance signalling LED (red)	**Off** = normal operation **On** = system in maintenance **Blinking** = Maintenance memory
G	Time programmer status signalling LED (green)	**Off** = P.O. disabled **On** = P.O. enabled **Blinking** = automatic arm warning
H	Open inputs signalling LED (red)	**Off** = inputs in stand-by mode **On** = open inputs **Blinking** = details display
I	Excluded inputs signalling LED (red)	**Off** = all inputs included **On** = excluded inputs **Blinking** = details display
L	Alarm signalling LED (red)	**Off** = no alarms **On** = alarm memory **Blinking** = details display

M	Tamper signalling LED (red)	**Off** = no tampers **On** = Tampers memory **Blinking** = details display
N	System status signalling LED (green)	**On** = system totally armed **Off** = system totally disarmed **Blinking** = system partially armed
O	Arrow buttons	Scroll the menu items; modify the value of some parameters
P	MENU button	Access to the menu
Q	ESC button	Back to the upper level menu
R	OK button	Confirms the access code or any other entered data ; confirms the selected menu item and goes to its submenu
S	Cover	

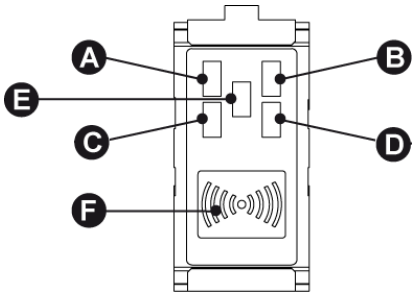
1.2 DK500M-E ELECTRONIC KEY READER



The partitions associated to the reader will be matched to the LEDs in accordance with the sequence “A-B-C-D”

	Description	Use or provided indications
E	Alarm LED (red)	**On** = stored alarm (the LED turns off at the next system arming, if the alarm has stopped in the meanwhile). **Blinking** = failure signalling (the LED blinks until the failure is repaired). If there are alarms and failure signalling at the same time, the LED blinks.
A B **C D**	Associated partition state LED (green)	**On** = active partition **Off** = not active partition
F	Keyhole	Hole for DK50 electronic key insertion

1.3 DK500M-P PROXIMITY READER



The partitions associated to the reader will be matched to the LEDs in accordance with the sequence “A-B-C-D”

	Description	Use or indications provided/given
E	Alarm LED (red)	**On** = stored alarm (the LED turns off at the next system arming, if the alarm has stopped in the meanwhile). **Blinking** = failure signalling (the LED blinks until the failure is repaired). If there are alarms and failure signalling at the same time, the LED blinks.
A B **C D**	Associated partition state LED (green)	**On** = active partition **Off** = not active partition
F	Transponder	DK30 proximity key detector

2 – ACCESS CODES

2.1 SYSTEM ACCESS CODE

For system management it is possible to use up to 32 different access codes: 1 Installer, 1 Master and 30 Users. The access code is freely programmable with a minimum of 4 digits up 6 digits maximum and, according to its type, the code allows specific system functions. Every user can change its own access code as he wants, taking into account that the system will automatically assign him also a code for the hold-upfunction, which is the same as the selected code + 1 (for example if I choose 789456 , the hold-upcode will be 789457).

Suggestion: it is recommended to every user to change its own code instead of using the default one.

The Master code is always enabled and it is the only code authorized to enable the other codes; besides, it can reset the other access codes to the factory value (in case the codes have been forgotten). The entered access code must be confirmed with the button **OK**.

Warning: if any user enters his own code, the Installer, who might be enabled, is automatically disabled; the same happens by inserting an electronic or a proximity key

2.1.1 Default Codes

Code type	Default Code	Associated partitions	Enabled
Installer	000000	All	Yes
Master	111111	All	Yes
User (2 ÷31)	000020-000310	Programmable	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.

2.1.2 Wrong code entering

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

2.1.3 Available functions for different codes.

Even though it is necessary to enter a code in order to access to central unit functions, some functions do not require a valid user code entering. These functions are the following:

- Alarm memory
- Tamper memory
- Failures memory
- Service messages
- Excluded inputs messages (followed by code entering)
- Display info (followed by code entering)
- Buzzer adjustment
- Contrast adjustment
- Backlight adjustment

To access to the following functions, it is required to enter before any valid access code.

- System arming
- System disarming
- System status
- User configuration (name)
- Key configuration (name)

To access to the following functions, it is required to enter before the MASTER code.

- Event log reading
- Exclusion
- Time-date
- Language
- Code changing
- User settings
- Keys settings
- Time Programmer
- Inputs Test
- Outputs Test
- Phones test
- Telephone numbers
- Vocal messages
- SMS messages

Besides, the MASTER code can access to the following enabling function

- User enabling
- Key enabling
- Installer enabling
- Remote access enabling
- Remote access disabling

3 – ALARMS, EVENTS AND SIGNALLING

3.1 ALARMS AND EVENTS

The MP508 system manages different types of alarms, described below with their characteristics.

3.1.1 Burglar Alarm

Generated if...	• an Burglar input is opened and at least one associated partition in OR mode is active • an Burglar input is opened and all associated partitions in AND mode are active
Activates...	• all the outputs programmed as Burglar/Tamper that have at least one partition shared with the input that generated the event • the communicator for voice, numerical or modem sending of the respective Burglar Alarm
is stored...	• in the Event log • in alarm volatile memory
is displayed …	• on the keypads which have at least one partition shared with the input • on the readers which have at least one partition shared with the input
is held …	• for the Burglar/Tamper/Panic Alarm Time
is stopped by …	• entering a valid code on a keypad which has at least one partition shared with the input that generated the event • insertion of a valid key • partitions disarm command given by a key input that has at least one partition shared with the input which generated the event • a DTMF disarm command entered with a phone call to the control panel

3.1.2 Pre-alarm

Generated if...	• a Pre-alarm input is opened and at least one associated partition in OR mode is active • a Pre-alarm input is opened and all associated partitions in AND mode are active
Activates...	• all the outputs programmed as Pre-alarm that have at least one partition shared with the input that generated the event
is stored...	• in the Event log • in alarm volatile memory
is displayed …	• on the keypads which have at least one partition shared with the input • on the readers which have at least one partition shared with the input
Is held...	• for Pre-alarm Time
Is stopped by...	• entering a valid code on a keypad which has at least one partition shared with the input that generated the event • insertion of a valid key • partitions disarm command given by a key input that has at least one partition shared with the input which generated the event • a DTMF disarm command given with a phone call to the control panel

3.1.3 Tamper alarm

Generated if...	• a Tamper is opened (control panel, keypads) • the SAB line of the control panel or of the 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 to the BUS does not answer for many consecutive times The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Tamper and Burglar/Tamper that have at least one partition (for double balanced inputs). In the other cases it activates all the Tamper outputs regardless of the partitions. • the communicator for voice, numerical or modem sending of the respective Tamper Alarm message (if programmed)
is stored...	• in the Event log • in tamper volatile memory
is displayed …	• on keypads • on readers
Is held...	• for the Burglar/Tamper/Panic Alarm Time
is stopped by …	• entering a valid code in the keypad • insertion of a valid key • partitions disarm command given by a key input • a DTMF disarm command given with a phone call to the control panel

3.1.4 Wrong Code Alarm

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 partitions status (24h).
Activates...	• all the outputs programmed as Tamper that have at least one partition shared with the keypad where the wrong code was entered • the communicator for numeric or modem sending of the respective and detailed wrong code message (if programmed)
is stored...	• in the Event log • in Tamper volatile memory
is displayed …	• on the keypads which have at least one partition shared with the keypad where the wrong code has been entered • on the readers which have at least one partition shared with the keypad where the wrong code has been entered
Is held...	• for the Burglar/Tamper/Panic Alarm Time
is stopped by …	• entering a valid code in the keypad • insertion of a valid key • a partitions disarm command given by a key input • a DTMF disarm command given with a phone call to the control panel

3.1.5 Panic Alarm

Generated if...	• a Panic input is opened The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Panic that have at least one partition shared with the input that generated the event • the communicator for voice, numerical or modem sending of the respective Panic Alarm message (if program mated)
is stored...	• in the Event log • in Alarms volatile memory
is displayed …	• on the keypads which have at least one partition shared with the input • on the readers which have at least one partition shared with the input
Is held...	• for the Burglar/Tamper/Panic Alarm Time
is stopped by …	• entering a valid code in the keypad • insertion of a valid key • a partitions disarm command given by a key input • a DTMF disarm command given with a phone call to the control panel

3.1.6 Silent Panic Alarm

Generated if...	• a Silent Panic input is opened or the function button for silent panic on the keypad is pressed for at least 3 seconds. The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Panic that have at least one partition shared with the input that generated the event or with the keypad where the dedicated button has been pressed • the communicator for voice, numerical or modem sending of the respective Silent Panic Alarm message (if programmed)
is stored...	• in the Event log
Is held...	• for the Burglar/Tamper/Panic Alarm Time
is stopped by …	• entering a valid code in the keypad • insertion of a valid key • a partitions disarm command given by a key input • a DTMF disarm command entered with a phone call to the control panel

3.1.7 Hold-up alarm

Generated if...	• an Hold-up input is opened • an Hold-up code is entered from a keypad (code + 1) The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Hold-up that have at least one partition shared with the input or the keypad • the communicator for voice, numerical or modem sending of the respective Hold-up alarm message (if program mated)
is stored...	• in the Event log
Is held...	• for a fixed time of 30 seconds
is stopped by …	• entering a valid code in the keypad • insertion of a valid key • a partitions disarm command given by a key input • a DTMF disarm command entered with a phone call to the control panel

3.1.8 Emergency Alarm

Generated if...	• a Emergency input is opened • a No movement input is not opened (every 12 hours) • the keypad button associated to the emergency function is pressed for more than 3 seconds. The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Emergency that have at least one partition shared with the input that generated the event or with the keypad where the dedicated button has been pressed • the communicator for voice, numerical or modem sending of the respective Emergency Alarm message (if programmed)
is stored...	• in the Event log • in Alarm volatile memory
is displayed …	• on the keypads which have at least one partition shared with the input or the keypad that generated the event • on the readers which have at least one partition shared with the input or the keypad that generated the event
Is held...	• for the Emergency Alarm Time
is stopped by …	• entering a valid code in the keypad • insertion of a valid key • a partitions disarm command given by a key input • a DTMF disarm command entered with a phone call to the control panel

3.1.9 Fire Alarm

Generated if...	• a Fire input is opened • the keypad button associated to the fire function is pressed for more than 3 seconds The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Fire that have at least one partition shared with the input that generated the event or with the keypad where the dedicated button has been pressed • the communicator for voice, numerical or modem sending of the respective fire alarm message (if programmed)
is stored...	• in the Event log • in Alarms volatile memory
is displayed …	• on the keypads which have at least one partition shared with the input or the keypad which generated the event • on the readers which have at least one partition shared with the input or the keypad which generated the event
Is held...	• until is opened a Fire Reset input which has at least one partition shared with the alarmed fire input or with the keypad that generated the event

3.1.10 Fire Reset Event

Generated if...	• a Fire Reset input is opened
Activates...	• for 1 second all the outputs programmed as Fire Reset that have at least one partition shared with the input that generated the event
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 on readers that signalled the event

3.1.11 Technological Event type 1

Generated if...	• a Technological type 1 input is opened
Activates...	• all the outputs programmed as Technological type 1 that have at least one partition shared with the input that generated the event • the communicator for voice, numerical or modem sending of the respective Technological Alarm message (if programmed)
is stored...	• in the Event log
is held...	• until is open at least one of the inputs program mated as Technological type 1 with at least one partition shared with the output

3.1.12 Technological Event type 2

Generated if...	• a Technological type 2 input is opened
Activates...	• all the outputs programmed as Technological type 2 that have at least one partition shared with the input that generated the event • the communicator for voice, numerical or modem sending of the respective Technological Alarm message (if programmed)
Is stored...	• in the Event log
Is held...	• 1 second

3.1.13 Technological Event type 3

Generated if...	• a Technological type 3 input is opened
Activates...	• all the outputs programmed as Technological type 1 that have at least one partition shared with the input that generated the event • the communicator for voice, numerical or modem sending of the respective Technological Alarm message (if programmed)
is stored...	• in the Event log
Is held...	• until is entered a valid code on keypad and all the inputs programmed as Technological type 3 which have at least one shared partition are back in normal condition

3.1.14 Failure alarm from a Failure input

Generated if...	• an input programmed as Failure is opened The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Failure that have at least one partition shared with the input that generated the event • the communicator for voice, numerical or modem sending of the respective failure alarm message (if programmed)
is stored...	• in the Event log
is displayed …	• with the failure yellow LED on the keypads • with the red LED on the readers
is stopped by …	When the input programmed as Failure is closed
after the solution of the problem the control panel...	• activates the communicator for voice, numerical or modem sending of the respective message of failure alarm end (if programmed) • turns off the failure LED on keypads and readers • stores in the Event log the failure end • deactivates all the outputs programmed as Failure

3.1.15 Telephone failure alarm

Generated ...	**on PSTN line:** • 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 **on GSM provider:** • in case of permanent absence of field • if the PIN code is wrong • without SIM or without credit The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Telephone Failure • the communicator for voice, numerical or modem sending of the respective Phone failure alarm message (if programmed)
is stored...	• in the Event log
is displayed …	• with the failure yellow LED on the keypads • with the red LED on the readers
is stopped by …	**on PSTN line:** • when the telephone failure has been repaired, that is with a successful call on the PSTN line, or with a successfully automatic PSTN test **on GSM provider:** • a successful phone call, carried out on GSM provider or at the field strength return
after the solution of the problem the control panel...	• activates the communicator for voice, numerical or modem 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 all the outputs programmed as phone Failure

3.1.16 System Failure Alarm

Generated if...	• there is a power supply fail The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as System failure • the communicator for voice, numerical or modem sending of the respective System failure alarm message (if programmed)
is stored...	• in the Event log
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...	• activates the communicator for voice, numerical or modem sending of the respective message of failure alarm end (if programmed) • turns off the failure LED on keypads and readers • stores in the Event log the failure end • deactivates all the outputs programmed as system Failure

3.1.17 Alarm generated by immediate lack of power

Generated if...	• mains voltage fails for a time shorter than the programmed lack of power Time The Alarm is generated regardless of the partitions status (24h).
is stored...	• in the Event log
is displayed …	• by the turnoff of the green LED on the keypad indicating the mains presence • by the “POWER” LED on the control panel card, that turns off
is stopped by …	• the mains return
After the mains return the control panel...	• turns on again the green LED on the keypads indicating the mains presence • turns on the “POWER” LED on the control panel card • stores in the Event log the mains fail end

3.1.18 Alarm generated by continuous lack of power

Generated ...	• after the alarm generated by an immediate 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 partitions status (24h).
Activates...	• all the outputs programmed as lack of power • the communicator for voice, numerical or modem sending of the respective lack of power alarm message (if programmed)
is stored...	• in the Event log
is displayed …	• as immediate lack of power
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, numerical or modem sending of the respective message of lack of power alarm end (if programmed) • stores in the Event log the lack of power end • deactivates all the outputs programmed as lack of power

3.1.19 Low Battery Alarm

Generated if...	• the control panel battery is flat or absent The Alarm is generated regardless of the partitions status (24h).
Activates...	• all the outputs programmed as Low battery • the communicator for voice, numerical or modem 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
When the battery is charged, the control panel...	• deactivates all the outputs programmed as Low battery • activates the communicator for voice, numerical or modem sending of the respective low battery alarm message end (if programmed) • restores the indication of charged battery on the keypads (green LED on) • stores in the Event log the end of the low battery

3.2 ACOUSTIC SIGNALLING

On the keypads buzzers it is possible to activate the following signallings.

3.2.1 Entry/Exit Time signalling

Generated if...	• are activated one or more partitions associated to the keypads with this service enabled
Is held...	• for the entry/exit Time
Activated on...	• enabled keypads

3.2.2 Arm warning

Generated if...	• is started the Warning time programmed for a partition arm command given by the time programmer
Is held...	• until the partitions arm or the insertion of a "deferred time"
Activated on...	• enabled and associated keypads

3.2.3 Gong

Generated if...	• Is opened an input , with Gong additional function enabled , and all the associated partitions are not active
emits...	• 2 beeps
Activated on..	• enabled and associated keypads

3.3 VOICE SIGNALLING

To use with KP500DV vocal keypads only.

3.3.1 Arm/Disarm Message

Generated if...	• one or more partitions are activated or deactivated by a vocal keypad
Activated on...	• keypads enabled to this function
Emits the message…	**In case of arm:** • the number of the single activated partition followed by *"Arm succesful"* **In case of disarm:** • the number of the single activated partition followed by *"Disarmed"* **If one or more partitions have not been activated:** • the number of the single partition whose arm has not been possible followed by *"Arm failed"* • *"n input"* which prevented the partition arm, followed by its vocal identifier, if present **In case of arm with self by-pass of open inputs:** • the number of the single activated partition followed by *"Arm succesful"* • "n input open" followed by its vocal identifier, if present
Is stopped by…	• pressing "ESC" button

4 – SYSTEM MANAGEMENT

In this chapter are described the necessary programming procedures for MP508 system start-up, after the installation of the physical devices.

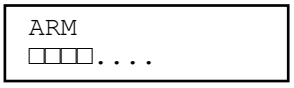
4.1 ARMING

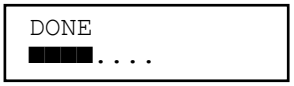
The system can be either totally or partially activated. Arm with keypad is the most configurable, while arms with electronic or proximity key are the easiest and most immediate.
If during the arm there are some open inputs, the system operates according to its configuration (Standard type partition, Self by-pass or Arm lock).

4.1.1 Total arming with keypad

To totally arm the burglar system follow the instructions below:

1. Enter on the keypad the Master code or a valid User code.
2. Press **ON*** button
3. On display appears an empty square for every existing and not active partition, associated to a keypad and a code. Black squares, when present, indicate that the partition is already activated. The buzzer signals that the arm is in progress. To exit without arming press **ESC** button.
4. After 5 seconds the status LED turns on (steady if all the partitions are activated, blinking if some partitions have not been activated) and the squares become black, indicating the activated partitions. If it is needed to speed up the procedure, press again ON* button, the arm will be immediate.
5. The display automatically turns back to the standard screen after one minute. In order to obtain in advance the standard screen, press ESC button.





Warning: by this procedure a user activates only the partitions for which he is enabled, and not necessarily all the partitions.

4.1.2 Total arming with electronic or proximity key

To activate some partitions with a reader, follow the instruction below:

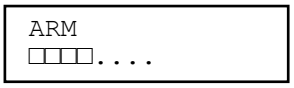
1. Insert the electronic key in its reader or bring near the proximity key to the proximity reader trasponder.
2. The LEDs corresponding to partitions associated to the key start blinking, then remove the key.
3. Shortly afterwards the LEDs stop blinking and become steady green, indicating that the partitions have been activated.

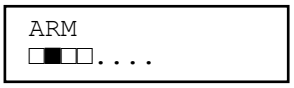
Warning: one only key can be associated to all the partitions, while a reader can be associated to 4 partitions maximum. So, if in the system there are 8 partitions, to activate all the system two readers will be necessary.

4.1.3 Partial arming with keypad

To partially arm the system, follow the instructions below :

1. Enter on the keypad the Master code or a valid User code.
2. Press **ON*** button
3. On display appears an empty square for each existing and not active partition associated to a keypad and a code. Black squares, if present, indicate that the partition is already activated. To exit without arming press **ESC** button.
4. While the keypad buzzer rings, enter on the keypad the number of the partitions to be activated: the respective squares become black.
5. Press again **ON*** button**;** the status LED starts blinking and the selected partitions are activated
6. The display automatically turns back to the standard screen. In order to obtain in advance the standard screen, press **ESC** button.





4.1.4 Partial arming with electronic or proximity key

To partially arm the system, follow the instructions below :

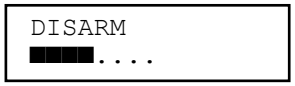
1. Insert the electronic key in its reader or bring near the proximity key to the proximity reader trasponder.
2. When the LEDs corresponding to the partitions associated to the key start blinking, keep the key in its position .
3. After some seconds the LEDs start blinking in sequence by showing the available configurations.
4. When appears the desired configuration, remove the key, by confirming the configuration shown on the display.
5. Shortly afterward LED/s will become green steady, indicating that the partitions have been activated.

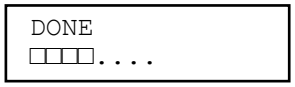
4.2 DISARMING

4.2.1 Total disarming with keypad

To totally disarm the system, follow the instructions below :

1. Enter on the keypad the Master code or a valid User code.
2. Press **OFF#** button
3. On the display appears a black square for each existing and active partition associated to the keypad and the code. Empty squares, if present, indicate that the partition is already deactivated. The buzzer signals that disarm is in progress. To exit without disarming, press **ESC** button.
4. After 5 seconds the status LED turns off and the squares become white, showing the deactivated partitions. If it is needed to speed up the procedure, press again the **OFF#** button and the disarm will be immediate.
5. The display automatically turns back to the standard screen after one minute. To obtain in advance the standard screen, press **ESC** button.





Warning: with this procedure a user deactivates only the partitions for which he is enabled and not necessarily all the partitions

4.2.2 Total disarming with electronic or proximity key

To deactivate some partitions with a reader, follow the instructions below:

1. Insert the electronic key in its reader or bring near the proximity key to the proximity key trasponder.
2. When the LEDs corresponding to the partitions associated to the key turn off, remove the key.
3. If some LEDs stay on, that means that those partitions are still active, but they can not be deactivated by that key

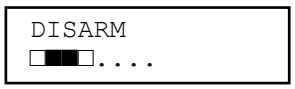
Warning: one only key can be associated to all the partitions, while a reader can be associated to 4 partitions maximum. So, if in the system there are 8 partitions, to activate all the system two readers will be necessary.

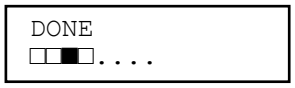
Note: it is not possible to carry out the partial disarm with readers, because, when the key is inserted or brought near, the system is totally deactivated. At that moment it is possible, by keeping the key in position, to partially activate by selecting the desired partitions.

4.2.3 Partial disarming with keypad

To partially disarm the system, follow the instructions below:

1. Enter on the keypad the Master code or a valid User code.
2. Press **OFF#** button
3. On display appears a black square for each existing and active partition associated to the keypad and to the code. Empty squares, if present, indicate that the partition is already deactivated. The buzzer signals the disarm is in progress. To exit without disarming press **ESC** button.
4. Enter with the keypad the number of partitions to be deactivated: the state LED blinks and the respective squares become empty.
5. Press again the **OFF#** button; the selected partitions will be deactivated.
6. The display automatically turns back to the standard screen after one minute. In order to obtain in advance the standard screen, press **ESC** button.





4.2.4 Hold-up disarming (anti-theft)

In case of threat of evil-minded people, at the risk of losing one's life, it is possible to disarm the burglar system by activating at the same time the hold-up alarm, after which the communicator sends the programmed alarm messages, without activating the sirens.

In order to disarm the system in hold-up mode, it is sufficient to add one digit to the own user code. For example, if the user code is 000021, enter 000022, if the user code is 29, enter 30; if it is 39, enter 40, etc.

4.3 FUNCTION BUTTONS WITH DIRECT ACCESS

The keypad has got 3 buttons programmed for the following alarms:

- **fire** 
- **emergency** 
- **silent panic** 

By pressing every buttons for more than 5 seconds, the control panel generates the respective event without entering any user code.

4.4 STOP OF THE ACTIVE ALARM

The modes to stop an alarm are described in *3.1 Events and Alarms* part. However, remember that:

- most alarms are stopped by entering on the keypad a valid code;
  the cycle of vocal/SMS alarm calls can be stopped by the telephone that received the call by entering the digits "1 2" when the message is finished and a beep is heard (it is required that the telephone uses the DTMF mode keypad, tone mode). Vocal calls and the SMS for burglar events can be stopped also by the disarm of the partitions associated to the telephone numbers programmed for the sending of those events. This feature can be useful, for example in case of false alarms. Consider that the call to the first available number can not be stopped and continues, with that number, till the end of attempts. However, no further calls to the next numbers will be carried out.
- The cycle of alarm calls can also be stopped by entering a valid code on the system keypad, if it is entered within the first 30 seconds and if call delay is enabled.

4.5 SYSTEM STATUS INFORMATION

4.5.1 Masking on keypads and readers

Masking function allows to mask the system status. When the Masking function is active, the system status (active or not active) is not directly shown by the keypad LED and display or with LED of electronic or trasponder key readers. The Masking function is configured by the installer during the installation phase and can be set in a different way for every keypad or reader. However, the system status can be controlled by entering a valid code on the keypad or by using a valid electronic or a trasponder key (see paragraphs about the system arming and disarming with key).

4.5.2 System status display

Every user, included the Master, can display the system status for the parts of his competence (will be displayed only the partitions where he can operate).

To display the system status, follow the instructions below:

1. Enter on the keypad a user code and press **OK** button.
2. Press **MENU** button.
3. Press **OK** button to confirm.
4. Dots indicate not existing or partitions not accessible for the user, the empty squares show the deactivated partitions and the black squares the activated partitions. With ◄ and ► button it is possible to move from one partition to another; the partition name will be displayed on the upper row.
5. In this condition it is possible to change the selection partition state by pressing ▼ and ▲ button. At the end press OK button to confirm; the system will activate/deactivate the selected partitions.
6. To exit from the menu press **ESC** button repeatedly.

```
Ut01:MASTER
SYSTEM STATUS
```

```
Se01:...
□□□□■...
```

Note: if the appropriate function has been set during the programming phase by your trustworthy installer, the display can show the partitions status instead of the Date-Time.

4.5.3 Open inputs display

Open inputs are signalled by the appropriate keypad LED and it is possible to display their addresses in detail, in order to close or to exclude them before arming the alarm system. To see the open inputs no user code is required.

To display open inputs, follow the instructions below:

1. Press on the keypad the **MENU** button.
2. On the display appears "OPEN INPUTS". Press **OK** button.
3. Scroll with ▲ and ▼ buttons the open inputs list; inputs are identified as logical address : physical address
4. To exit from the menu press **ESC** button repeatedly.

```
SYSTEM STATUS
OPEN INPUTS
```

```
OPEN INPUTS
In02:
```

4.5.4 Examine alarm and tamper memory

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

To display the details follow the instructions below:

1. Press on the keypad **MENU** button.
2. Press ▼ button until "TAMPERS MEM " or "ALARM MEMORY" appears on the display. Press **OK** button on the selected item.
3. Scroll with ▲ and ▼ buttons the list of tamper or alarm causes
4. To exit from the menu press **ESC** button repeatedly.

```
SYSTEM STATUS
ALARM MEMORY
```

```
ALARM MEMORY
In02:
```

4.5.5 Alarms and tamper memory deleting

When the event cause is removed, the alarm/tamper memory is deleted (LEDs off) at the next arm of one at least of the partitions associated to concerned inputs.

4.6 TIME PROGRAMMER

4.6.1 Deferred automatic system arm

During the warning time (configured by the programming procedure) before the burglar sytstem automatic arm with the time programmer, it is possible to defer for 1 hour the arm; this operation can be performed several times, but within midnight. In this phase will be activated also the outputs programmed as OUT Arm warning.
The warning time is signalled by the keypads with the buzzer sound, by LED P.O. blinking and with the message «MOVE COMMAND» that appears on the display after the Menu button has been pressed. At this moment to defer the automatic arm of the burglar system enter a user code on the keypad.

4.7 SERVICE MESSAGE

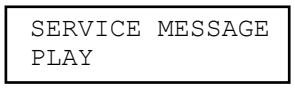
If a vocal keypad is available, it is possible to record a service message long up to 10 seconds. This message can be used to leave one communication to other users.

4.7.1 Service message recording

For service message recording no user code is needed.

1. On the vocal keypad press **MENU** button.
2. Press▼ button until “SERVICE MESSAGE” appears on the display. Press **OK** button.

3. Select RECORD with ▲ and ▼ buttons and confirm the selection with **OK**.



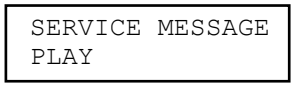
4. Message recording starts. Speak near the upper right corner of the keypad.
5. After recording, press ESC button repeatedly to exit from the menu. It is suggested to try to listen again to the message in order to check the quality of the recording.

4.7.2 Service message listening

To listen to the service message previously recorded no user codes are needed.

1. Press **MENU** button on the keypad.
2. Press ▼ button until “SERVICE MESSAGE” appears on the keypad. Press **OK** button

3. Select PLAY with ▲ and ▼ buttons and confirm the selection with **OK**.



4. Message playback starts.
5. After listening, press **ESC** button repeatedly to exit from the menu.

5 – ADVANCED FUNCTIONS

5.1 ALPHANUMERIC CHARACTERS INPUT

With the keypad it is possible to enter alphanumeric characters in order to store names describing users, partitions, outputs, etc. Buttons 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 button associated to the desired character until it appears;
- use ► and ◄ buttons to go to the next or previous position (to delete the unwanted characters press **0** character [blank]);
- at the end press **OK** button to store the name or **ESC** button to exit from the procedure without storing it.

Button	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

Button	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 + -

5.2 VOCAL IDENTIFIER

The MP508 system allows to assign to partitions, inputs and outputs a vocal identifier, that will be used to send voice messages. Vocal identifiers are set by the installer during the installation phase.

5.3 LANGUAGE SELECTION

Before starting, select the language used to display menu items on the keypad. Default language is Italian, but it is possible to choose freely among these languages: Italian, English, French, Polish, German, Spanish, Finnish, Portuguese, Romanian. To access to the language setting function follow the instructions below:

1. Enter on the keypad the Installer code (default 000000) and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "MAINTENANCE" appears on the display.

```
Ut00:INSTALLER
MAINTENANCE
```

4. Press **OK** button to confirm .

```
MAINTENANCE
LINGUA-LANGUAGE
```

5. Press **OK** button. The first system keypad is shown.

```
LINGUA-LANGUAGE
KP01: KP01
```

6. Select the keypad where to change the language by pressing ▼ button and confirm the selection with OK button.

```
KP01: KP01
ITALIANO
```

7. Press ▼ button until on the display appears the desired language and confirm the selection with OK button.
8. On both keypads appears "Download in progress"
9. At the end of the operation press **ESC** repeatedly to exit from the menu.

5.4 DATE AND TIME SETTING

Date and time stored in MP508TG or MP508M/TG control panel are used for the correct operation of the time programmer and to store events in the Event log. Time must be manually updated twice a year, when time is changed from Solar Time to Summer Time and vice versa.

To modify time and date shown on the display, follow the instructions below:

1. Enter on the keypad the Master code (default 111111) and press **OK** button.
2. Press **MENU** button .
3. Press ▼ button until "SETTINGS" appears on the display. Press **OK** button to confirm.

```
Ut01:MASTER
SETTINGS
```

```
SETTINGS
HOUR-DATE
```

4. Press ▼ button until "TIME-DATE" appears on the display.

```
HOUR-DATE
SET HOUR
```

5. Press **OK** button to confirm.
6. Press **OK** button to confirm. Time appears: hh and mm are hours and minutes. Enter with keypad the new time and confirm with **OK** button. Warning: both hour and minutes must be entered; after pressing **OK** button the seconds counter will be reset allowing clock synchronization.

```
SET HOUR
     hh:mm
```

7. “SET HOUR” appears again.

```
HOUR-DATE
SET HOUR
```

8. Press ▼ button until “SET DATE” appears on the display.

```
HOUR-DATE
SET DATE
```

9. Press **OK** button to confirm. Date appears: gg, mm and aa indicate day, month and year. Press with the keypad the new date and confirm with **OK** button. Warning: always enter day, month and the last two digits of the year.

```
SET DATE
     gg/mm/aa
```

10. “SET DATE” appears again.
11. Press **ESC** repeatedly to exit from the menu.

```
HOUR-DATE
SET DATE
```

5.5 EVENT LOG

The Event Log stores the last 1000 events (arms, disarms, alarms, tampers, etc.) concerning the system.
Events are stored from the most recent to the oldest one, so the most recent event has got the lowest identification number.
As a new event is added, all the stored events are shifted down of one position.
When the Event log reaches its maximum dimension (1000 events), every new event to be stored causes the oldest stored event deleting.
The Event log can be examined both by the Master user and the other users.

Warning: if the system has a multi-user configuration, the event log will be equally divided among the different areas and every user can only read his own event data.

5.5.1 Read the Event log file

To read the Event log file, follow the instructions below:

1. Enter on the keypad the Master code (default 111111) and press **OK** button.

```
Ut01:MASTER
EVENT LOG
```

2. Press **MENU** button.
3. Press ▼ button until “EVENT LOG” appears on the display. Press **OK** to confirm.

```
EVENT LOG
SYSTEM
```

4. “SYSTEM” appears. Press **OK** to confirm. NOTE: if areas have been configured; they appear as well; in this case select SYSTEM with ▼ button.

```
SYSTEM
READ EVENT LOG
```

5. Press **OK** button to confirm.

```
0001 10:47 22/08
VALID CODE
```

6. Appear the 'list of the stored events' that is browsable with ▼ and ▲ buttons. To understand the shown information see the paragraph 5.5.2 Meaning of event data.
7. After reading press **ESC** button repeatedly to exit from the menu.

5.5.2 Meaning of event data

The event recording in the Event log is displayed as follows:

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

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

Stored time and date are those of the MP508TG or MP508M/TG control panel.
According to the event type are available further information that can be displayed in cyclic mode by pressing **OK** button one or more time. For example, in case of system arming, appear the concerned bus device (keypads or reader) and the user or key that carried out the operation.

5.6 ENABLING FUNCTIONS

Without changing the programming set by the installer, it is possible to enable or disable access codes, keys and other system functions. In this way it is possible, for example, to disable an accidentally lost or stolen key.

5.6.1 Installer enabling

In order to operate on the system, an installer must be enabled. For safety's sake, installer's enabling expires after every entering of a user or Master code.

To enable the installer, follow the instructions below:

1. Enter on the keypad the Master code (default 111111) and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "ENABLE" appears on the display.

4. Press **OK** button to confirm.

5. Press **OK** button to confirm.

6. Press ▼ button to select ENABLE and confirm pressing OK button.

7. Press again **OK** button to confirm.
8. Press repeatedly **ESC** button to exit from the menu.

5.6.2 Installer disabling

The installer is automatically disabled as soon as a user or Master code is entered.

5.6.3 User enabling

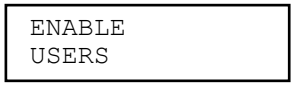
In order to operate on the system, users must be enabled.

To enable a user follow the instructions below:

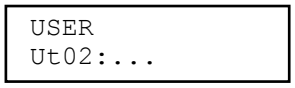
1. Enter on the keypad the Master code (default 111111) and press **OK** button
2. Press **MENU** button.
3. Press ▼ button until "ENABLE" appears on display .

4. Press **OK** button to confirm.

5. Press ▼ button until "USERS" appears and confirm with **OK** button.



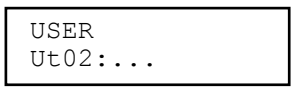
6. Select with ▲ and ▼ buttons the user to be enabled and confirm the selection with the **OK** button.



7. Press OK button.

8. Select with ▲ and ▼buttons ENABLE and confirm the selection with the **OK** button

9. Press **ESC** to go to the upper menu level and repeat the procedure from the step 6 for all the other users to be enabled, or press repeatedly **ESC** button until you exit from the menu.



5.6.4 User disabling

The procedure to disable a user is similar to the one followed for his enabling and is described in the previous paragraph.
The only difference consists in selecting "DISABLE" at step 8.
Disabling a user does not delete his configuration and parameters; these data will be valid again as soon as he will be enabled again.

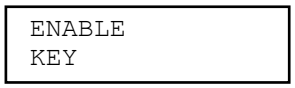
5.6.5 Key enabling

To use an electronic or trasponder key it is necessary to enabled it.

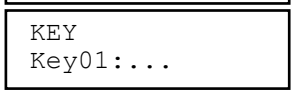
To enable a key follow the instructions below:

1. Enter on the keypad the Master code (default 111111) and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "ENABLE" appears on display .
4. Press **OK** button to confirm.

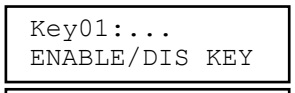
5. Press ▼ button until "KEY" appears and confirm with **OK** button.



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

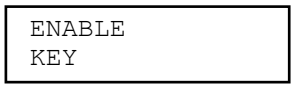


7. Press **OK** button**.**



8. Select with ▲ and ▼ buttons ENABLE and confirm the selection with **OK** button.

9. Press **ESC** button to go to the upper menu level. To enable the other keys repeat the procedure from step 6 or press repeatedly **ESC** button until you exit from the menu.



5.6.6 Key disabling

The procedure to disable a key is similar to the one followed for its enabling and is described in the previous paragraph. The only difference consists in the selection of "DISABILITA" at step 8.
When a key is disabled, its configuration and parameters are not deleted; they will be valid again as soon the key will be enabled again.

5.6.7 Time programmer enabling

To activate the time programmer it is necessary to enable it.

To enable the time programmer follow the instructions below:

1. Enter on the keypad the Master code (default 111111) and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "ENABLE" appears on the display.
4. Press **OK** button to confirm.

5. Press ▼ button until "TIMED COMMANDS" appears and confirm with **OK** button.

6. Press ▼ button to select ENABLE and confirm by pressing **OK** button.
7. Press repeatedly **ESC** button to exit from the menu.

5.6.8 Time programmer disabling

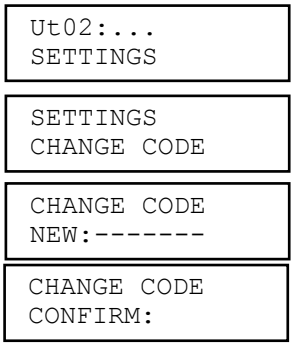
The procedure to disable the time programmer is similar to the one followed for its enabling and is described in the previous paragraph. The only difference consists in the selection of "DISABLE" at step 6.
When a time programmer is disabled, its configuration is not deleted; these data will be valid again as soon the time programmer will be enabled again.

5.7 CODES

5.7.1 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 who wants to change the code and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "SETTINGS" appears on the display. Press **OK** button to confirm.
4. Press ▼ button until "CHANGE CODE" appears and confirm with **OK** button.
5. "NEW" appears. Enter a new code (from 4 to 6 digits) and press **OK** button to confirm.
6. Enter again the new code to confirm.
7. Press **ESC** button repeatedly to exit from the menu

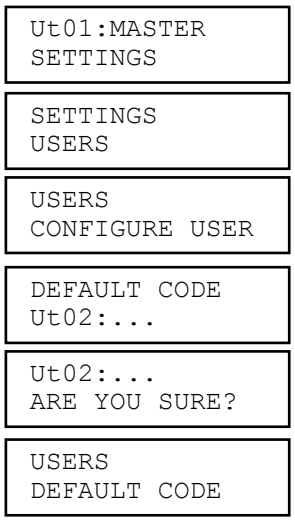


5.7.2 User code reset

When a user has forgotten his code, it is possible to reset the code to default (see paragraph *2.1.1 Default codes*).

To reset a code to default, follow the instructions below:

1. Enter on the keypad the Master code (default 111111) and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "SETTINGS" appears on the display. Press **OK** button to confirm.
4. Press ▼ button until "USERS" appears and confirm with **OK** button.
5. Press ▼ button until "DEFAULT CODE" appears and confirm with **OK** button.
6. Select with ▲ and ▼ buttons the user to be configured and confirm the selection with **OK**.
7. Confirm the selection with **OK** button.
8. The selected user code has been reset to its default value. Press **ESC** button repeatedly to exit from the menu.



5.8 INPUTS EXCLUSION AND INCLUSION

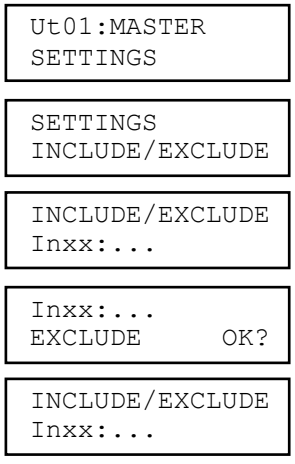
In particular circumstances it may be necessary to temporarily exclude an input from the system, for example to carry out a test or because the connected detector is damaged and signals a false alarm, preventing the system arm. The exclusion of an input can reduce the safety provided by the system.

Warning: only the inputs programmed as "Excludable" can be excluded.

5.8.1 Input exclusion

To exclude an input follow the instructions below:

1. Enter on the keypad a user code or the Master code and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "SETTINGS" appears on the display .
4. Press **OK** button to confirm. "INCLUDE/EXCLUDE" appears.
5. Press **OK** button. Appears the list of the inputs that can be excluded.
6. Select with ▲ and ▼ buttons the input to be excluded and confirm the selection with **OK** button.
7. Confirm with **OK** button.
   Exclusion message will appear and also the "excluded inputs" LEDs on the keypads will turn on.
8. Press **ESC** button repeatedly to exit from the menu.



5.8.2 Input inclusion

To include again an input follow the instructions below:

1. Enter on the keypad a user code or the Master code (default 111111) and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "SETTINGS" appears on the display .

```
Ut01:MASTER
SETTINGS
```

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

```
SETTINGS
INCLUDE/EXCLUDE
```

5. Press **OK** button. The list of the inputs that can be included appears.

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

6. Select with ▲ and ▼ buttons the input to be included and confirm the selection with OK button.

```
Inxx:...
INCLUDE
```

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

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

5.9 KEYPADS CUSTOMIZATION

Every single KP500D or KP500DV keypad has some parameters that can be locally customized, as described below.

5.9.1 Display info

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

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

```
SYSTEM STATUS
□□■□....
```

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

1. Press **MENU** button on the concerned keypad
2. Press ▼ button until "LCD INFO" appears on the display.
3. Press **OK** button to confirm.

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

```
ENTER CODE
```

5. Select with ▲ and ▼ buttons DATE / HOUR and SYNOPTIC (for partitions status) and confirm the selection with **OK** button
6. Press **ESC** button repeatedly to exit from the menu.

```
LCD INFO
DATE / HOUR
```

5.9.2 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 buzzers volume follow the instructions below:

1. Press **MENU** button on the concerned keypad.
2. Press ▼ button until "SET BUZZER" appears on the display.
3. Press **OK** button to confirm.

```
SYSTEM STATUS
SET BUZZER
```

4. Press ◄ and ► buttons for adjustment; every time a button is pressed, the buzzer will emit a sound with the corresponding volume level. Confirm the new volume by pressing **OK** button.
5. Press **ESC** button 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 buttons pressing.

5.9.3 Display contrast adjustment

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

To change the display contrast follow the instructions below:

1. Press **MENU** button on the concerned keypad
2. Press ▼ button until “SET CONTRAST” appears on the display
3. Press **OK** button to confirm.

4. Press ◄ and ► buttons to adjust the contrast. Confirm the new display contrast by pressing **OK** button.
6. Press **ESC** button repeatedly to exit from the menu.

5.9.4 Back-lighting adjustment of keypad and display

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

To change the keypad back-light brightness follow the instructions below:

1. Press **MENU** button on the concerned keypad.
2. Press ▼ button until “SET BACKLIGHT” appears on the display.
3. Press **OK** button to confirm.

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

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

6 – PHONE COMMUNICATOR

Warning: all operations of the phone communicator require a connection of MP508TG or MP508M/TG control panel to one telephone network at least (PSTN or GSM).

6.1 SEQUENCE OF ALARM MESSAGE SENDING

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 every telephone number and sending mode, it performs up to 3 call attempts.
4) It is possible to stop the voice calls/SMS sequence to next numbers, if present, by entering code 12 in DTMF with any telephone that has answered, listened to the message and received the request tone for the block code.
   Voice calls and SMS for burglar events can be interrupted also by disarm of partitions associated to the telephone numbers programmed to send those events. This feature can be useful, for example, in case of false alarms.
   Consider that the call sent to the first available telephone number can not be interrupted and continues with that number till the end of the attempts. However, no further calls will be made to next numbers, if present.

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

If SMS messages are sent, delivery time depends on GSM service provider.

6.2 TELEPHONE NUMBERS

MP508TG or MP508M/TG control panel communicator can store up to 12 telephone numbers, 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 ► button and are indicated by a "P" in the display.
The configuration of the telephone numbers, with their associations and functions, is carried out by the installer. However, the Master can always freely modify a telephone number, for example because it is changed, keeping its configuration.

6.2.1 Telephone number change

To change a stored telephone number follow the instructions below:

1. Enter on the keypad the Master code and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "TELEPHONE DIALER" appears on the display.

```
Ut01:MASTER
TELEPHONE
```

4. Press **OK** button to confirm.

```
TELEPHONE DIALER
PHONE NUMBERS
```

5. Press **OK** button to confirm.

```
PHONE NUMBERS
PHONE NUMBER
```

6. Press **OK** button to confirm.

```
PHONE NUMBER
T01:
```

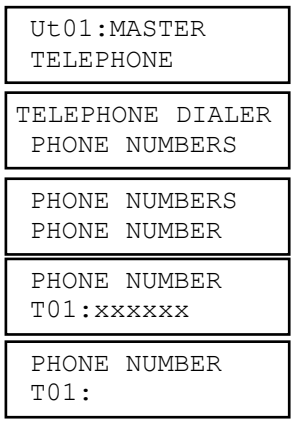
7. Select with ▲ and ▼ buttons the telephone number to change and confirm the selection with **OK**. The display cursor blinks.
8. Press **ESC** to delete the present number and press the new telephone number with the keypad; enter pauses, if present, with ►button. To delete a digit go back with the ◄ button and overwrite it. Press **OK** button to store the entered number.
9. Press **ESC** button repeatedly to exit from the menu.

```
PHONE NUMBER
T01:■xxxxx
```

6.2.2 Telephone number deleting

To delete a stored telephone number follow the instructions below:

1. Enter on the keypad the Master code (default 111111) and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "TELEPHONE DIALER" appears on the display.
4. Press **OK** button to confirm.
5. Press **OK** button to confirm.
6. Press **OK** button to confirm.
7. Select with ▲ and ▼ buttons the telephone number to change and confirm the selection with **OK**. The display cursor blinks.
8. Press **ESC** button to delete the present number. Press **OK** button to confirm the erasing.
9. Press **ESC** button repeatedly to exit from the menu.



6.3 SMS

6.3.1 SMS messages writing

MP508 system can send SMS messages to programmed telephone numbers, when following events occur:

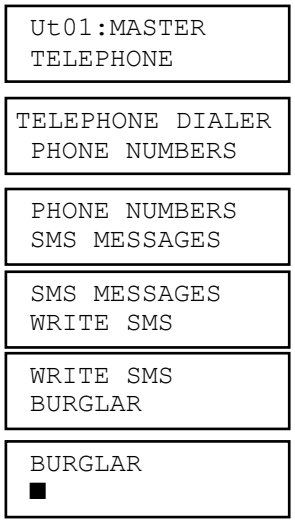
- Burglar alarm
- Technological event type 1
- Technological event type 2
- Technological event type 3
- Fire alarm
- System/partition arm *)
- System/partition disarm *)
- Tamper
- Warning (SIM card expiration)

*) The SMS messages have a maximum length of 40 characters, except arm/disarm messages, that are limited at 24 characters, because to these messages are added the numbers of partitions that are subject of the communication.

WARNING: for SMS must be used the GSM network, that means that the GSM module must be installed and configured.

As factory setting, all SMS messages are empty. To write an SMS message text, follow the instructions below:

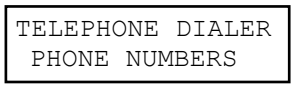
1. Enter on the keypad the Master code and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until "TELEPHONE DIALER" appears on the display
4. Press **OK** button to confirm .
5. Press ▼ button until "SMS MESSAGES" appears. Press **OK** button to confirm.
6. "WRITE SMS" appears. Press **OK** button to write the SMS message.
7. Select with ▲ and ▼ buttons the event that causes the SMS message sending and confirm the selection with **OK**.
8. The display cursor blinks. Enter a 40 characters max. text, punctuation marks included, if present (. , < > ? ! etc.) and press **OK** button to store the SMS. In case of an error, use ◄ and ► buttons to move and to overwrite the wrong character. **ESC** button deletes all the text. Spaces are entered by pressing zero. For further information about the keypad use, see the paragraph 5*.2 Alphanumeric characters input*.
9. If you want to write SMS for other events, repeat from step 7, otherwise press ESC repeatedly to exit from the menu.



6.3.2 SMS messages deleting

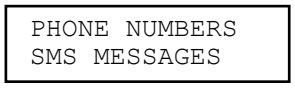
To delete an SMS message follow the instructions below:

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



4. Press **OK** button to confirm .

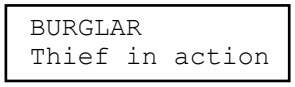
5. Press ▼ button until “SMS MESSAGES” appears. Press **OK** button to confirm.



6. “WRITE SMS” appears. Press **OK** button.

7. Select with ▲ and ▼ buttons the event associated to the SMS message to be deleted and confirm the selection with **OK**.

8. The stored message appears and the display cursor blinks. Press ESC to delete the message and confirm the erasing by pressing OK.
9. Press **ESC** button repeatedly to exit from the menu.



6.4 PHONE CREDIT CHECK (FOR GSM ONLY)

In the presence of GSM communicator (IMG500 module) it is possible to receive information about the prepaid SIM residual credit. To this aim the MP508TG or MP508M/TG control panel will forward all the SMS messages coming from numbers not known by the system (these numbers are not included in the list composed by 12 numbers, described below) to the number programmed in position no. 12.
In this way it will possible to receive on your own phone warning messages from the carrier, for example when the credit decreases under a certain threshold, and other service messages.

7 – USER REMOTE MANAGEMENT

7.1 Answering machine skip

In order to call MP508TG or MP508M/TG control panel for remote management, by using PSTN line, if on the line there are an answering machine or a fax, the answering machine or the fax must answer after 2 rings at least. It is also necessary to enable the control panel Responder function, by programming a number of rings higher than the answering machine ring number.

It is possible to call MP508TG or MP508M/TG control panel for remote management by following the procedure described below:

- 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 lower than the programmed number.
- Call again the control panel within 30 seconds.
- The control panel seizes immediately the line, after the first ring, without considering the programmed ring count. In this way the answering machine or the fax will receive only one ring and they will not be able to seize the line instead of the control panel

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

7.2 Remote management with SMS messages

The outputs programmed as “commandable” can be remote activated by sending SMS messages. In order to use this function, the GSM responder and the GSM parameter “incoming SMS” must be enabled. Besides, the SMS message must come from a well known telephone number, i.e. included in the 12 available telephone numbers.
Note: it is not necessary that to this number are associated events to be sent.

The SMS to be sent to the SIM telephone number of the control panel has the following syntax:

2nns.

where:

- **nn** is the logical number from 01 to 10 of the commandable output to be toggled;
- **s** is a digit indicating the future output state : **1** (activation) or **0** (deactivation).
- **.** (dot) is the terminator.

More commands can be queued in the same SMS , separated by a comma. The SMS message must finish with a dot (“.”).

Blanks, if present, will not be considered, and any character different from digits, blanks, commas and dots will be considered as an error and the SMS will be rejected.

Examples

SMS	Description
2031.	Correct: it activates the logical output 03
2 03 1.	Correct: it activates the logical output 03
2031, 2050.	Correct: it activates the logical output 03 and deactivates the logical output 05
2 05 1	Wrong: lack of dot at the end of the SMS
2 b2 1.	Wrong : it contains a not allowed character (“b”)
2 3 0.	Wrong: the logical output is not indicated by two digits
2 02 0; 2 05 1.	Wrong: semicolon has been used (“;”) instead of comma (“,”)

7.3 Commandable outputs arm with no cost

This feature take advance of the Caller ID function of the calling telephone in order to carry out a fast activation of the programmed commandable outputs.
The control panel must be provided with a GSM module with a valid SIM card, the network and the GSM responder must be enabled.
To the commandable output are associated one or more numbers among the 12 stored telephone numbers.
A user with a known telephone number calls the control panel GSM number and must hang up within 3 rings.
All the toggled outputs associated to that number are activated.

Note: Commandable outputs that are toggled with this no cost function become impulsive and they toggle their state for about one second for each command received (typical application: gate-opener). The same outputs, if driven by vocal menu or SMS, act as bistable outputs.

7.4 Remote management with vocal menu

The remote management call can be carried out both from a fixed telephone, provided with a DTMF keypad or from mobile. To take advance of all the functions, also PSTN or GSM responder and remote disarm must be enabled (Menu master – Enable – Advanced).

With remote management it is possible:

- to arm partitions (menu digit: 0)
- to disarm partitions (menu digit: 1)
- to toggle the commandable outputs (menu digit: 2)
- to carry out environmental listening (menu digit: 3)
- to exclude/include partitions (menu digit: 4)
- request of system state summary (menu digit: 9)

The system state summary emits vocal messages concerning: active partitions, generic events in Event log, Lack of power,Low battery, SIM card expiration. If all the partitions are deactivated and no events occurred, no vocal message is emitted. Even when present in memory, wrong code events or excluded inputs are not managed.

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

To carry out the remote management, follow the instructions below:

1. Call the control panel by selecting freely PSTN or GSM network.
2. When it is required, enter with the keypad the Master code (within 10 seconds); after each entered digit wait for the confirmation beep before entering the next one. When all digits have been entered, enter "#". If the code is correct, a "Welcome" message will appear, otherwise try to enter again the code (up to a maximum of 3 attempts). After identification, you have some seconds to enter the digit and access directly to the desired menu, otherwise you are helped by a vocal menu: follow the instructions to access to functions and use them.
3. To exit from remote management press repeatedly * button.

7.5 Table with list of DTMF commands for vocal responder

Function	Menu	Accepted digits	Operation	Vocal Messages
Partitions Arm	**0**	1 …8 followed by #	Arming of all selected partitions	• List of partitions indicated in the command • Arm result: ▭ SUCCESFUL ▭ FAILED
		#	Arming of all configured partitions (total arm)	
Partitions Disarm	**1**	1 …8 followed by #	Disarming of all selected partitions	• List of partitions indicated in the command. • Disarm result: ▭ DISARMED
		#	Disarming of all configured partitions (total disarm)	
Commandable outputs remote controls	**2**	"01"-"10"	Selection of the output driven by remote control	• Output present state message • Output command result.
		0 - 1	Output command (0 = deactivation, 1 = activation)	
Environmental listening with vocal keypads	**3**	1 – 8 (configured keypads address)	Activation of ENVIRONMENTAL LISTENING on the selected vocal keypad.	No messages
		0	Selection between: "Environmental listening" and "Vocal action"	
Inputs Exclusion – Inclusion	**4**	"01"-"64"	Selection of logical number of the input to be excluded/included (among excludable inputs)	• Exclusion result • Inclusion result
		1	Input exclusion	
		0	Input exclusion	
System state summary	**9**		List: Partitions Events State / Stored Notices / Present failures	• Partitions messages active now. • Type events messages / Stored notices. • Messages about present failures.

7.6 Environmental listening

For environmental listening function must be present at least one vocal keypad.

Remote environmental listening is activated by selecting “Environmental listening” menu item (digit 3) and the number of the vocal keypad to be activated (from 1 to 8). Listening is active for about 100 seconds and automatically ends; it is possible to stop in advance the listening with ***** button and turn back to the list of vocal commands.
It is also possible to make your own voice audible through the keypad loudspeaker by pressing **0** button on the telephone, but in this case the signal coming from the controlled premises will not be heard any more (the function is unidirectional, therefore it is not possible to hear and speak at the same time); but it is possible to switch between Listen mode and Speak mode as desired, by pressing **0** telephone button.

8 – SYSTEM TEST

8.1 PERIODIC TEST

It is recommended to check periodically the correct working of the burglar system. The main tests to carry out are:

- Inputs test
- Outputs test
- Vocal call test
- Remote management call test (if present)
- GSM test (if present)

Suggestion: carry out a test of MP508 system before long absences, for example before the summer holidays.

8.1.1 Inputs Test

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

1. Enter on the keypad the Master code and press **OK**.
2. Press **MENU** button.
3. Press ▼ button until “TEST” appears on the display.

```
Ut01:MASTER
TEST
```

4. Press **OK** button to confirm.

```
TEST
TEST INPUTS
```

5. “TEST INPUTS IN PROGRESS...” appears.

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

6. Walk in all the premises in order to activate <u>all</u> the system detectors (for example, walk in front of the volumetric detectors and open the doors with magnetic contacts). Every time a detector is activated, the inputs LED on the keypad turns on.
7. At the end press **OK** button to display the test result. Two different lists are available: the first indicates all the open inputs, and the second the closed ones. If all the inputs have been correct opened and closed, <u>no input must be present on both the lists.</u>

```
TEST INPUTS
TEST RESULT
```

8. At the end press **ESC** button 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 and press **OK**
2. Press **MENU** button.
3. Press ▼ button until “TEST” appears on the display.
4. Press **OK** button to confirm.

```
Ut01:MASTER
TEST
```

5. Press ▼ button until “TEST OUTPUT” appears on the display.

```
TEST
TEST OUTPUT
```

6. Press **OK** button. “CONTROL PANEL” appears.

```
TEST OUTPUT
CONTROL PANEL
```

7. Confirm with **OK**. The outputs list appears.

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

8. Select with ▲ and ▼ buttons an output and press **OK** button. Press again **OK** to activate the output and, after verifying that the output is working properly, press **OK** to deactivate it.
9. Repeat from step 7 for all the outputs.
10. If there are EP508 expansions, repeat the procedure from step 6 by selecting every time a different bus device, whose outputs must be checked.

```
TEST OUTPUT
EXPANSIONS
```

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

8.1.3 Battery test

To check the state of the control panel battery, follow the instructions below:

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

5. Press **OK** button. “TEST BATTERY” appears
6. Press **OK** button to confirm
7. “TEST BATTERY IN PROGRESS...” appears.

The battery test lasts about 30 seconds, after which the system updates the information about the battery state indicated by the LEDs and in the Event log (if there are changes).

9. At the end press **ESC** button repeatedly to exit from the menu.

8.1.4 Vocal call test

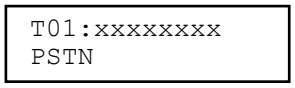
To verify if vocal calls are working properly, follow the instructions below:

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

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

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

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



8. Select with ▲ and ▼ buttons the telephone number to be tested and press **OK** button.
9. Select PSTN or GSM provider.
10. Press again **OK**. The communicator performs the call and sends the basic message for 3 times.
11. Repeat the procedure from step 8 for all the telephone numbers to be tested.
12. Press **ESC** button repeatedly to exit from the menu.

8.1.5 Alarm reception centre call test

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

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

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

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

7. Press ▼ button until “PROTOCOL CALL” appears on the display. Confirm with **OK**.

8. The list of the telephone numbers programmed with numeric or modem sending appears.
9. Select with ▲ and ▼ buttons the telephone number to be tested and press **OK** button. The communicator performs the call to the Alarm reception centre and sends the test call parameters.
10. Repeat the same procedure described in the previous step for all the telephone numbers to be tested.
11. Press **ESC** button repeatedly to exit from the menu.

8.1.6 GSM field test

To verify the GSM signal level follow the instructions below:

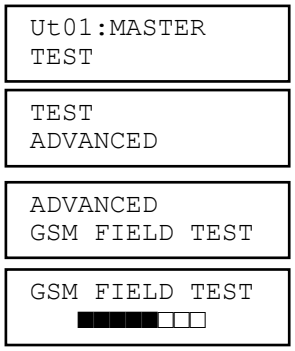
1. Enter on the keypad the Master code and press **OK** button.
2. Press **MENU** button.
3. Press ▼ button until “TEST” appears on the display.
4. Press **OK** button to confirm.

5. Press ▼ button until “ADVANCED” appears on the display.
6. Press **OK** button.

7. Press **OK** button until “GSM FIELD TEST ” appears on the display. Confirm with **OK**.

8. The indication of the GSM signal level appears.

9. Press **ESC** button repeatedly to exit from the menu.



8.1.7 Environmental listening test

If in the system is included a KP500/DV vocal keypad, for the environmental listening, it is strongly encouraged to verify that this feature is working properly.
For this purpose make a call from a telephone located outside the area to be controlled and follow the procedure described in the paragraph *7.6 Environmental listening.*
When the function is activated, verify that the signal level is good in all the area to be controlled; otherwise it should be necessary to install further vocal keypads in order to manage the partitions where the signal is not sufficient.

8.2 WHAT TO DO IF TEST FAILS

If one of the carried out tests fails, contact your trustworthy installer to restore the full functionality of the SIM500 system.

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 (when the guide is folded, it is no bigger than a credit card and can be easily kept in a wallet).

Answering machine skip
Call the control panel and hang up after the first ring.
Call again the control panel within 30 seconds.

Outputs management with SMS
Send to the control panel an SMS in *2 nn s.* format, where *nn* is the two digits logical number of the commandable output, *s* is a digit indicating the future output state (1=activation; 0 =deactivation).
It is possible to queue more commands, separated by a comma. Every SMS must finish with a dot (".").

Vocal menu
Call the control panel by using a telephone with DTMF tones mode.
Enter the Master code within 10 seconds.
Follow the vocal instructions.
Use "*" button to go back to the previous menu or to exit from the remote management.

Environmental listening
Select, in the vocal menu, "Environmental listening".
Press "0" button to go from the listening function to the speaking function and vice versa.
The listening is automatically interrupted after 15 minutes; to stop it earlier press "*" button.

Answering machine skip
Call the control panel and hang up after the first ring.
Call again the control panel within 30 seconds.

Outputs management with SMS
Send to the control panel an SMS in *2 nn s.* format, where *nn* is the two digits logical number of the commandable output, *s* is a digit indicating the future output state (1=activation; 0 =deactivation).
It is possible to queue more commands, separated by a comma. Every SMS must finish with a dot (".").

Vocal menu
Call the control panel by using a telephone with DTMF tones mode.
Enter the Master code within 10 seconds.
Follow the vocal instructions.
Use "*" button to go back to the previous menu or to exit from the remote management.

Environmental listening
Select, in the vocal menu, "Environmental listening".
Press "0" button to go from the listening function to the speaking function and vice versa.
The listening is automatically interrupted after 15 minutes; to stop it earlier press "*" button

Answering machine skip
Call the control panel and hang up after the first ring.
Call again the control panel within 30 seconds.

Outputs management with SMS
Send to the control panel an SMS in *2 nn s.* format, where *nn* is the two digits logical number of the commandable output, *s* is a digit indicating the future output state (1=activation; 0 =deactivation).
It is possible to queue more commands, separated by a comma. Every SMS must finish with a dot (".").

Vocal menu
Call the control panel by using a telephone with DTMF tones mode.
Enter the Master code within 10 seconds.
Follow the vocal instructions.
Use "*" button to go back to the previous menu or to exit from the remote management.

Environmental listening
Select, in the vocal menu, "Environmental listening".
Press "0" button to go from the listening function to the speaking function and vice versa.
The listening is automatically interrupted after 15 minutes; to stop it earlier press "*" button.

Answering machine skip
Call the control panel and hang up after the first ring.
Call again the control panel within 30 seconds.

Outputs management with SMS
Send to the control panel an SMS in *2 nn s.* format, where *nn* is the two digits logical number of the commandable output, *s* is a digit indicating the future output state (1=activation; 0 =deactivation).
It is possible to queue more commands, separated by a comma. Every SMS must finish with a dot (".").

Vocal menu
Call the control panel by using a telephone with DTMF tones mode.
Enter the Master code within 10 seconds.
Follow the vocal instructions.
Use "*" button to go back to the previous menu or to exit from the remote management.

Environmental listening
Select, in the vocal menu, "Environmental listening".
Press "0" button to go from the listening function to the speaking function and vice versa.
The listening is automatically interrupted after 15 minutes; to stop it earlier press "*" button.

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