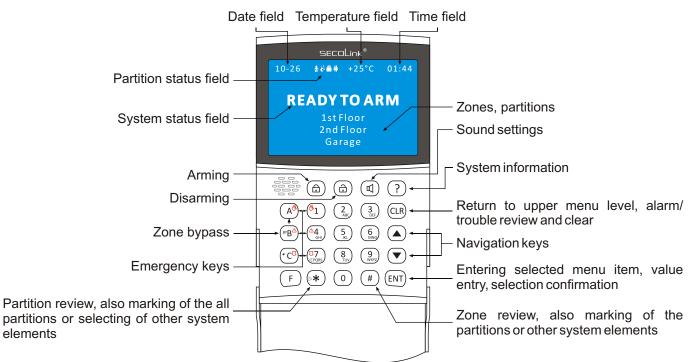


SECOLINK KM24, KM24A are new concept keypads. The large graphic display with help texts on it and a keys with backlight simplify understanding of alarm system. User has possibility to customize main screen information, to change contrast and backlight intensity of LCD and illumination of keypad keys. By following blinking keys (prompts) user can easy operate the system without any commands to remember. Arming, disarming and bypassing of zones are so easy it can be done intuitively. The main display view and and the main keypad functions are listed on the figure below.



# Ways of arming

The system can be armed by two ways: with special key (a) or by entering PIN code. When arming is activated with the (a) key, user has a possibility to arm all or selected partitions. For partial arming it's necessary to mark the partitions, which will be armed (mark the partitions by pressing (a) ... (a) keys or select the partitions using (a), (c) keys and mark by pressing (c) or (c) keys and press the (c) key for decision confirmation). When arming is activated by entering PIN code, all partitions which are controlled by user will be armed in "Away" mode.



# Arming mode "Away"

This arming mode is used when you want to protect a premise, when nobody will be staying inside. After arming, all zones will be protected. After using the door will be entry delay time for disarming. Arming:

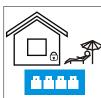
- for E
  - for EU countries (a), [Away] (m), (m: \*\*\*\*).
    for non EU countries is available (a), [Away] (m).
  - PIN code: (PIN: \*\*\*\*).



# Arming mode "Stay"

This arming mode is used to protect a house, when we are staying at home (inside) and are waiting, that somebody can come in. Interior zones aren't protected. After opening the door will be entry delay. Arming:

- for EU countries (a) (a) (a), [Stay] (INT), (INT) \*\*\*\*\*).
- for non EU countries is available (a) (a) (a), [Stay] (m).



# Arming mode "Vacation"

This arming mode is used when we are leaving the premise for a long period (e.g. vacations). After arming, all zones will be protected, entry delay is off, alarm will sound upon opening door. Arming:

- for EU countries (a) (a) (a) (a) (Vacations] (INT, (PIN: \*\*\*\*)).
- for non EU countries is available (a) (a) (a) (a) (vacations) (w).

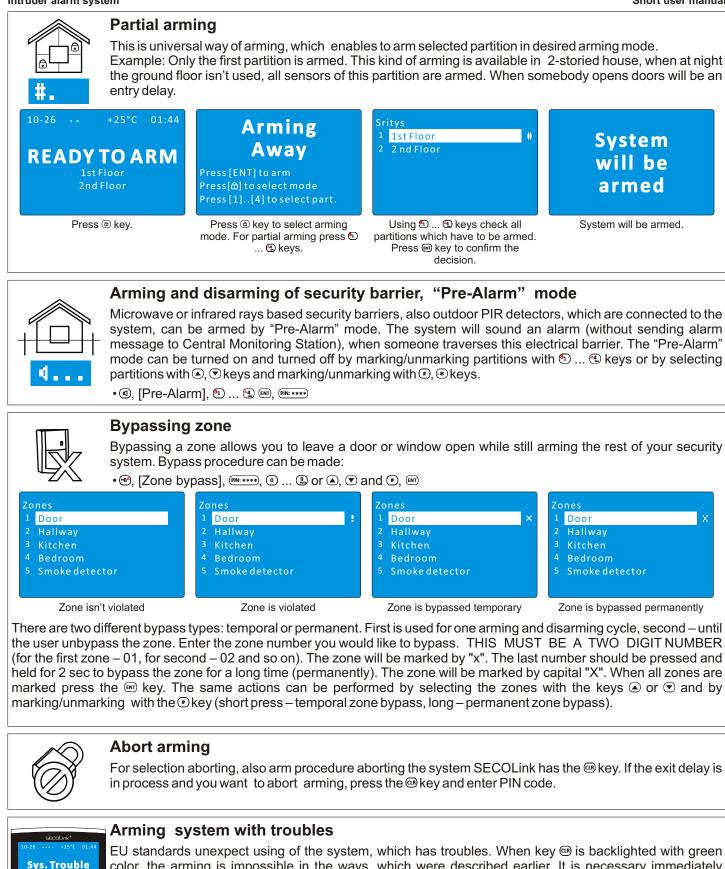


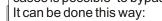
# Arming mode "Night"

This arming mode is used when you want to arm the system with the person staying inside of the premise. The interior zones are left disarmed, if anyone opens door, won't be the entry delay and the alarm will sound. This arming mode is effective, when the door and windows are secured by the opening sensors or there are installed glass break detectors. Arming:

- for EU countries (a) (b), [Night] (ENT), (PIN: \*\*\*\*).
- for non EU countries is available (a) (a), [Night] (III).







Press the 
key once – message about the trouble will be shown on the display. Press the 
key again – the key backlight starts to blink fast. The blinking duration is 30 seconds. During this time is possible to make usual arming procedure.

F (\* 0 # ENT)





#### Emergency keys

In order to call for a help (the premises must be secured by CMS) press at once two specific keys and hold them pressed down at least 1 second. When emergency alarm occurs, siren starts to sound and alarm message will be shown on the keypad display.

- Fire alarm 🔿 + 🕤.
- Medical alarm 🐵 + 🔩.
- Panic alarm @+ .



# Ways of disarming

Disarming can be done by two ways: with special key (a) or by entering PIN code. When disarming is activated with the key (a), user has possibility to disarm all or selected partitions. For partial disarming it's necessary to unmark the partitions, which will be disarmed (unmark the partitions by pressing (a), (b) keys and unmark/mark by pressing (c), or (c) keys). When disarming is activated by entering PIN code, all partitions, which are controlled by user, will be disarmed.



# Disarming by PIN code, when entering the premise

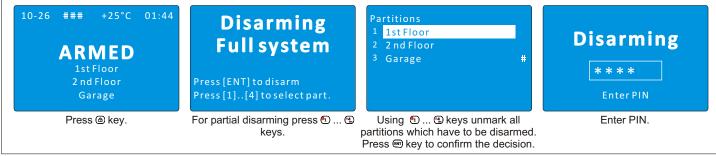
After opening the door, which are protected, the system begins to count the entry delay. During this time it is necessary to enter PIN code. All partitions, which are controlled by user, will be disarmed.



# Partial disarming

Partial disarming is useful when part of partitions should be disarmed. This kind of arming is available in house with garage. The house partitions are disarmed, the garage partition remains armed.

• @, [Disarming], 🕙 ... 🐏, 🕅, 🎮



# D2C0Lat\* 10-26 +25°C 01:44 Alarm!!! Door Door 0:000 Image: State of the stat

# Alarm clearing

If an alarm has occured, on the display appears message "Alarm!!!" with an explanation, what reason caused it. Key (a) backlight starts to blink red, the siren starts to sound and report about alarm is sending to CMS or to the user. There are 2 ways to clear alarm and turn off (a) key:  $\sqrt{1}$  way – by pressing the (a) key and entering the PIN code: (a) code: (a) code (b) code (c) code (

After the alarm clearing action is performed the siren stops sound, the e key backlight binking red goes off, the system status remains the same as was before alarm. If the system has smoke detector and alarm was caused by smoke, which was raised by domestic reasons, the system will start alarm, nevertheless it was armed or disarmed. The only way to clear alarm is possible by bypassing of smoke detector (see 2 page, "Bypassing zone").

 $\sqrt{2}$  way – by entering the PIN code.

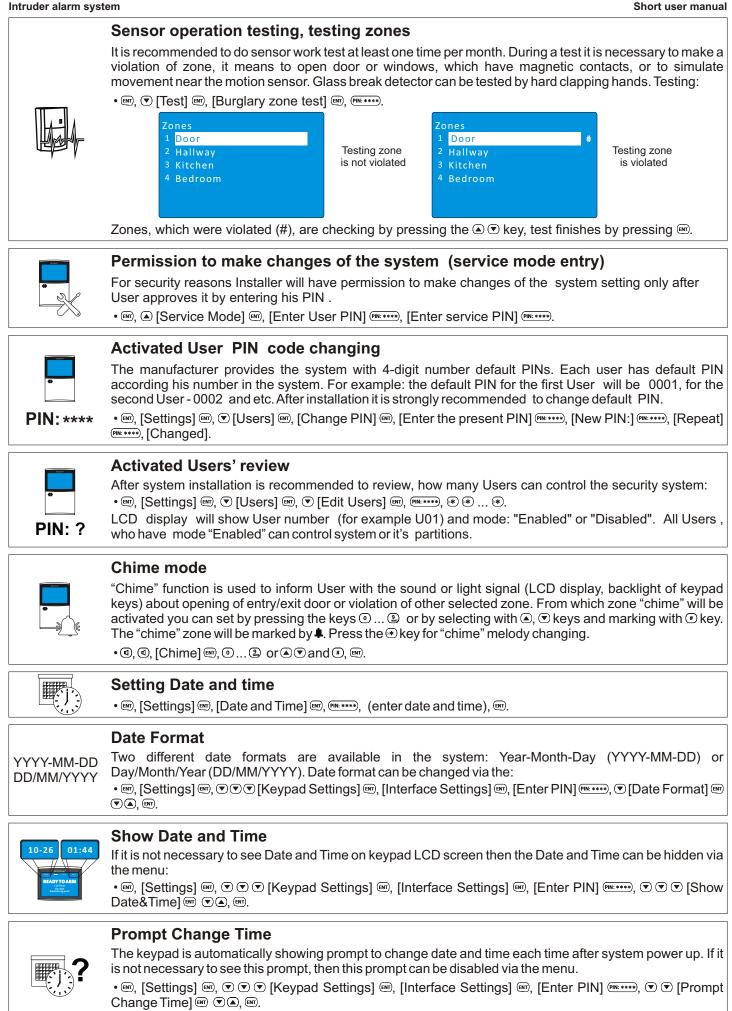
After the alarm clearing action is performed the siren stops to sound, the <sup>(III)</sup> key backlight binking red goes off, the system will be disarmed **if it was armed** before entering PIN code. When all partitions, which are controlled by User, are disarmed, **it's not recommended** to use PIN for alarm clearing, because is possible casual arming.

# **Event log review**

All events, which are concerned with protected premises and status of the system, are stored in the Event Log. The events are listed in chronological order, the used can choose to review Alarm Events, Trouble Events, Control Events or All Events. Event log review:

• ENT  $\bigcirc$   $\bigcirc$ , [Event Log] ENT,  $\bigcirc$  [Trouble Events] ENT,  $\bigcirc$ N: \*\*\*\*\*.





|--|

<u>SELUL</u>	INK KM24, KM24A keypad
Intruder alarm sys	tem Short user manual
Latin	Character Set
Cyrillic Greek	An appropriate character set allows to enter partition, module, user or zone names by using national language characters.
Baltic European	• , [Settings] , ♥♥♥ [Keypad Settings] , [Interface Settings] , [Enter PIN] , [Character Set] ♥♠, .
	Show status icons
	Keypad has an icon set to represent a different status in each partition. Available icons:
	<ul> <li># – partition is armed in the "Stay" mode;</li> <li>i – partition is armed in the "Night" mode;</li> <li>■ – partition is armed in the "Vacation" mode;</li> <li># – partition is armed in the "Away" mode;</li> <li>– partition is disarmed";</li> <li>I – zone is violated;</li> <li>I – "Pre-Alarm" mode is turned On.</li> </ul>
	Icon based partition status showing is enabled by default. If it is not necessary to see these icons on keypad LCD screen then the icons can be hidden via the menu:
	• ☞, [Settings] ☞, ♥ ♥ ♥ [keypad Settings] ☞, [Interface Settings] ☞, [Enter PIN] , ♥ ♥ ♥ ♥ [Show Status Icons] , ♥ ▲, .
	Temperature correction on keypad display (KM24A)
	If the keypad shows an incorrect environment temperature, it is recommended to make temperature correction, which can be done by entering value of temperature, measured with domestic thermometers. The correction can be made via the menu:
	• , [Settings] , ▲ [Temperature] , ♥ [Correction] , : •••••, (enter temperature value), .
	Show temperature
+25°C	If it is not necessary to see temperature the keypad LCD screen, the temperature can be hidden via the menu:
READY TO ARM In Them Bacher Bacher	• , [Settings] , ♥♥♥ [Keypad Settings] , [Interface Settings] , [Enter PIN] , ♥♥♥♥ [Show Temperature] , ♥ ④, .
	Trouble memory
	Keypad doesn't show the trouble memory with the slowly blinking Green color @ key LED by default. If it is necessary to see trouble memory, then the trouble memory showing can be enabled via the menu:
	• , [Settings] , ♥♥♥ [Keypad Settings] , [Interface Settings] , [Enter PIN] ++++, ♥♥♥♥♥ [Use Trouble memory] , ♥▲, .
	In order to clear trouble memory user must press @key, review troubles and press@key once again.
	Hide troubles
	When the I key is steady green, the arming is impossible in usual way. In order to arm the system user must to press twice the I key. The keypad starts to hide the trouble, and key LED starts to blink fast. During this time is possible to make usual arming procedure. How long the keypad will hide the trouble depends on the setting of this menu: "No" - the trouble will be hidden only for 30 seconds, "Yes" - the trouble will be hidden until the trouble disappears (example: damaged battery will be replaced by new one).
	• ☞, [Settings] ☞, ♥ ♥ ♥ [Keypad Settings] ☞, [Interface Settings] ☞, [Enter PIN] …, ♥ ♥ ♥ ♥ ♥ ♥ ♥ [Hide Troubles] ☞, ♥ ▲, ☞.
	PIN lenth
in the second	If PIN length is fixed, then the keypad automatically is pressing  em key after the last PIN digit is entered. Available fixed PIN lengths:
*	4 digits; 5 digits; 7 digits:

7 digits;

**PIN:**\*\*\*\*

**PIN:**\*\*\*\*

If PIN length is undefined (variable) user must press I key after the last PIN digit is entered. The PIN length can be changed via the menu:

•  $\mathbb{W}$ , [Settings]  $\mathbb{W}$ ,  $\mathbb{V} \mathbb{V}$  [Keypad Settings]  $\mathbb{W}$ , [Inaterface Settings]  $\mathbb{W}$ , [Enter PIN]  $\mathbb{W}$ .  $\mathbb{V} \mathbb{V} \mathbb{V} \mathbb{V}$ 



Intruder alarm system

#### LCD display brightness and contrast

LCD display brightness and contrast can be modified to correspond to premise illumination conditions and user needs. These settings can be modified via menu:

•  $\mathbb{W}$ , [Settings]  $\mathbb{W}$ ,  $\mathbb{V} \odot \mathbb{V}$  [Keypad Settings]  $\mathbb{W}$ ,  $\mathbb{V}$  [Light & Indication]  $\mathbb{W}$ , [Enter PIN]  $\mathbb{W}$ .

# LCD display and keypad key backlight modes

Backlight modes allows to install keypad in various place. In place where it is not necessary to hold the keypad key backlighted, the keypad can be set to backlight the LCD display only (example: hallway). The keypad keys can be illuminated after the any key is pressed or zone next to PIR is violated. Available keypad LCD display and keypad key backlight modes:

#### Always - backlight is always ON;

**By zone** – backlight will be turned ON, when an entry/exit delay is in progress, an alarm is triggered, a "chime" zone or zone marked by "+" sign in the "Events from zones" list is violated or the any keypad key is pressed.

• EV, [Settings] EV, Image: Comparison of the settings] EV, Image: Comparison of the setting of

• ™, [Settings] ™, ♥ ♥ ♥ [Keypad Settings] ™, ♥ [Light & Indication] ™, [Enter PIN] ™...., ♥ [Keypad backlight] ™, ♥ ♠, ™.

(F) (*) (0) (*) (*)

#### Status LEDs

Backlighted keys (a), (a), (c) are used to show system status or prompts. Status and prompts can be always visible or can be visible for a 40 seconds after the predefined condition was present, for example when a zone marked by "+" sign in the "Events from zones" list was violated. This way allows to install keypad in bedroom, when during the night time the additional light from the keypad status keys will not disturb the sleep. If the status and prompts are not necessary they can be disabled. Available settings: **Off**:

Always - status LEDs are always visible;

**By zone** – status LEDs are visible, when an entry/exit delay is in progress, an alarm is triggered, a "chime" zone or zone marked by **"+"** sign in the **"Events from zones"** list is violated or the any keypad key is pressed.

• ₪, [Settings] , ♥ ♥ ♥ [Keypad Settings] , ♥ [Light & Indication] , [Enter PIN] ....., ♥ ♥ [Status LEDs] , ♥ ▲, .

Note: These settings have a priority in relation to the certain key backlight settings described below.

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	

#### key LED

Available backlight modes for @ key:

Off – 
key LED is always Off

**Prompt** – (a) key LED blinks, when the system is ready to be armed;

**Armed** – (a) key LED is steady On, when the system is armed;

Armed and Prompt - (a) key LED is steady On, when the system is armed, and blinks, when the system is ready to be armed.

• (I), [Settings] (I),  $\bigcirc \bigcirc \bigcirc \bigcirc$  [Keypad Settings] (I),  $\bigcirc$  [Light & Indication] (II), [Enter PIN] (III: \*\*\*\*),  $\bigcirc \bigcirc \bigcirc \bigcirc$  [[G] key LED] (III),  $\bigcirc \land$ , (III).

Note: if the system is partially armed the prompt has a priority against status (armed partition).

(a) (a) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c	

#### key LED

Available backlight modes for @ key:

Available backlight modes for new key:

Off – lakey LED is allways Off.

Prompt – (a) key LED blinks, when the system is armed and is ready to be disarmed;

 $\bullet \blacksquare, [Settings] \blacksquare, \heartsuit \heartsuit \bigtriangledown [Keypad Settings] \blacksquare, \heartsuit [Light & Indication] \blacksquare, [Enter PIN] \blacksquare, \blacksquare, \heartsuit \heartsuit \heartsuit \heartsuit ([\widehat{\square}] key LED] \blacksquare, \heartsuit \land, \blacksquare.$ 

# 

# 🐨 key LED

**Off** – (a) key LED is allways Off. **Not Ready** – (a) key LED blinks, if there are violated zones; **Zone Bypass Status** – (a) key LED is ON, when there are bypassed zones;

•  $\mathbb{M}$ , [Settings]  $\mathbb{M}$ ,  $\mathbb{O} \mathbb{O} \mathbb{O}$  [Keypad Settings]  $\mathbb{M}$ ,  $\mathbb{O}$  [Light & Indication]  $\mathbb{M}$ , [Enter PIN]  $\mathbb{M}$ .

# Intruder alarm system

Short user manual



# key LED

Available backlight modes for d key:

Off-@key LED is always Off;

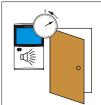
Pre-Alarm status - @key LED is steady On, when the partition is secured with "Pre-alarm" mode On.

• @, [Settings] @, ♥♥♥[Keypad Settings] @, ♥[Light & Indication] @, [Enter PIN] @...., ♥♥♥♥♥ [[�] key LED], ♥♠, .

# Events from zones

This menu is visible when in above mentioned LCD display or keypad interface settings the option "By zone" has been selected. The key is used to mark/unmark the zone.

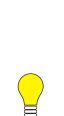
• ₩, [Settings] ₩, ♥ ♥ ♥ [Keypad Settings] ₩, ♥ [Light & Indication] ₩, [Enter PIN] ₩••••, ♥ ♥ ♥ ♥ ♥ ♥ [Events from zones [ENT]] , ♥ ♥ ▲ ▲ ♥, .



# Entry/exit sounds

When the entry/exit delay is in progress, the remaining time is shown on keypad displays, the sound signal is audible. It is possible to turn ON this sound signal on certain keypad and to turn OFF on the other one. In order to do it mark/unmark the partitions by "+" sign pressing the ekey.

▼[Entry/Exit sounds [ENT]]™, ♥▼♥, ™.



# Interface example

A major benefit of the keypad is that it interface can be very easily customized. An example describes the keypad interface setup, when the keypad is installed in the bedroom. The bright light source and the additional sounds, excluding an alarm, are not allowed in this room. The keypad LCD brightness and contrast levels will be reduced. LCD and keypad key backlight will be automatically turned Off when the keypad is not in use for last 40 seconds. The a key will be used for a status indication.



Example

#### Interface settings:

LCD backlight - By zone (see "LCD display and keypad key backlight modes"); Keypad backlight - By zone (see "LCD display and keypad key backlight modes"); Status LEDs status - Always (see "Status LEDs"); key LED – Armed (see "
 key LED"); le key LED – Off (see "@ key LED"); e key LED – Off (see "
 e key LED"); Image: text and te Events from zones – no zones are marked (see "Events from zones"); Entry/Exit sounds – no partitions are marked (see "Entry/exit sounds"); LCD brightness level - 7 (see "LCD display brightness and contrast"); LCD contrast level -7 (see "LCD display brightness and contrast");

# Help texts



Keypad is equipped with a special () key. The key LED blinks if there is some additional information. By pressing this key user can find information how to manage a system or problem.

10-26 +25°C 01:44 **READY TO ARM** 

Press @ key.



Press [ENT] to arm Press [命] to select mode Press [1]..[4] toselect part.

Okey will start to blink. It means that there is a help text is available for the Away arming mode. Press O key to read the help text.

This arming mode is used a premise, when nobody will be staying inside. After arming, all zones will be protected. After using the door will be entry delay

Use 🗢 or 🛆 for navigation.

time for disarming.

Press [CLR] to exit.

Press e to exit.



# Information about system

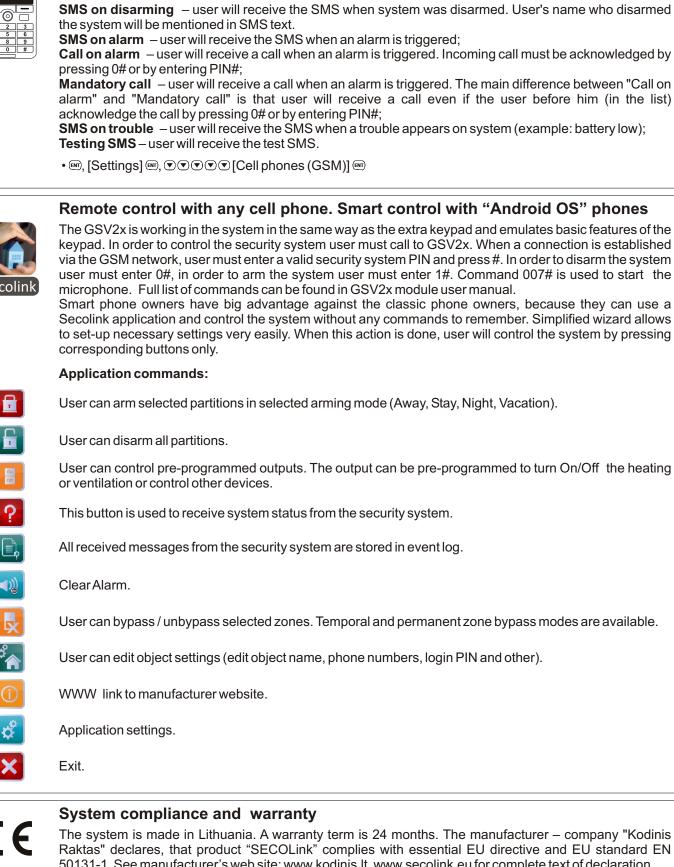
Information about system, central monitoring station, installer, power supply voltages can be found in information menu. In order to enter this menu user must press (2) key when keypad is showing main display view. Choose the corresponding menu, enter it by pressing m key.



installed on his phone.

will be mentioned in SMS text.





#### Communication and messaging (GSV2x module must be installed)

This menu provides the configuration for the phone numbers that the GSV2x module will use when sending a SMS or when calling to user.

SMS on arming - user will receive the SMS when system was armed. User's name who armed the system

**Number** – phone number must be entered in international format. The sign "+" is added automatically; Smart Phone - this option must be enabled if the user has an Android OS application SECOLINK pre-



The system is made in Lithuania. A warranty term is 24 months. The manufacturer - company "Kodinis Raktas" declares, that product "SECOLink" complies with essential EU directive and EU standard EN 50131-1. See manufacturer's web site: www.kodinis.lt, www.secolink.eu for complete text of declaration.