AMC

CONTROL UNITS

R Series

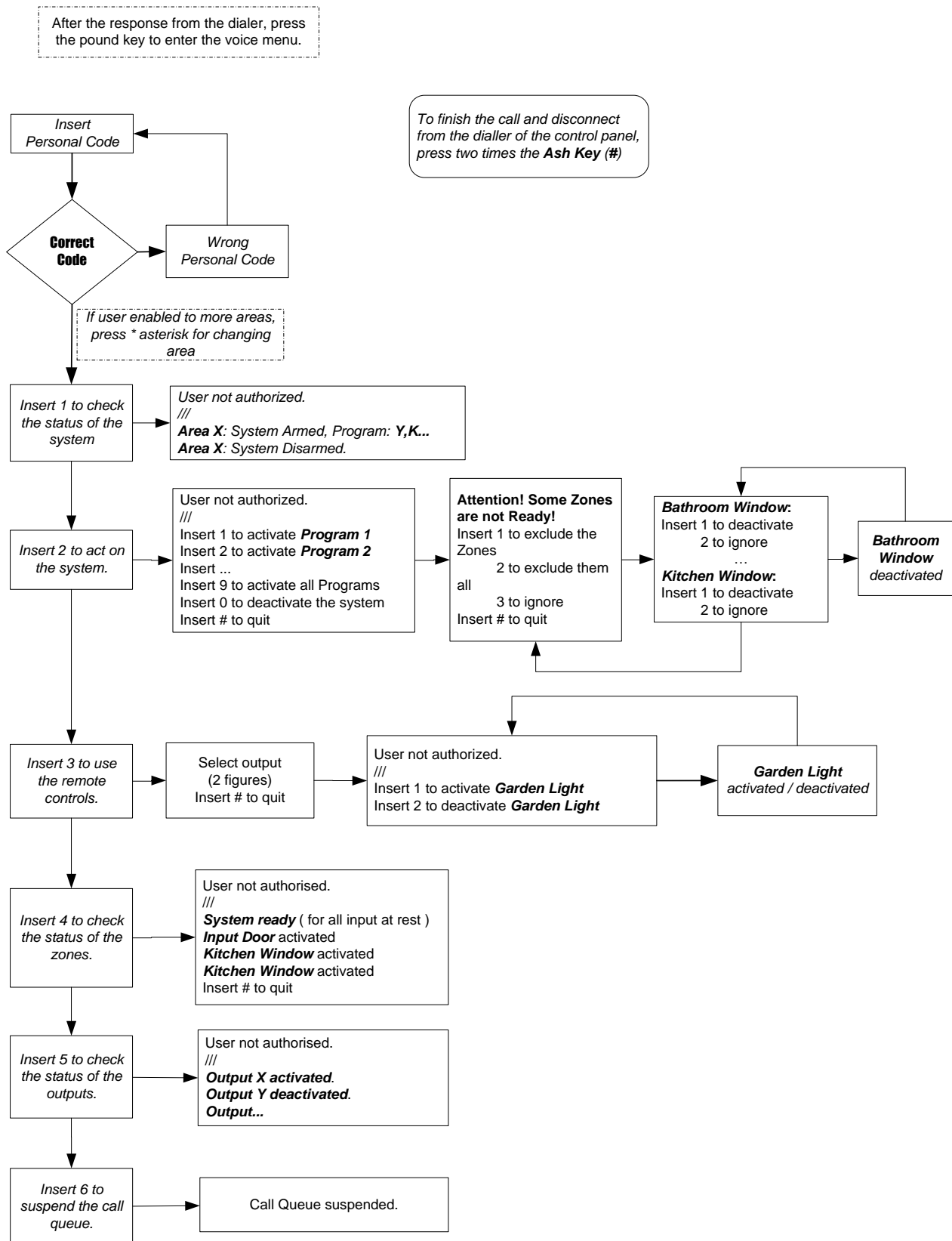## USER MANUAL

- Version 4.0 -

1- **MENU USER BY KEYPAD**

PERSONAL CODE   **USER CODE** (DEFAULT user 01= 111111)

Down arrow (**V**)

ARMING — Enter (✔)
Use the numeric keys to configure the programs to be included (from 1 to 8)
□ = Configured   ● = Not Configured

(**V**)

READ EVENTS — (✔)
Use the Up and Down arrow keys to scroll through the list of events.
Press enter to exit.

(**V**)

NAME: USER 01 — (✔)
Use the buttons to change the USERNAME

(**V**)

CODE: USER 01 — (✔)
Use the numeric keys to change the USER CODE

(**V**)

DATE / TIME — (✔)
Enter the day of the week from 0 to 6 (from Sun to Sat) Moving with the arrow right to enter dd/mm/yy h/min.
Press ENTER to confirm.

(**V**)

PROGRAM KEY — (✔)
PROGRAM KEY
* - CONFIRM   # - END

(**V**)

EXECUTE CALLBACK — (✔)
EXECUTE CALLBACK
* - CONFIRM   # - END

(**V**)

TELEMNG ON — (✔)
0 = Disabled
1 = Enabled
- - - - - - - - - - > Set To 1 for PC Connection

(**V**)

GSM MANAGEMENT — (✔)
CREDIT INFO

Press button "X" to visualize on LCD Display, SoftWare level and GSM level

(**V**)   (**V**)

FIRE RESET   **ASK FOR CREDIT**

2- MENU VOICE GUIDE

After the response from the dialer, press the pound key to enter the voice menu.

Insert Personal Code

To finish the call and disconnect from the dialler of the control panel, press two times the **Ash Key** (**#**)

Correct Code

Wrong Personal Code

If user enabled to more areas, press * asterisk for changing area

Insert 1 to check the status of the system

User not authorized.
///
Area X: System Armed, Program: **Y,K...**
Area X: System Disarmed.

Insert 2 to act on the system.

User not authorized.
///
Insert 1 to activate **Program 1**
Insert 2 to activate **Program 2**
Insert ...
Insert 9 to activate all Programs
Insert 0 to deactivate the system
Insert # to quit

Attention! Some Zones are not Ready!
Insert 1 to exclude the Zones
          2 to exclude them all
          3 to ignore
Insert # to quit

Bathroom Window:
Insert 1 to deactivate
          2 to ignore
…
Kitchen Window:
Insert 1 to deactivate
          2 to ignore

Bathroom Window deactivated

Insert 3 to use the remote controls.

Select output (2 figures)
Insert # to quit

User not authorized.
///
Insert 1 to activate **Garden Light**
Insert 2 to deactivate **Garden Light**

Garden Light activated / deactivated

Insert 4 to check the status of the zones.

User not authorised.
///
System ready (for all input at rest)
Input Door activated
Kitchen Window activated
Kitchen Window activated
Insert # to quit

Insert 5 to check the status of the outputs.

User not authorised.
///
Output X activated.
Output Y deactivated.
Output...

Insert 6 to suspend the call queue.

Call Queue suspended.

3-   ARMING THE SYSTEM

It is possible to use 2 different arming modes for each area:

- **MANUAL**   = In this mode you can select the area and the program you wish to arm.
- **AUTOMATIC**   =The system automatically arms and disarms depending on the times set on the TIMER.

The MANUAL arming operations can be performed using:

- The keypads
- The plugs
- The zones configured with ON/OFF functions (one program per zone only)

It's possible to arm/disarm the system by sending a SMS. It's possible to define which program for area arm or disarm.
The syntax of SMS must be the following:
UPWD:aaaaaa ARM.X=12345678, where "aaaaaa" is the password (default:654321); X is the area on which it's possible to act; 12345678 is the list of programs to arm (it's possible to define 1 or more programs).To disarm the system, the syntax is DISARM.X instead of ARM.X.
By sending a SMS it's possible to change the password with the following sintax: UPWD:oooooo UPWD:nnnnnn, where "oooooo" is the old password and "nnnnnn" is the new one.

3.1   ARMING THE SYSTEM WITH THE KEYPAD

➢   Type the USER code for the area (for example 111111) and press ⏎ to confirm.
➢   Select ARMING and press ⏎   to confirm.
➢   Use the numerical keys (from 1 to 8) to select the programs you wish to include or exclude for the arming.
➢   Press ⏎ to confirm (or press cancel to go back).
➢   The system starts to count the output time and then arms.
➢   The yellow LED flashes during the output time and turns on permanently once the system is armed.

1	PROGRAM 1
2	PROGRAM 2
3	PROGRAM 3
4	PROGRAM 4
5	PROGRAM 5
6	PROGRAM 6
7	PROGRAM 7
8	PROGRAM 8

Note: if there are keypads assigned to several areas, press ⏎ to select the area in which you wish to perform the arming. The operating area is displayed in the lower left of the display.

3.2   ARMING THE SYSTEM WITH EXCLUDED ZONES

When you arm the system with open zones, the system displays a message prompting the user to confirm before continuing:

This message specifies how many zones are open

04 ZONES OPEN
CONTINUE?

Keypad display
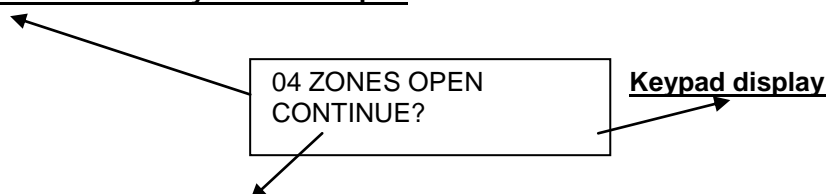
Press one of the following keys to continue.

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At this point you have three options, depending on the key you press:

#	= Cancels the arming operation (and returns to the Users Menu)
↵	= Continues the arming operation (all the opened zones will have to be closed before the quit time expires, otherwise the system issues an alarm).
✹	= The open zones are excluded from the arming operation.
CANC	= can be excluded from the current arming the desired input (see below).

Zone to exclude

ZN: 01   KITCHEN
✹ ✹ •• ☐☐ ••• ☐ •• ✹ •• ☐☐ •

Keypad display

Symbol ✹ indicates that the zone has been excluded

Symbol • indicates that the zone is closed

Symbol ☐ indicates that the zone is open.
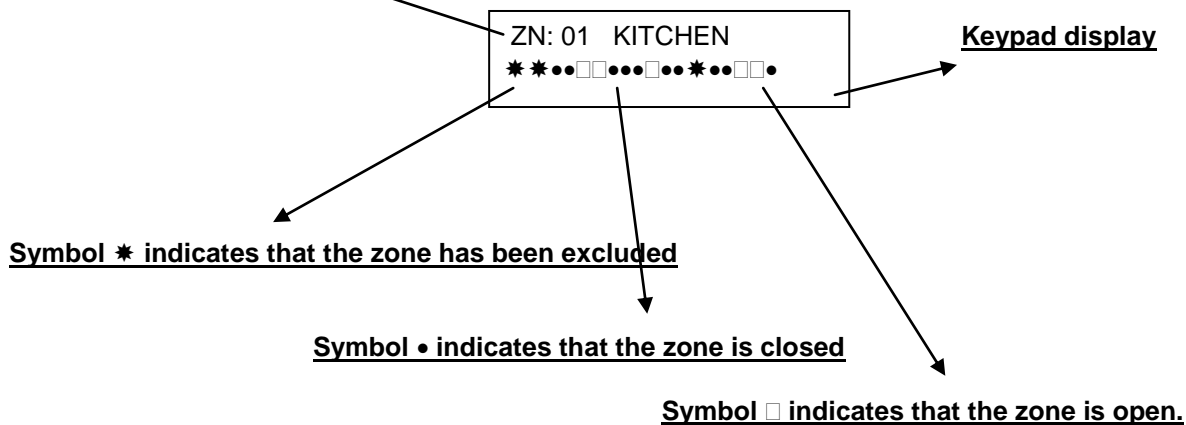
Use keys ✳ and # to move the flashing cursor to the position that corresponds to the desired zone.

Press DEL to excluded or include the desired zones.

Press ↵ to confirm the selection or 0 to exit from the menu.

Note: the green control LED will not turn on for the excluded zones.

3.3   QUICK ARMING

You can select from the Technician Menu an option that enables you to quickly arm the system without using the user code (in arming mode ONLY).

Procedure:

Press ✳ and select the partial that you want using the numeric keypad.

➢   Press ↵ to confirm.

NOTE: if you select this operation, you will have to enter a valid user code in order to disarm the system.

3.4   ARMING THE SYSTEM WITH AN ELECTRONIC KEY

The system can also be armed and disarmed using programmed keys.

Procedure:

➢   Insert or move the key close to a plug enabled to manage the area for which the key is valid.
➢   Wait for the LED of the program you wish to arm to turn on, then extract the key.

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Note: each plug can be used for one area only and can manage up to 3 programs per area. The output time counter starts as soon as you extract the key. This condition is signalled by the flashing of the LED that corresponds to the selected arming operation and by a series of BEEPS issued by the keypads and plugs (if the sound option is enabled).

3.5   meaning of the reader leds

- **System DISARMED** = **The green control LED turns on (if all the zones are idle)**
- **System armed** = **The yellow and green LEDs turn on**
- **System in alarm** = **All the LEDs flash**
- **During the quit time** = **Yellow LED flashes (Green turn on if all zones are idel)**
- **During the key programming** = **All the LEDs quickly turn on in sequence**

Note: if you arming the system with a key and one or more zones are open, the system arms and after the quit time the system will go into alarm, unless you program the automatic exclusion of the zone(s) or you disable the arming with key when open zones are present (see the relevant paragraphs of Chapter INPUTS MENU).

4-   CONTROLLING THE SYSTEM REMOTELY FROM A TOUCH TONE PHONE

If you have an (optional) voice synthesis SV/S module, you can remotely control the system by calling the number of the line to which the system is connected from a touch tone phone and following the vocal instructions.

You can perform the following operations:

- Arm and disarm one or more area programs
- Enable and disable the Open Collector outputs
- Exclude zones with faults
- Check the system status in real time

To perform all the operations described above, you will have to press $\boxed{\#}$ and then enter your user code followed by $\boxed{\#}$ at the beginning of the call.

Note: you can work ONLY on the areas and zones that you are enabled to use.
The opening pages of this manual shows the block diagram of the Voice Guided Menu.

5-   READING EVENTS

When a new event occurs the panel will report it with the red LED lights on the keyboard (and on the plugs). The red " events memory " led will switch off when **the system will armed , or if you enter the menu READ EVENTS.**

The control unit has a memory of dynamic events (that are automatically allocated to the different areas).
When the event memory is full, the system displays a message on the keypad display. At this point you have two options:

- You can save all the events on the PC in several formats.
- You can allow the new events to be overwritten on the new ones.

Here how to read the EVENTS.

Procedure:

➢   Open the User menu.
➢   Use keys $\boxed{\uparrow}$ and $\boxed{\downarrow}$ to select MANAGE EVENTS and press ↵ to confirm.
➢   Use keys $\boxed{\uparrow}$ and $\boxed{\downarrow}$ to select READ EVENTS and press ↵ to confirm.
➢   Press $\boxed{\uparrow}$ and $\boxed{\downarrow}$ to browse the list of events.
➢   Press ↵ to cancel the events reading operation.

6- ASSIGNING A NAME TO A USER

You can change the default NAME assigned to each user (USER01, USER02, etc.) by entering a new name with a maximum length of 16 characters. This operation can be performed both by the technician (for all users) and by the user to whom the name belongs.

Procedure:

➢ Open the User Menu.
➢ Use keys ↑ and ↓   to select USERS NAME and press ↵ to confirm.
➢ The upper row of the screen displays the user code and name, while the lower one shows the default user name that has to be changed, with the cursor blinking on the first character.
➢ Use the alphanumerical keypad to change the character and keys ← and →   to move the blinking cursor to the left or right. Use key   DEL to delete a character or enter a blank space between two characters. Press   ↵   to confirm.

7- ENTERING A NEW USER CODE

Each user is able to change his code.

Procedure:

➢ Open the Menu.
➢ Use keys ↑ and ↓   to select CODE:USERXX (parameter 2 on K-Led) and press ↵ to confirm.
➢ The top line of the display will show the name of the user, the bottom line the code to be edited with the cursor flashing on the first issue.
➢ Use the numeric keys to change the number, use the **cancel** button (**X**) to delete an existing number.
➢ Press ↵ to confirm.

Note: if you use the K-LED keypad, once had access to the user menu and selected the second parameter, the LED will flash. Display the current code one digit at a time by pressing the ∨ until the contemporary switched on of the LEDs 1,3,5 and 7 that identifies the end. Now press 6 times the DELETE key in order to clear the current code, enter the new personal code (6 digits) and confirm with the ↵ .

ATTENTION: if you forget a code, you cannot resume it and will have to reset the system to its default settings (DEFAULT RESET).

8- DATE AND TIME

The date and time can be set both by the installer (through the Technician Menu) and by the user (through the Users Menu).

Procedure:

➢ Enter a valid code to open the menu.
➢ Press ↓ to select DATE/TIME, then press ↵ to confirm.
➢ As soon as the day of the week starts blinking, press the numerical key, from 0 to 6, that corresponds to the day of the week you wish to enter (0=Monday, 1=Tuesday, ...6= Sunday).
➢ Use keys * and #   to move the flashing cursor to the position that corresponds to the parameter you wish to change. The sequence is: day, month, year, time and minutes. To change a parameter, delete the current setting by pressing DEL twice and enter the two new digits directly.
➢ After completing the setting operation, press ↵ to confirm.

9- PROGRAMMING KEYS

Keys (model INS/EP or Beatle) can be programmed ONLY by users who have a user name. These users can create an unlimited number of keys in order to operate the system within the limits permitted to them.
The installer must instead determine, during the programming phase, the plug that users may use to program their keys. For more information, see paragraph CONFIGURING PLUGS.

Procedure:

➢ Open the USERS Menu by typing directly the user code and confirming it with key ↵.
➢ Press ↓ to select PROGRAMMING PLUG, Press ↵ to confirm.
➢ Press ∗ to confirm, # to cancel the operation.
➢ After you confirm the operation on the programming plug, the LEDs start to flash quickly to indicate that the plug is ready to receive a key to program.
➢ Insert a key into the plug and wait for the LEDs to stop flashing. Then, extract the programmed key.
➢ Repeat this procedure to program additional keys.

10- EXECUTE CALLBACK

Note: In order to ensure the operation success, the user has to warn the installer that he is are doing a CALLBACK, so the installer can provide the necessary resources. (Link pending with the computer)

Procedura:

➢ Open the USERS Menu by typing directly the user code and confirming it with key ↵.
➢ Press ↓ to select EXECUTE CALLBACK. Press ↵ to confirm.
➢ Press ∗ to confirm, # to cancel the operation.
➢ Once confirmed the command, the system will call the computer of the installer by telephone; the installer will take the actions required.
➢ Press the # key to exit the menu CALLBACK.

11- ENABLING THE REMOTE MANAGEMENT

The user is able to enable the installer to connect his the computer to the system, either locally by the cable, or remotely over phone lines.

Note: if this feature is disabled the installer has no means of connecting with the panel.

Procedure:

➢ Open the USERS Menu by typing directly the user code and confirming it with key ↵.
➢ Press ↓ to select TELEMNG ON (parameter 3 on K-Led). Press ↵ to confirm.
➢ Type 1 to enable the function, type **cancel** (**X**) to disable it (parameter = 0).
➢ Press ↵ to confirm.

12- GSM MANAGEMENT

In this menù you can get information on available Credit.

13- FIRE ALARM RESET

In case of alarm fire, the user has the ability to reset the output used as fire alarm.

Procedure:

- Open the USERS Menu by typing directly the user code and confirming it with key ⏎.
- Press ↓ to select FIRE RESET (parameter 4 on K-Led).
- Press ⏎ to reset.

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