18020502_A_en_LED63VG

VOICE GUIDE KEYPAD
LED63VG

Disclaimer

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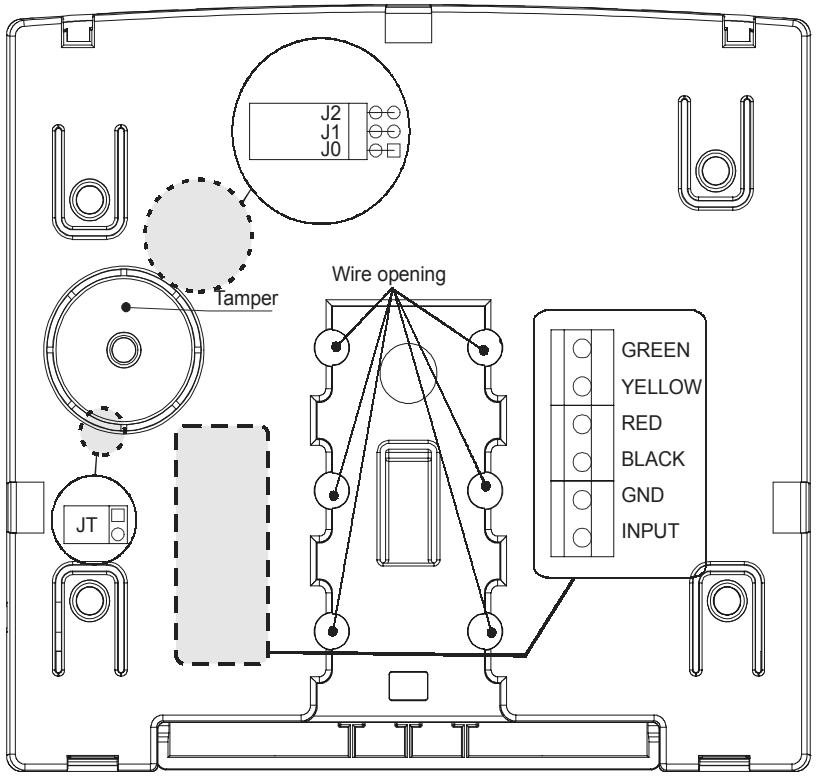
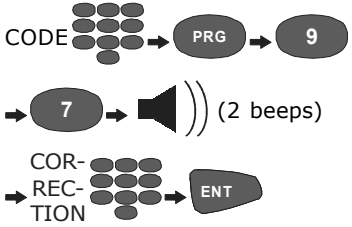


Figure 2. Back Cover

Real time clock adjustment key sequence:



Jumper Settings

Address	J0	J1	J2	JT
0	0	0	0	1
1	0	0	1	0
2	0	1	0	0
3	0	1	1	0
4	1	0	0	0
5	1	0	1	0
6	1	1	0	0
7	1	1	1	0

Contents

General Information

Limited Warranty

The manufacturer warrants that for period of 12 months from the date of purchase, the product shall be free of defects in material and workmanship under normal use and that in fulfillment of any breach of such warranty, the manufacturer shall, at his discretion, repair or replace the defective equipment upon returning it to its factory. This warranty shall apply to defects in parts and workmanship only and not to damages incurred during shipping or handling, nor due to causes beyond the control of the manufacturer such as lightning, excessive voltage, mechanical shock, or damages arising from abuses, unauthorized alternations or misuse of the equipment.

The warranty shall apply to the original buyer only, and is and shall be in lieu of any and all other warranties, whether expressed or implied and of all other obligations or liabilities on the part of the manufacturer. This warranty contains the entire warranty. The manufacturer shall neither assume, nor authorizes any other warranty or liability concerning this product.

In no event shall the manufacturer be liable for any direct or indirect or consequential damage, loss of anticipated profits, loss of time or any other losses incurred by the buyer in connection with the purchase, installation or operation or failure of this product.

The manufacturer recommends that the entire system be completely tested on a regular basis. However, despite frequent testing, and due to, but not limited to, criminal tampering or electrical disruption, it is possible for this product to fail to perform as expected.

Warnings

Before using the LED63VG Keypad, please make sure that you have read and understood the following instructions. Always make sure that the LED63VG Keypad is operated correctly.

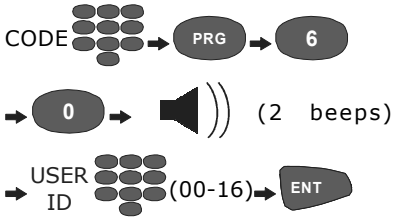
Do not attempt to disassemble or alter any part of the equipment that is not expressly described in this guide. Internal inspections, alterations and repairs should be conducted by qualified service personnel only.

Do not use substances containing alcohol, benzene, thinners or other flammable substances to clean or maintain the equipment. The use

Adding a Proximity Card

To use proximity cards the system has to be equipped with a proximity card reader.

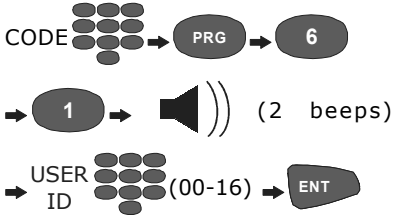
Key sequence for adding a proximity card:



The card must be positioned near the card reader.

Removing a Proximity Card

The key sequence for removing a proximity card:



Real Time Clock Adjustment

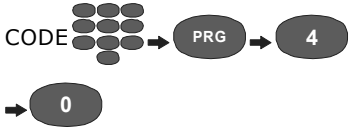
Arbitrary units are used for real time clock adjustment. One unit corresponds to every 5 seconds deflection per month. The value of 50 means there is no need for adjustment. The following method is used to calculate the necessary adjustment.

The necessary adjustment is calculated by determining the number of days taken for the clock to deflect by 1 minute. The adjustment value is found by dividing the number 360 by the number of days found in the previous step. The result obtained is added to the current value in the case of a slow clock or is subtracted from the current value in case the clock runs fast. The figure thus obtained is entered into the system.

Example: Let us suppose the clock is running slow by 1 minute in 85 days. The figure 4.2 is obtained when 360 is divided by 85. The adjustment value of 54 is obtained when the figure 4 is added to the current set figure of 50.

Bypassing

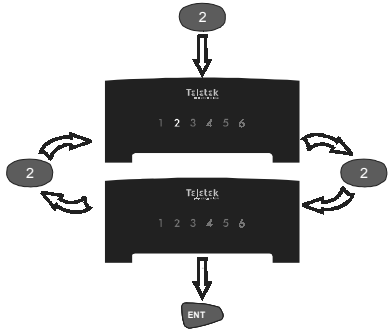
To execute a bypass operation the manager is required to enter his personal code:



Pressing a numeric key bypasses the respective zone. The display LED, corresponding to the zone number, lights up permanently. Pressing the same key once again de-bypasses the zone and the LED goes out.

The selected programming is confirmed by pressing the ENT key.

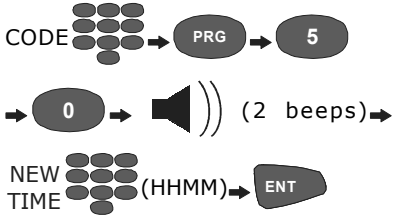
Bypassing sequence (e.g. zone 2):



Setting the Clock

To set the clock the manager is required to enter his personal code. The set entries are visualized in binary-hexadecimal form.

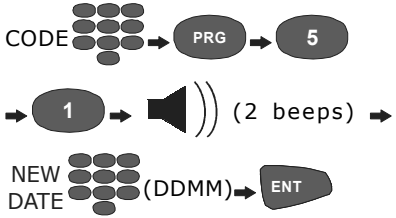
Key sequence for setting the clock:



Setting the Date

To set the date the manager is required to enter his personal code. The set entries are visualized in binary-hexadecimal form.

Key sequence for setting the date:



of these substances may lead to fire.

No liquids should enter the interior.

Overview

The LED63VG Keypad is designed to control the CA60Plus Control Panel and provides the user with system status information.

The Control Panel is fully programmable with the LED63VG keypad.

An LED indication on the keypad visualizes the system status and alarm events information.

A sound buzzer informs the user about correct or incorrect key entries as well as activated alerts.

Seven voice messages provide the user with addition information.

Sound Indication

There are seven different sound combinations that indicate seven different conditions:

- Click – single short beep indicating the pressing of a key;
- Confirm – two long sound signals, indicating the system confirmation to a successfully executed operation;
- Reject – a single long beep, indicating an incorrectly executed operation;
- Entry time – continuous beep, indicating intrusion into an entrance zone;
- Exit time – short beeps, indicating the system is armed and the user is required to leave the entrance zone. Ten seconds before the exit time is over beep frequency increases;
- Technical problem – two short beeps, indicating a technical problem;
- Chime – short beeps with subsequently increasing frequency, indicating intrusion into a zone with an activated chime option;

Voice Messages

There are seven different voice messages that indicate different conditions:

- *"System is armed"*
- *"System is disarmed"*
- *"Please enter your code to disarm"*
- *"AC power is lost"*
- *"Battery is discharged"*
- *"Please leave the premises"*
- *"Alarm in the system"*

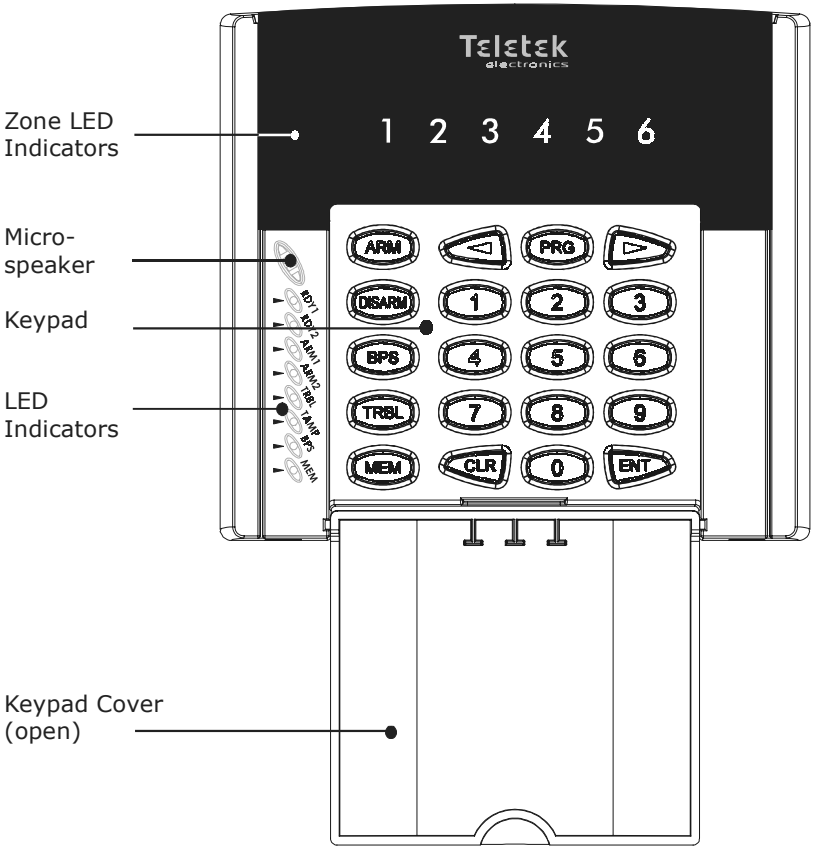


Figure 1. Frontal view of the keypad with the cover opened

NOTE: Forbidding all user permissions will automatically erase the programmed code combination.

Events Memory Review

To review event memory the manager is required to enter a valid personal code.

CODE → MEM

Press ◄ to for a previous event and ► for a following one.

Press the ENT key to see more information on a zone number or a user code.
Information on the events, as well as the zone numbers and the users is presented in binary-hexadecimal form. Use the table on pages 14 and 15 to interpret them.

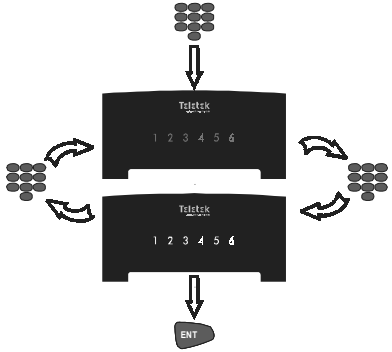
Chime Enable/Disable

To enable or disable chime mode the manager is required to enter a valid code.

Chime enable/disable key sequence:

CODE → PRG → 3 → 0

Pressing any numeric key alternatingly switches state of chime on and off. The preferred state is confirmed by pressing the ENT key.



Now the manager can switch over between code change mode and user permissions mode, using the

◄ and ► keys.

Originally the system is in code change mode. LEDs 3, 4, 5 and 6 light up to indicate the number of code digits left to be entered.

The manager is expected to enter the new user code.

Entering new user code key sequence:

NEW CODE (4 digits) ➡ (2 beeps)➡ NEW CODE (reenter)

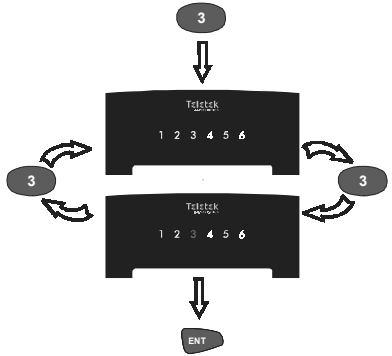
The new code is accepted and the system automatically enters user permissions mode.

The LEDs indicate the respective operations the user is allowed to execute. The lit numbers indicate the permitted programs.

Pressing a numeric key alternatingly switches over the state of the respective operation from forbidden to permitted.

Selection is confirmed by pressing the ENT key.

User permissions key sequence:



LED Indication

LED	Light	Blinking
RDY (green)	System ready	Programming mode
ARM (red)	System armed	Exit time / Programming mode
TRBL (red)	-	Technical problem / Programming mode
BPS (red)	Bypassed zones	-
TAMP (red)	Tamper memory	Tamper
MEM (red)	Alarm memory	Activated fire detector
1 - 6 (red)	Alarm memory	Activated zone detector

Keypad

ARM arms the system (*See page 8*)

DISARM disarms the system (*See page 10*)

BPS bypasses certain zone(s) (*See pages 12, 20)*

TRBL reviews system troubles (*See page 12)*

MEM reviews event memory (*See page 13)*

PRG activates programming mode (*See pages 11, 16*)

CLR clears entered data or transfers to previous menu level

ENT confirms entered data or transfers to next menu level

► ◄ scroll event memory (*See pages 13, 19)*

Operation

Arming

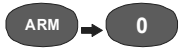
The system can be armed only if the green **RDY1** LED is lit up.

Full

Full arming means all zones are secured. Anyone coming into the entrance zone is required to enter a code. Otherwise the alarm is triggered after entrance time is over.

Full arming sequence:

Quick full arming key sequence:



The **ARM1** LED lights up.

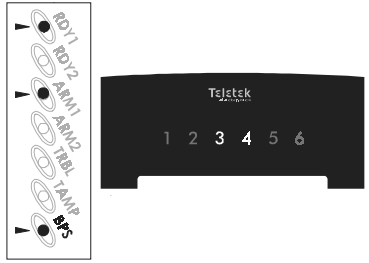
Stay

Stay arming means the user is allowed to stay in (a) certain zone(s), but the entrance zone is secured. Anyone coming into the entrance zone is required to enter a code. Otherwise the alarm is set off after the entrance time is over.

Stay arming key sequence:

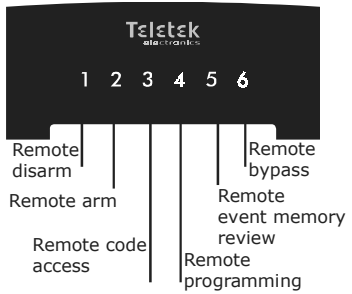
Quick stay arming key sequence:

The **BPS** LED lights up permanently on the display and the LEDs, corresponding to the numbers of the zones which are not armed, blink slowly.



The new code has been accepted and the system automatically enters remote access permissions mode.

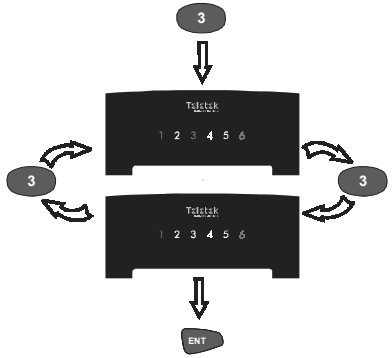
The LEDs stand for the remote access allowable operations. The lit numbers indicate the permitted programs.



Pressing a numeric key alternatingly switches over the state of the respective remote operation from forbidden to permitted.

Pressing the ENT key confirms the selection.

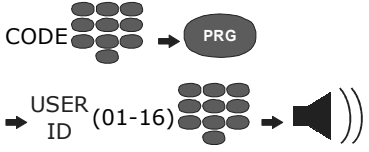
Remote access permissions key sequence:



Changing User Code and Rights

To change the user code, the manager is required to enter his personal code first before the user code.

User code change key sequence:



(2 beeps)

Manager Level Programming

As a rule of thumb you can enter user programming mode using the following procedure:

Step 1: Enter valid user code

Step 2: Press PRG once

Step 3: Enter a parameter number (two digits - see address table)

Step 4: Change parameter value

Step 5: Press ENT to confirm and CLR to reject changes.

A blinking **RDY1** LED indicates that the system is in programming mode.

Manager Code Change

The manager is required to enter his current personal code before changing it.

Manager code change key sequence:

CODE → PRG → 0 → 0 → (2 beeps)

The manager can switch between code change mode and remote access permissions mode with the ◄ and ► keys.

The system is originally in change code mode.

LEDs 3, 4, 5 and 6 light up to indicate the number of code digits left to be entered.

The manager is expected to enter the new code.

Key sequence for entering new manager code:

NEW CODE (4 digits) → (2 beeps) → NEW CODE (reenter)

Force

Force arming means the system is armed although in (a) certain zone(s) there may be obstacles or troubles.

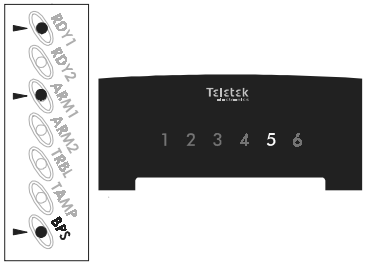
Forced arming key sequence:

CODE → ARM → 2

Quick forced arming key sequence:

ARM → 2

The **BPS** LED lights up and the LED's corresponding to the numbers of the zones which are not armed, blink slowly.



Instant

Instant arming means the user is allowed to stay in certain zone(s), but the entrance zone is secured. The difference with the stay arming is that intrusion into the entrance zone immediately sets on the alarm.

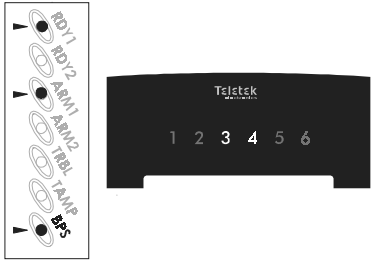
Instant stay arming key sequence:

CODE → ARM → 3

Quick instant stay arming key sequence:

ARM → 3

The **BPS** LED lights up and the LEDs, corresponding to the numbers of the zones, which are not armed, blink slowly.



NOTE:
With all arming modes, except **Instant**, after exit time starts running, the *"Please leave the premises"* voice message will sound every 5 seconds. The buzzer will indicate that exit time is running. Ten seconds before exit time is over, beep frequency will increase.
After arming, the *"System is armed"* message will be repeated twice.
After each of the procedures described above, except **Instant**, a blinking **RDY1** LED also indicates that exit time is running and that the user is to leave the armed zones.
In the events of AC loss and low battery, the *"AC power is lost"* or *"Battery discharged"* messages will sound correspondingly 3 times every 5 seconds when arming is attempted.

Panic

Pressing and holding

CLR + ENT sends an alarm signal to the station without triggering the siren.

Disarming

If a person comes into the entrance zone, the voice message *"System is armed. Please enter your code to disarm."* will sound every 5 seconds. The buzzer will indicate that entry time is running. The user is required to enter a personal code:

CODE

After a valid code has been entered, the message *"System disarmed"* will be repeated twice.
If no valid code has been entered during entry time, the *"System is armed"* message will sound.
If an alarm has been triggered in the system, the message *"Alarm in the system. Please enter your code to disarm"* will be repeated every 5 seconds.

NOTE: Certain users may not be allowed to disarm the system.
In the events of AC loss and low battery, the *"AC power is lost"* or *"Battery discharged"* messages will sound correspondingly 3 times every 5 seconds when disarming is attempted.

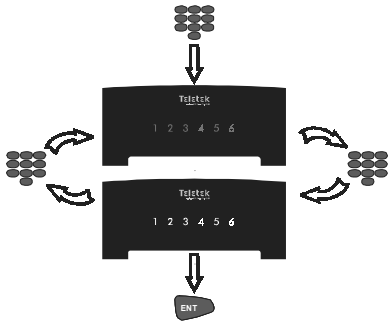
Event Description	Code	1	2	3	4	5	6	Zone/User
Duress code entry	30	1	2	3	4	5	6	User
Telephone line failure	31	1	2	3	4	5	6	0
Telephone line recovery	32	1	2	3	4	5	6	0
Communication error	33	1	2	3	4	5	6	0
Automatic test	34	1	2	3	4	5	6	0
Manual test	35	1	2	3	4	5	6	0
Fuse blown	36	1	2	3	4	5	6	0
Fuse recovery	37	1	2	3	4	5	6	0
System reset	38	1	2	3	4	5	6	0
Power supply failure	39	1	2	3	4	5	6	0
Power supply recovery	40	1	2	3	4	5	6	0
Battery low or missing	41	1	2	3	4	5	6	0
Battery recovery	42	1	2	3	4	5	6	0

Chime Enable/Disable

To enable or disable chime mode the user is required to enter a valid code.
Chime enable/disable key sequence:

CODE → PRG → 3

Pressing any numeric key alternatingly switches state of chime on and off.
The preferred state is confirmed by pressing the ENT key.



Event Description	Code	1	2	3	4	5	6	Zone/User
Alarm activated	1	1	2	3	4	5	6	Zone number
Alarm deactivated	2	1	2	3	4	5	6	Zone number
Fire alarm activated	3	1	2	3	4	5	6	Zone number
Fire alarm deactivated	4	1	2	3	4	5	6	Zone number
Panic alarm activated	5	1	2	3	4	5	6	Zone number
Panic alarm deactivated	6	1	2	3	4	5	6	Zone number
Tamper alarm activated	7	1	2	3	4	5	6	Zone number
Tamper alarm deactivated	8	1	2	3	4	5	6	Zone number
Medical alarm activated	9	1	2	3	4	5	6	Zone number
Medical alarm deactivated	10	1	2	3	4	5	6	Zone number
Zone bypassed	11	1	2	3	4	5	6	Zone number
Zone de-bypassed	12	1	2	3	4	5	6	Zone number
Fire zone bypassed	13	1	2	3	4	5	6	Zone number
Fire zone de-bypassed	14	1	2	3	4	5	6	Zone number
Panic zone bypassed	15	1	2	3	4	5	6	Zone number
Panic zone de-bypassed	16	1	2	3	4	5	6	Zone number
Tamper zone bypassed	17	1	2	3	4	5	6	Zone number
Tamper zone de-bypassed	18	1	2	3	4	5	6	Zone number
Medical zone bypassed	19	1	2	3	4	5	6	Zone number
Medical zone de-bypassed	20	1	2	3	4	5	6	Zone number
Disarming	21	1	2	3	4	5	6	User
Remote disarming	22	1	2	3	4	5	6	User
Disarming by switch	23	1	2	3	4	5	6	Zone number
Arming	24	1	2	3	4	5	6	User
Remote arming	25	1	2	3	4	5	6	User
Arming by switch	26	1	2	3	4	5	6	Zone number
Quick arming	27	1	2	3	4	5	6	None
Engineer menu entry	28	1	2	3	4	5	6	17
Engineer menu exit	29	1	2	3	4	5	6	17

Stopping the Alarm

The alarm is stopped by entering a personal code:

CODE 

After a valid code has been entered, the message *"System disarmed"* will be repeated twice.

NOTE: In the events of AC loss and low battery, the *"AC power is lost"* or *"Battery discharged"* messages will sound correspondingly 3 times every 5 seconds.

Ambush Code

Ambush code is a personal code that disarms the system, but still sends an alarm signal. Its purpose to indicate that the user is forced to disarm the system against his/her will. The ambush code is calculated from the personal code by adding 1 to the last digit.
If the last number is 9, it is replaced by 0 in the ambush code.

Example:
Personal code: 4615 ➡ Ambush code: 4616

Personal code: 4619 ➡ Ambush code: 4610

After a code has been entered, the *"System disarmed"* message will be repeated twice.

User Level Programming

As a rule of thumb you can enter user programming mode using the following procedure:
Step 1: Enter a valid user code 

Step 2: Press PRG once

Step 3: Enter a parameter number (one digit - see address table)
Step 4: Change parameter value

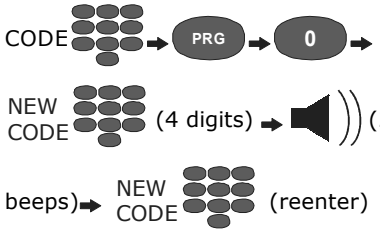
Step 5: Press ENT to confirm and CLR to reject changes.

A blinking **RDY1** LED indicates that the system is in programming mode.

User Code Change

The user is required to enter his/her current personal code before changing it.

User code change key sequence:



Bypassing

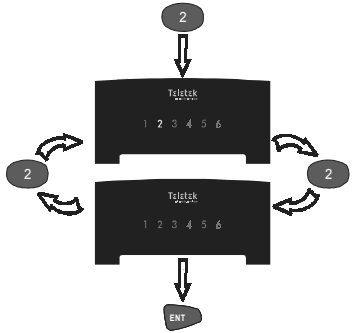
To execute a bypass operation the user is required to enter a valid code:

Pressing a numeric key bypasses the respective zone. The LED, corresponding to the zone number, lights up. Pressing the same key once again de-bypasses the zone and the LED goes out.

The selected programming is confirmed by pressing 

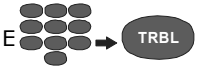
.

Bypassing key sequence (zone 2 used in the example):



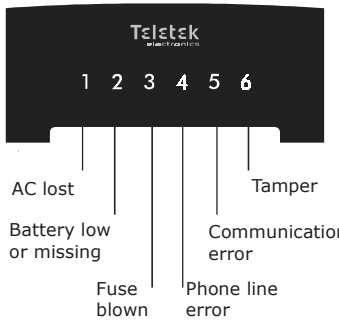
Technical Troubles Review

To review troubles the user is required to enter a valid personal code:



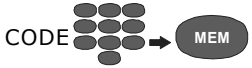
In the events of AC loss and low battery, the *"AC power is lost"* or *"Battery discharged"* messages will sound correspondingly 3 times every 5 seconds.

Each digit on the display indicates a specific technical problem.



Events Memory Review

To review event memory the user is required to enter a valid personal code.



NOTE: Certain users may not be allowed to review event memory.

Press  to for a previous event and  for a following one.

Press the 

key to see more information on a zone number or a user code.

Information on the events, as well as the zone numbers and the users is presented in binary-hexadecimal form. Use the table above to interpret them.

For convenience the table also includes a graphic representation of the LEDs as they light up for the respective event. A black digit on white background indicates an extinguished LED, and a white digit on dark background indicates a lit up LED. Scroll from LED 1 to LED 6 to determine the correspondence between the event displayed on the keypad and the text in the table. The first 17 rows in the table are used for coding the user number and the zones.

Example: Suppose that the event displayed on the keypad is represented by a LED combination of 2, 3, 5 and 6. The table discloses the first LED 2 data entry. The next data entries disclose that of the first LED 3. Next comes the first data entry of LED 5 and finally comes the first data entry of LED 6.This is the data entry with the ordinal number of 27 "Quick arming".