LCD62
Keypad

User Manual

Disclaimer:

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 its opinion, repair or replace the defective equipment upon return of the equipment to its factory. This warranty applies only to defects in parts and workmanship and not to damage incurred in shipping or handling, or damage due to causes beyond the control of the manufacturer such as lightning, excessive voltage, mechanical shock, or damage arising out of abuse, alternation or improper application of the equipment.

The foregoing warranty shall apply only to the original buyer, 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 neither assumes, 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 LCD62 Keypad, please ensure that you have read and understood the following instructions. Always ensure that the LCD62 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 of these substances may lead to fire.

Do not allow liquids to enter the interior. The equipment is not waterproof.

Description

Overview

The LCD62 keyboard provides complete control and information of the CA60Plus control panel:

The control panel can be fully programmed from the LCD 62 keypad.

An LCD display and LED indication visualize alarm and status information.

A buzzer lets the user hear correct and incorrect key entries as well as service and alert sounds.

Keypad door opened

LED indication

LCD display

Keypad

Front view with door opened

Tamper Sensor

BLACK
WHITE
GREEN
YELLOW
RED
BLACK

Wire Terminal

Rear View
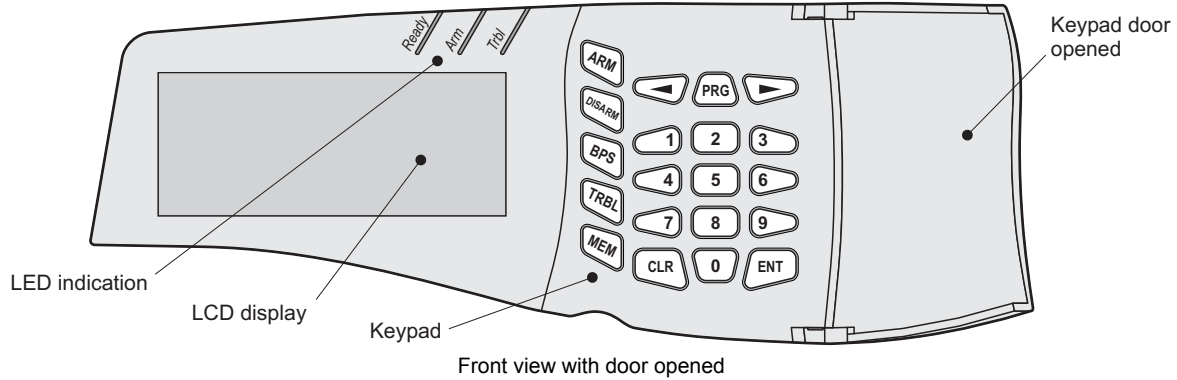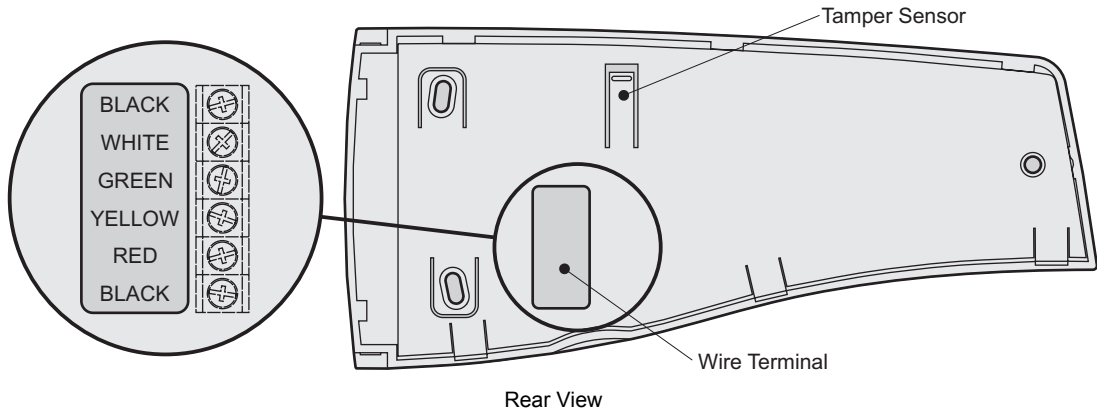
LED Indication

LED	Lit	Blinking
Ready (green)	System ready	Programming mode
Arm (red)	System armed	Entry or exit time
Trbl (orange)	-	Technical problem

Sound Indication

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

Click – single short beeps indicating button pressing

Confirm – two long beeps indicating the system confirmation to executed operation (arming, disarming, settings change, etc.)

Reject – single long beep indicating incorrectly executed operation

Entrance time – continuous beep indicating intrusion into the entrance zones.

Exit time – short beeps indicating the system is armed and the user is required to leave the zone. Ten seconds before the exit time is over beeps frequency is increased.

Trouble – two short beeps indicating problem with the system (battery low, no supply voltage, etc.)

Chime – short beeps with subsequently increasing period indicating intrusion into a zone with a "Chime" option activated

Display

Figure 1. LCD Display

▬ – indicates battery condition:

    ▬ (static) – battery OK

    ▭ (blinking) – battery low or missing

⇥ – indicates power supply status:

    ⇥ (static) – power supply OK

    ⇥ (blinking) – power supply loss

🔧 – indicates system trouble (blinking)

M – indicates events memory record

ON – indicates the system is armed

OFF – indicates the system is not armed

88:88 – displays various information (time, date, codes, etc.)

READY – indicates the system is ready to be operated

FIRE – indicates fire alarm

ALARM – indicates alarm

MEMORY – indicates events memory record (See page 19)
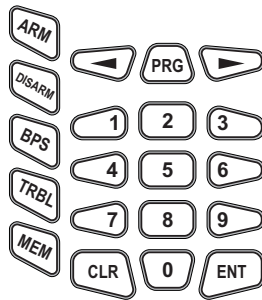
STAY – indicates the system is stay armed (See page 13)

FORCE – indicates the system is force armed (See page 14)

INSTANT – indicates the system is instant armed (See page 15)

– visualizes various alarm and arm conditions

Keypad

ARM	arms the system (*See page 13*)
BPS	bypasses certain zone(s) (*See page 17*)
TRBL	reviews the system troubles (*See page 19*)
MEM	reviews the event memory (*See page 17*)
CLR level	clears entered data or transfers to previous menu
ENT level	confirms entered data or transfers to next menu
PRG	activates the programming mode (*See page 22*)
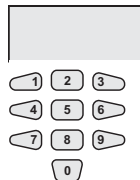
scroll the event memory (See page 17) or the system troubles (*See page 19*)

(1) (2) (3)
(4) (5) (6)
(7) (8) (9)
(0)

enter user codes or other data

Operation

The system can be operated when the **READY** symbol is displayed on the LCD

Arming

Full

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

Full arming sequence:

CODE $\boxed{\vdots}$ → $\boxed{ARM}$ → $\boxed{0}$

Fast full arming key sequence:

$\boxed{ARM}$ → $\boxed{0}$

LCD displays:

Stay

Stay arming means the user is allowed to stay in 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 started after the entrance time is over.

Stay arming key sequence:

CODE ⊞ → ARM → 1

Fast stay arming key sequence:

ARM → 1

LCD displays:

The number of the zone(s) that are bypassed are replaced with a [ ] symbol on the LCD.

Force

Force arming means the system is armed despite that in certain zone(s) there may be an obstacle or trouble.

Forced arming key sequence:

CODE ▦ → [ARM] → (2)

Fast forced arming key sequence:

[ARM] → (2)

LCD displays:

The number of the zone(s) that are bypassed are replaced with a [ ] symbol on the LCD.

After any of the procedures described above, short beeps and blinking **ON** symbol on the LCD indicate the exit time and the user is required to leave the zone. Ten seconds before the exit time is over beeps frequency is increased.
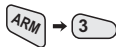
Instant

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 starts the alarm.

Instant stay arming key sequence:

CODE ▦ → [ARM] → (3)

Fast instant stay arming key sequence:

[ARM] → (3)

LCD displays:

The number of the zone(s) that are bypassed are replaced with a [ ] symbol on the LCD.

The **ON** symbol on the LCD indicates the system is Instant armed.

Panic

Pressing and holding (CLR) + (ENT) sends alarm signal.

Disarming

Coming into the entrance zone, the user is required to enter a personal code:

CODE ▦

A continuous beep indicates the entrance time.

Note: Certain users may not be allowed to disarm the system

Stopping the Alarm

The alarm is stopped by entering a personal code:

CODE ▦

Ambush Code

Ambush code is a personal code that disarms the system, but still sends alarm signal. Its purpose to indicate that the user is forced to disarm the system against his/her will.

The ambush code is produced from a personal code by increasing the last number by one.

If the last number is 9, it is replaced by 0 in the ambush code.

Example:

Personal code: 4615 → Ambush code: 4615

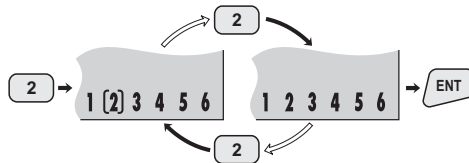Personal code: 4619 → Ambush code: 4610

Bypassing

To execute bypass operation the user is required a personal code.

CODE ⬚⬚⬚ → BPS

Pressing a numeric key bypasses the respective zone. The zone number is surrounded by the [ ] symbol. Pressing the same key once again de-bypasses the zone. The [ ] symbol is removed. Pressing ENT confirms the selection:
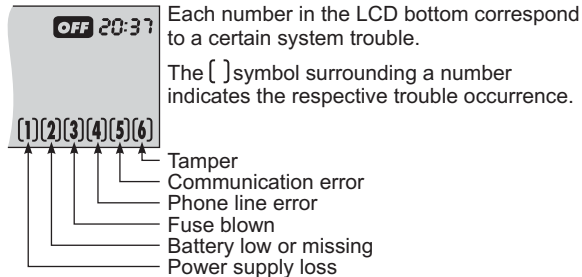
Bypassing key sequence:

LCD displays:

System Trouble Review

To review troubles the user is required a personal code.

CODE ⊞ → TRBL

LCD displays:

| OFF 20:37 | Each number in the LCD bottom correspond to a certain system trouble. |

The ( ) symbol surrounding a number indicates the respective trouble occurrence.

(1)(2)(3)(4)(5)(6)

- Tamper
- Communication error
- Phone line error
- Fuse blown
- Battery low or missing
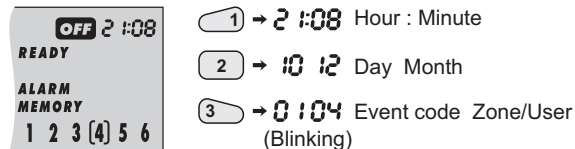- Power supply loss

Events Memory Review

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

CODE ⊞ → MEM

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

Next event ◄, previous event ►

To view the code, the time and the date of the event:

OFF 2 1:08	
READY	1 → 2 1:08 Hour : Minute
	2 → 10 12 Day Month
ALARM MEMORY	3 → 01 04 Event code Zone/User
1 2 3 (4) 5 6	(Blinking)

Event Description	Event Code	Zone / User	Event Description	Event Code	Zone / User
Alarm activated	01	Zone number	Zone bypassed	11	Zone number
Alarm deactivated	02	Zone number	Zone de-bypassed	12	Zone number
Fire alarm activated	03	Zone number	Fire zone bypassed	13	Zone number
Fire alarm deactivated	04	Zone number	Fire zone de-bypassed	14	Zone number
Panic alarm activated	05	Zone number	Panic zone bypassed	15	Zone number
Panic alarm deactivated	06	Zone number	Panic zone de-bypassed	16	Zone number
Tamper alarm activated	07	Zone number	Tamper zone bypassed	17	Zone number
Tamper alarm deactivated	08	Zone number	Tamper zone de-bypassed	18	Zone number
Medical alarm activated	09	Zone number	Medical zone bypassed	19	Zone number
Medical alarm deactivated	10	Zone number	Medical zone de-bypassed	20	Zone number

Event Description	Event Code	Zone / User	Event Description	Event Code	Zone / User
Disarming	21	User number	Phone line error	31	0
Remote disarming	22	User number	Phone line recovery	32	0
Disarming by key	23	Zone number	Communication error	33	0
Arming	24	User number	Automatic test	34	0
Remote arming	25	User number	Manual test	35	0
Arming by key	26	Zone number	Fuse blown	36	0
Fast arming	27	Doesn't matter	Fuse recovry	37	0
Engineer menu entry	28	17	System reset	38	0
Engineer menu exit	29	17	Power supply loss	39	0
Ambush code entry	30	User number	Power supply recovery	40	0

Event Description	Event Code	Zone / User
Battery low or missing	41	0
Battery recovery	42	0

User Level Programming

Blinking **READY** symbol indicates the system is in programming mode.

User Code Changing

User is required to enter his/her personal code first before changing it.
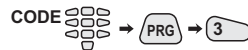
User code changing key sequence:

CODE ⬚⬚⬚ → (PRG) → (0) → NEW CODE ⬚⬚⬚ → ◀))) → NEW CODE ⬚⬚⬚
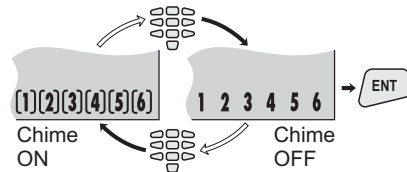   (4 digits) (2 beeps) (once again)

Turning On and Off the Chime Mode

To turn the chime mode on or off the use is required a personal code.

Turning the chime on and off key sequence:

CODE ⬚⬚⬚ → (PRG) → (3)

Pressing any numeric key switches alternatively the chime mode on and off. Pressing ⌜ENT⌝ confirms the selection:

[1][2][3][4][5][6]   1 2 3 4 5 6   → (ENT)
Chime   Chime
ON   OFF

Manager Level Programming

Blinking **READY** symbol indicates the system is in programming mode.

Changing the Manager Code

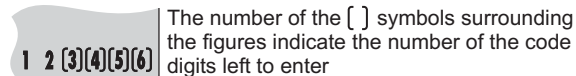Manager is required to enter his/her personal code first before changing it.

Manager code changing key sequence:

CODE ⊟⊟⊟ → (PRG) → (0) , (0) → ◀|||
                             (2 beeps)

Now the manager can switch using the ◁ ▷ keys between code changing mode and remote permissions mode.

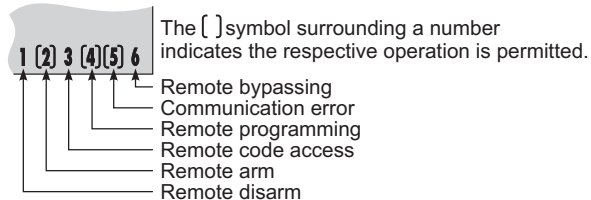Initially the system is in code changing mode.

LCD displays:

The number of the [ ] symbols surrounding the figures indicate the number of the code digits left to enter

1 2 [3][4][5][6]

The manager is expected to enter a new code.

Entering a new manager code key sequence:

NEW CODE ⊟⊟⊟ → ◀||| → **NEW CODE** ⊟⊟⊟
 (4 digits) (2 beeps) (once again)

The new code is accepted and the system automatically goes into the remote permissions mode.

LCD displays:

The [ ] symbol surrounding a number indicates the respective operation is permitted.

1 [2] 3 [4][5] 6

— Remote bypassing
— Communication error
— Remote programming
— Remote code access
— Remote arm
— Remote disarm
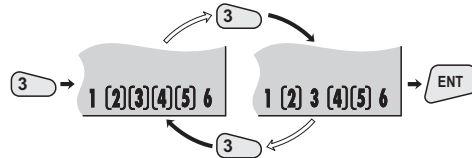
Pressing a numeric key permits the respective operation. The operation number is surrounded by the [ ] symbol. Pressing the same key once again forbids the operation. The [ ] symbol is removed.

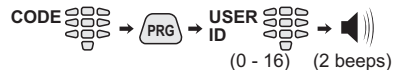Pressing $\boxed{ENT}$ confirms the selection.

Remote permissions key sequence:

Changing User Code and Privileges

Manager is required to enter his/her personal code first before user code.

User code changing key sequence:

Now the manager can switch using the ◄ ► keys between code changing mode and user permissions mode.

Initially the system is in code changing mode.
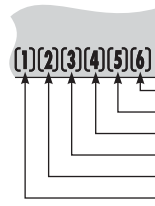
LCD displays:

1 2 (3)(4)(5)(6) The number of the [ ] symbols surrounding the figures indicate the number of the code digits left to enter

The manager is expected to enter a new code.

Entering a new user code key sequence:

NEW CODE (4 digits) → ◀))) (2 beeps) → NEW CODE (once again)

The new code is accepted and the system automatically goes into the user permissions mode.
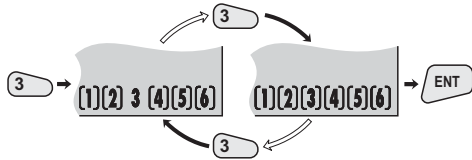
(1)(2)(3)(4)(5)(6) The [ ] symbol surrounding a number indicates the user is allowed to execure the respective operation.
— Bypass
— Review events memory
— Force arm
— Stay arm
— Full arm
— Disarm

Pressing a numeric key permits the respective operation. The operation number is surrounded by the [ ] symbol. Pressing the same key once again forbids the operation. The [ ] symbol is removed.

Pressing ENT confirms the selection.

User permissions key sequence:

Pressing any numeric key switches alternatively the chime mode on and off. Pressing ENT confirms the selection.
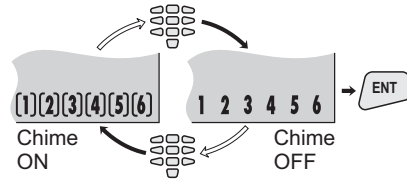

Turning On and Off the Chime Mode

To turn the chime mode on or off the manager is required a personal code.
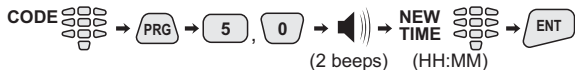
Turning the chime on and off key sequence:

CODE → PRG → 3 , 0

Setting the Clock

To set the clock the manager is required a personal code.

Setting the clock key sequence:

CODE ⧉ → (PRG) → (5) , (0) → ◀))) → **NEW TIME** ⧉ → (ENT)
                              (2 beeps)   (HH:MM)

Setting the Date

To set the date the manager is required a personal code.

Setting the date key sequence:

CODE ⧉ → (PRG) → (5) , (1) → ◀))) → **NEW DATE** ⧉ → (ENT)
                              (2 beeps)   (DD MM)
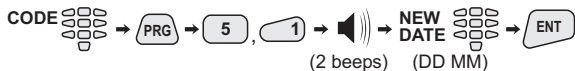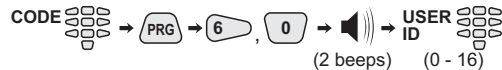
Adding a Proximity Card

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

Adding a card key sequence:

CODE ⧉ → (PRG) → (6) , (0) → ◀))) → **USER ID** ⧉
                              (2 beeps)   (0 - 16)
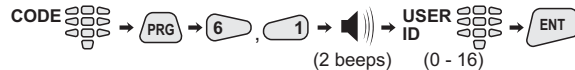
The proximity card has to be placed near the card reader at that time.

Erasing a Card

Erasing a card key sequence:

CODE ⧉ → (PRG) → (6) , (1) → ◀))) → **USER ID** ⧉ → (ENT)
                              (2 beeps)   (0 - 16)

Appendix

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

Tamper Sensor

JT

J2 J1 J0

Wire Terminal

BLACK
WHITE
GREEN
YELLOW
RED
BLACK